# Usenet Newsgroup Archive: comp.sys.atari.8bit

## 1999-06 - 1999-12

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 1999-06-01 through 1999-12-31

Source text: comp.sys.atari.8bit.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 4,266

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

## 1. Re: Ridiculous Prices on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-01 00:00:00 UTC
From: jjatkin@my-deja.com
Message-ID: <7ivv4h$v3i$1@nnrp1.deja.com>
Source record: 51988

I added up what this guy has spent over the past month or so. It comes
to about $7,000. Nearly all of it is atari 8 bit stuff. I told him
about the 1400xl. I wonder if he is smart enough to know that this is
much more rare than the stuff that he has already bought.

jeff

In article <375347af@news1.one.net>,
ryanr@shell.one.net (Bob Ryan) wrote:
>
> Here's some links with info on "xonx"
>
> http://www.jeffpeterson.com/4571452/azrep1.html
> http://www.jeffpeterson.com/4571452/bizjrnl-1-1-99.htm
> http://www.jeffpeterson.com/4571452/bizjrnl-12-21-98.htm
> http://www.jeffpeterson.com/4571452/dowjones-3-10-99.html
> http://www.jeffpeterson.com/4571452/newscom-03-11-99.html
> http://www.jeffpeterson.com/photos9542978475.html
>
> Have fun!
>
> --
>
> -Bob
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 2. Re: More Atari woes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-01 00:00:00 UTC
From: "Marlin Bates, IV" <mbates4@concentric.net>
Message-ID: <37539536.BB11FD17@concentric.net>
Source record: 51989

Witchfinder wrote:
>
> I'm definitely not having much luck here :)
> Yesterday I got an XE console and today I managed to find a
> 1040ST......the XE's basic seems to work but the 4 games I got with it
> look like they're fooed unless I'm doing summat wrong (it boots to the
> self-test menu).

What are the games? Perhaps they need a translator? Perhaps they need
BASIC on?

> And as for the ST, am I right in thinking I need a boot floppy for one
> similar to the Amiga? It switches on and seems to be searching on the
> floppy so I guess the answer's yes!

What version of ST? Most had TOS built-in. Yes, they do access the
floppy for a bit, but will eventually boot the dewsktop from ROM (except
for the early 520STs)

-Marlin

>
> Any help appreciated
>
> tia
> --
> Adrian/Witchfinder/Workshy Fop - take yer pick
> I'm not schizophrenic, honest Nurse.
> adrian@vorbis.MAINS.demon.co.uk
> Disconnect mains before replying if you can be arsed.

## 3. Garage Sale in Stockton, CA 6/4 - 6/6 Classic stuff!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-01 00:00:00 UTC
From: "Marlin Bates, IV" <mbates4@concentric.net>
Message-ID: <3753A14D.C3C2FF83@concentric.net>
Source record: 51990
Cross-posted to:
comp.sys.atari.8bit,comp.sys.ti,rec.games.video.classic,misc.forsale.computers.mac-specific.systems,rec.video.marketplace

Garage Sale! Garage Sale! Garage Sale! Garage Sale! Garage Sale!

Are you tired of going to garage after garage and not finding the mother load of stuff you are looking for?

Are you old enough to remember when Weird Stuff Warehouse really WAS a warehouse full of weird stuff?!?!

Are you tired of paying $4 shipping on a $1 item?!?!

Are you looking for classic video games, computers, and stuff?!?!

Are you in or near Northern California? Sacramento ring a bell? Howsabout STOCKTON?!?!

Are you free either Friday June 4th, Saturday June 5th, or Sunday June 6th?

Thatï¿½s right folks, you have bought stuff from me, sold stuff to me and well, chatted with me. It is now time to help me get rid of a lot of my stuff!

I have a garage FULL of Atari 8-bit, Atari 2600, Intellivision, Odyssey, 5200, TI 99/4a, Apple II, Commodore, IBM PCs, and--of course--Macinstoshes.

Folks, everything MUST go. I will be selling it all. Books, software, hardware, power supplies, rare stuff, common stuff, you name it, I got it for sale!

Just a *small* sampling:

At least 10 Atari 800/XL/XE Systems & disk drives
Over 200 ORIGINAL Disk and Tape software for the Atari 8-bit
Close to 100 carts, disks, and tapes for the TI 99/4a
Intellivision carts, with box and docs
An Odyssey 2
Magazines Analog, Antic, Atari Explorer, Compute, etc etc etc
Apple //c with monitors
Apple IIgs with keyboards
Macintosh Classic II
Macintosh IIcx
Macintosh LC III SYSTEM (printer, monitor, CD-ROM, etc)

Also, I have over 500 (yes five HUNDRED) movies on RCA Videodiscs with players!!

Folks, if you live within driving distance of Stockton, CA you NEED to come buy this stuff 'cause it will be CHEAP.

{also, if it doesnï¿½t sell at the garage sale - it goes on eBay and you KNOW what will happen there!}

Bring your husband - we have tools and old non-computer related magazines!
Bring your wife - we have clothes, furniture and bric-a-brac (everybody LOVES bric-a-brac!)
Bring your kids - we have toys and books and, well, bric-a-brac!

Date: Friday June 4th, Saturday June 5th and Sunday June 6th
Time: 8:00 am to 3:30 pm each day

So, if you are interested e-mail me for directions:

mbates4@concentric.net

Thanks

-Marlin

## 4. Re: recommendations, anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-01 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-KPZ30Fs1Tkq5@localhost>
Source record: 51991

On Tue, 25 May 1999 00:17:31, "Andrew Davie"
<adavie@mad.scientist.com> wrote:

> As some may know, I'm the author of an Atari program "Qb", recently
> rediscovered (see http://homepages.ihug.co.nz/~aaronat/qb.html ). I'm
> currently considering the possibility of converting this program to
> cartridge format, and producing commented source-code listings.
>
> To this end (although I have the source code on disk), I'd like to
> disassemble the .OBJ file and produce a brand-new source code listing.
> Simply because I was forced (due to disk space limitations) to use NO
> comments, single-letter labels, and single-spaces when I originally wrote
> the code. Anything that could save a byte of source code space was done.
> So, it made for a very hard to read program (but then again, I kept it all
> in my head anyway, as we all did back then).
>
> So, does anybody in the group have any recommendations for a disassembler?

I have one called the AACC dissembler. It has full source code with it
and does a dissemble In 2 passes.

>
> Problems I expect to face (converting to cartridge) are the large size of
> the program, the possibly hardwired run-address, and (gasp) the likelyhood
> that I used self-modifying code. Well, it was 1984... self modifying code
> was "in". ;) There might also be PAL/NTSC issues which I could resolve in
> cart format.

Just get a atari bank selecting Supercart from best. Most games using
those, copy the code to lower memory where it can be modifyed.
I remember the game. It ran quite ok for me. I have PAL.

>
> Anyone wanting a cartridge and commented source code listing
> (obligation-free, I'm just gathering numbers) please drop me an email at
> adavie@mad.scientist.com
>
Yea. thanks

## 5. Re: ATR -> XFD

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-01 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-Mzx2de2ccmb9@localhost>
Source record: 51992

On Tue, 25 May 1999 18:33:00, bo.schreurs@stackbbs.xs4all.nl (Bo Schreurs) wrote:

> -=> Quoting Cb541@cleveland.freenet.e to All <=-
>
> Cb>
> Cb> (size of dbl dens atr and xfd images)
> Cb> Both atr and xfd have 128 bytes for first three sectors, then
> Cb> 256 for the rest. However, an actual DD disk has 256 byte
> Cb> sectors for sectors 1 to 3.
> Cb> Russg
>
> Sorry to intrude, but sectors 1 thru 3 are ALWAYS 128 bytes!
> On DD disks sectors 4 thru xxxx are 256 byte sectors.
> Included in XDIR on my webpage is a pc assembler source
> containing documentation about this matter, and can be downloaded from:
> www.xs4all.nl/~stack/atarixle.html

I read with some amusement all the messages in this thread. Now let me put this straight once and for all.
I have dissembled the roms for the std 1050, USD, Supermax and Superarchiver. Have also done the XF551 as well but am still trying to make sence of it.
A double density disk is formatted double density right through, including sectors 1,2 and 3.
The 6507 processor in the 1050 is programmed to read 256 bytes for all sectors on a double density disk but for sectors 1,2, 3, ONLY 128 bytes are sent/received. The extra 128 bytes are ignored.
Same applies to all Drives be they Harddisks, Ramdisks or floppy drives. There may be some ramdisk drivers out there that use all 256 bytes in sectors 1-3 but I have never seen them.

The atari os at boot only knows about 128 byte sectors. Tho SIO can use a buffer size from1 byte to 65536 bytes. At boot, sector 1 is read and the first 6 bytes are examined.
Byte 0 is not sure. also depends on the code that follows.
Byte 1 Number of sectors to load.
Byte 2-3 Address to place the first sector and move there and follow on if necessary.
Byte 4-5 run address.
Byte 6 Init code starts here.

With the above, you will see that a minimum of 1 and a maximum of 256, 128 byte sectors can be loaded at boot. With double density disks, 1 or 2 or 3 sectors can be loaded by the os first then the loaded code

must take over.

If any one is really keen, they can modify dos, the os and the drive os to send receive only 256 byte sectors throughout the entire disk. big project that. best to leave things as they are.

James.

## 6. Re: OmnimonXL docs done...

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-01 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <3753b3a6.354680@news.freeserve.net>
Source record: 51993

The other Day Jim Schmidt <skibo@fuse.net> wrote:

>Paul,
> Thanks for the docs!! I am always amazed at the response I get from this
>news group
>whenever I ask a question. It's good to see such dedicated individuals who
>are willing to go the extra mile. Thanks to everyone again.
> Jim

Its a pleasure Jim, tbh its a general feeling of friendship you get from
the retro emulator or retro gaming newsgroups. The people will do
whatever they can to help and are mature in age or mind..

A rare thing on the Internet !

Hope you enjoy the docs, quite heavy going at points but they really
show what that little chip could do :)

Cheers.
--
Paul Irvine

ICQ 105793

## 7. Re: OmnimonXL docs done...

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-01 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <3754b499.597879@news.freeserve.net>
Source record: 51994

The other Day "dethnite" <csa_deathknight@excite.com> wrote:

>Its all a labor of love! Who else would be crazy enough to do such things?
>:)

Everyone is slightly bonkers... Cept us in the UK of course :) <---
>
>
>Jim Schmidt wrote in message <37530027.40AD9D2@fuse.net>...
>>Paul,
>> Thanks for the docs!! I am always amazed at the response I get from this
>>news group
>>whenever I ask a question. It's good to see such dedicated individuals who
>>are willing to go the extra mile. Thanks to everyone again.
>> Jim

--
Paul Irvine

ICQ 105793

## 8. Re: Action, Mac65, BasicXE & XL on EBAY

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-01 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7j0fvr$b3k$1@news.xmission.com>
Source record: 51995

If you look at the Ebay sale again, you'll see these carts are at $455
already. I sold my last batch for $610.00! Unbelievable..

Jon Melbo <ssilicon@earthlink.net> wrote:
> On 15 May 1999 16:24:08 GMT, jeking@NOSPAM.COM wrote:

> >Collection of development carts up for auction on Ebay, visit:
> >
> >cgi.ebay.com/aw<cgi/ebayISAPI.dll?ViewItem&item=104393892

> Don't take this wrong. I don't care what you ask for your stuff and I
> wish you the best, but I think you will have a hard time selling that
> stuff for that high of a price. You might do better individually.
> $150 is a lot especially if you only need one or two of the carts to
> fill your collection.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

## 9. Re: Action, Mac65, BasicXE & XL on EBAY

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-01 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7j0g41$b3k$2@news.xmission.com>
Source record: 51996

Yeah, the guy that bought my carts for $610.00 is kicking the crap out of
me on an 800xl with extras. He just keeps pumping up the price.

Oh well, at least I just won an Atari Portfolio palmtop for $68.00

Bob Ryan <ryanr@shell.one.net> wrote:
> [snip]

> : > >
> : > >Well, I guess you never know these days Jon. It ain't the 80s no
> : > >more, and these awesome carts are **nowhere** to be found. You might
> : > >want to check out how this auction ended up.
> : > >
> : > >http://cgi.ebay.com/aw-
> : cgi/eBayISAPI.dll?ViewItem&tc=ps&item=104393892
> : > >

> [snip]

> : > Hehe. Holy shit. I have all of those except BasicXE. Is that for
> : > real Dan? You didn't have friends pump up the bidding? Holy smokes.
> : > I am in a state of disbelief. Congratulations. My jaw is still
> : > hanging slack.
> : >

> I find it interesting the winner of the programming carts auction is currently the high
bidder on
> these two items (ATR8000s):

> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=104884889

> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=105760900

> I wonder what's fueling his/her desires?

> -Bob

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

## 10. Re: Action Cart Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-01 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7j0gcg$b3k$3@news.xmission.com>
Source record: 51997

Action does exist on disk.. I have it on diskette..

Isaac <idavis@my-dejanews.com> wrote:
> Since I have now seen a couple of action carts on ebay recently way out
> of my price range, or heading that way, I started wondering. Who owns
> the rights to the action cartridge? Is it possible to copy it with an
> eprom burner? I want one, and have posted numerous times, but never
> seem to get a reply, then someone puts one up on ebay usually bundled
> with other items and I can't afford it. This is frustrating to say the
> least, and I am pretty sure I am in good company on this one. Is there
> a way we can get it dumped to disk. I have some of my cartridges on
> disk, like Atariwriter, and Basic. What about Action? I also understand
> that it comes with a disk as well. Does anyone have a backup of that?

> Come on, who's with me????

> --
> isaac davis
> indavis@juno.com

> --== Sent via Deja.com http://www.deja.com/ ==--
> ---Share what you know. Learn what you don't.---

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

## 11. Re: More Atari woes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-01 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <FCnH1I.3Ex@cix.compulink.co.uk>
Source record: 51998

In article <37548f8d.3237802@news.demon.co.uk>, adrian@home.ta
(Witchfinder) wrote:
> And as for the ST, am I right in thinking I need a boot floppy for one
> similar to the Amiga? It switches on and seems to be searching on the
> floppy so I guess the answer's yes!
Very early ones had TOS on floppy but I'm pretty sure any 1040 ought to
boot from ROM. It will try and load from the floppy but if there's not one
there it ought to go to the GEM desktop in a second or two.

**********
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**********
* Analyst Programmer/ Freelance IT writer *
**********

## 12. Re: Garage Sale in Stockton, CA 6/4 - 6/6 Classic stuff!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-01 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7j0pbp$n0q$1@autumn.news.rcn.net>
Source record: 51999
Cross-posted to:
comp.sys.atari.8bit,comp.sys.ti,rec.games.video.classic,misc.forsale.computers.mac-specific.systems,rec.video.marketplace

Marlin Bates, IV <mbates4@concentric.net> wrote in message
news:3753A14D.C3C2FF83@concentric.net...
> Garage Sale! Garage Sale! Garage Sale! Garage Sale! Garage Sale!

<SNIP!>

> Apple file://c with monitors

<SNIP>

How come this link doesn't work <sheepish G!>

Good luck with the sale!

Alan

## 13. Re: ATR -> XFD

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-01 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yogj0otlf.fsf@co.umist.ac.uk>
Source record: 52000

sup8pdct@mail.cth.com.au writes:
[snip]
> The 6507 processor in the 1050 is programmed to read 256 bytes for all
> sectors on a double density disk but for sectors 1,2, 3, ONLY 128
> bytes are sent/received. The extra 128 bytes are ignored.
> Same applies to all Drives be they Harddisks, Ramdisks or floppy
> drives. There may be some ramdisk drivers out there that use all 256
> bytes in sectors 1-3 but I have never seen them.

If by chance you want to see a ramdisk that can user either 128 or 256
bytes for sectors 1-3 in DD, then take a look at the sig ;)

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

## 14. Giveaway 3

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-01 00:00:00 UTC
From: jack <jackaloy@ix.netcom.com>
Message-ID: <37540810.6A41@ix.netcom.com>
Source record: 52001

The cleaning continues. Again I offer the following items to anyone who will give them a good home. All the items are untested, so I offer no guarantees, but as always, I appreciate the return to me of the cost of shipping from NY

Jack

These are all CASSETTE versions, none have boxes.

Touch Typing (CX4110) with user guide
Hangman (Cx4108) with user guide
Statistics 1 (CX4103)
Parallel Printer Driver for the Atari from Macrotronics

## 15. FS: Old Software

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-01 00:00:00 UTC
From: Yujin Nagasawa <ynagasaw@ic.sunysb.edu>
Message-ID: <37542061.0@news.ic.sunysb.edu>
Source record: 52002
Cross-posted to: comp.os.msdos.misc,comp.os.msdos.apps,comp.sys.atari.8bit,comp.sys.tandy

```
Geoworks Pro with Borland Quattro Pro for DOS
-box, manuals and 5.25" disks
-$15 + shipping

WordPerfect 5.1for DOS
-box, manuals, 3.5" disks
-$15 + shipping
```

## 16. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-01 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <010619991108434395%savetz@northcoast.com>
Source record: 52003

[[ This message was both posted and mailed: see
the "To," "Cc," and "Newsgroups" headers for details. ]]

In article <19990531230219.02740.00002664@ng-bg1.aol.com>, SSKakarrot
<sskakarrot@aol.computer> wrote:

> >Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
> >Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
> >800XL, 65XE, 130XE, 800XE, and the XE Game System.
>
> 800 XE? What is this? (more dumb questions from an outdated super nerd)

It seems like every time Michael posts his Welcome message, someone
asks about the 800 XE. :) It is a computer that was released in Europe
only -- it's basically a 65XE with a different amount of memory. It
uses PAL rather than NTSC video.

I've got one. I should make a little Web page about it.

Kevin

## 17. FS: SC1224 Color

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-01 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7j18bh$1bn$1@ns1.thpl.lib.fl.us>
Source record: 52004

```
Atari SC 1224 color monitor, 20.00 plus packing materials and shipping
e-mail with zip code shipping charges. sfpu@scfn.thpl.lib.fl.us
```

## 18. FS (forwarded)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-01 00:00:00 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <7j1goe$4e3$1@pale-rider.INS.CWRU.Edu>
Source record: 52005

My old 130xe is currently sitting in my garage collecting dust and I would love to find someone that can appreciate it. I also have joysticks, a trackball, several game carts, and lots of documentation including De Re Atari, Mapping the Atari, the Basic source book, and more. I also have two 1050 hard drives (one that is Happy enhanced), an 850 and a 300 bps modem. I'm willing to part with the lot for the best offer I get including the costof shipping & handling. Please forward this to anyone that might be interested.

Thanks!

Dave
dfrye@atac.net
--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

## 19. Re: Heracles

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-01 00:00:00 UTC
From: Steve Lugovsky <steve@hitec.com>
Message-ID: <928270349.894.71@news.remarQ.com>
Source record: 52006

You know you're really tugging at the heartstrings with this one. Return of Heracles and Alternate Reality are my two all time favorite games. I absolutely adored that game...wow what a memory.

Say, what happened to the good old days? It seems like nowadays we have super advanced animation, 3d surround sound, 5 CD wonders, blah blah blah, but I'm just not having as much fun. Why is that?
Sometimes I wonder if it's because back then more was left to our imaginations, and now with all this advanced technology, so much is spoon-fed right to us. I dunno. Hmmm. Maybe I've changed...

Just my two cents :)

--Steve

Gareth wrote in message <37527d76.823155@news.demon.co.uk>...
>Does anyone remember the excellent game Return of Heracles?
>
>Does anyone have any info about the game, it's author etc..
>
>If so please post as I'd love to see some recognition of this superb
>Atari game..
>
>Gareth

## 20. Re: Garage Sale in Stockton, CA 6/4 - 6/6 Classic stuff!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-01 00:00:00 UTC
From: Ben Yates <byatesiii@worldnet.att.net>
Message-ID: <7j1kup$k30$1@bgtnsc02.worldnet.att.net>
Source record: 52007
Cross-posted to:
comp.sys.atari.8bit,comp.sys.ti,rec.games.video.classic,misc.forsale.computers.mac-specific.systems,rec.video.marketplace

```
Why couldn't ya say "North Atlanta"!!!!!

Alan Sharkis wrote in message <7j0pbp$n0q$1@autumn.news.rcn.net>...
>
>Marlin Bates, IV <mbates4@concentric.net> wrote in message
>news:3753A14D.C3C2FF83@concentric.net...
>> Garage Sale! Garage Sale! Garage Sale! Garage Sale! Garage Sale!
>
><SNIP!>
>
>> Apple file://c with monitors
>
><SNIP>
>
>How come this link doesn't work <sheepish G!>
>
>Good luck with the sale!
>
>Alan
>
>
```

## 21. FA: BASIC Computer Games (both vols) by David H. Ahl

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-01 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <7j13i4$9q2$1@nnrp1.deja.com>
Source record: 52008
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy

Hi, I just posted the following on eBay. Please have a look if you are interested in these classic games books.
Thanks, Dan

URL:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=110930627

---

Description of books:

BASIC Computer Games - Volume I & II - Microcomputer Edition

BASIC Computer Games
David H. Ahl (Creative Computing), 1978, 183 pages.
The classic of all classic BASIC games books. I've spent hours with this one back in the 80's and would never consider selling my copy, but I happened to come across a second copy. The illustrations throughout the book are great! My all time favorite games from this book are: Animal, Hammurabi, Life, Life For Two, and Lunar LEM Rocket, Orbit, 3D-Plot, and many others.

But of course the source for the all-time greatest game is contained in this book as well: SUPER STAR TREK. This is the original of originals. Converted directly from Mike Mayfield's HP2000C source code, which was the "standard" Star Trek in 1973, that was put in the HP contributed program library and onto a number of HP Data Center machines.

here's the header file from the full source code in the book:

```
10 REM SUPER STARTREK - MAY 16, 1978 - REQUIRES 24K MEMORY
30 REM
40 REM **** **** STAR TREK **** ****
50 REM **** SIMULATION OF A MISSION OF THE STARSHIP ENTERPRISE,
60 REM **** AS SEEN ON THE STAR TREK TV SHOW.
70 REM **** ORIGINAL PROGRAM BY MIKE MAYFIELD, MODIFIED VERSION
80 REM **** PUBLISHED IN DEC'S "101 BASIC GAMES", BY DAVE AHL.
90 REM **** MODIFICATIONS TO THE LATTER (PLUS DEBUGGING) BY BOB
100 REM *** LEEDOM - APRIL & DECEMBER 1974,
110 REM *** WITH A LITTLE HELP FROM HIS FRIENDS . . .
120 REM *** COMMENTS, EPITHETS, AND SUGGESTIONS SOLICITED --
130 REM *** SEND TO: R. C. LEEDOM
140 REM *** WESTINGHOUSE DEFENSE & ELECTRONICS SYSTEMS CNTR.
150 REM *** BOX 746, M.S. 338
160 REM *** BALTIMORE, MD 21203
```

```
170 REM ***
180 REM *** CONVERTED TO MICROSOFT 8 K BASIC 3/16/78 BY JOHN BORDERS
190 REM *** LINE NUMBERS FROM VERSION STREK7 OF 1/12/75 PRESERVED AS
200 REM *** MUCH AS POSSIBLE WHILE USING MULTIPLE STATMENTS PER LINE
205 REM *** SOME LINES ARE LONGER THAN 72 CHARACTERS; THIS WAS DONE
210 REM *** BY USING "?" INSTEAD OF PRINT WHEN ENTERING LINES
```

In addition to full instructions and a sample run, is an excellent discussion on the origin of the quadrant nomenclature adopted by the game.

From back cover: "101 imaginative and challenging games for one, two, or more players -- Basketball, Craps, Gomoko, Blackjack, Even Wins, Digits, Bombs Away, Horserace. Simulate lunar landings. Play the stock market. Write poetry. Draw Pictures. All games come complete with step-by-step programs and sample runs. All programs run on Microsoft 8K Basic, Rev. 4.0. Basic conversion table included. David H. Ahl is the founder and publisher of Creative Computing."

More BASIC Computer Games
David H. Ahl (Creative Computing), 1979, 185 pages.

Very similar to the first volume, yet with 84 completely different games.
From the back cover:

This book is for scholars and hackers and even MORE -- for friends and the whole family, even little kids. Trek across the desert. Evade a man-eating rabbit. Become a millionare. Step-by-step programs and sample runs on Microsoft BASIC, with coversion table. Who could ask for MORE? Everyone. Begin.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 22. apx classics on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-01 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <13590-3754605F-17@newsd-173.iap.bryant.webtv.net>
Source record: 52009

would any one be interested in seeing some apx classics come out on
cartridge?we can only do machine language ones,no basic,does any one
have any suggestions?please let me know,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 23. Re: FA: Airball Atari XE cart!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-01 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <37547209.25D2ED24@erols.comX>
Source record: 52010

I don't have an .atr but I do have the original Desert Falcon and Crossbow
carts :)
If someone could tell me how to make a disk image I'll put an .atr up.
Catrcopy.bas don't work on these things.

--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

Remove the 'X' for email replies

Vidar \"Hawk\" Olavesen wrote:

> It's actually quite a good game. The ST version was a little better, but not
> much!
>
> But, I've not seen image of it either. That also goes for Desert Falcon,
> Crossbow and all the other XE carts! Anybody have ATR of them ?
>
> Paul "Mclane" Irvine <mclane@dellos.freeserve.co.uk> wrote in message
> news:37530d59.3471412@news.freeserve.net...
> > The other Day "Satcom2" <svenhard@primenet.com> wrote:
> >
> > >go to:
> > >
> > >http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=110867457
> > >
> > >for more info. Good luck and bid high! -Satcom2
> > >
> > Has anyone ever seen an image of this game?
> >
> > I never saw this on the 8bit, ever.
> > --
> > Paul Irvine
> >
> > ICQ 105793

## 24. Re: Need a good 130XE emu (a prog, not a 6-foot tall chicken :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-01 00:00:00 UTC
From: sskakarrot@aol.computer
Message-ID: <19990531225927.02740.00002662@ng-bg1.aol.com>
Source record: 52086

>Yes, it can do 130XE, Compy and Rambo 320XE as well...
>
>dethnite

Okay, allow me to expose my ignorance here... What is Compy and Rambo 320 XE? I have never heard of this.

David Bowden
Baka-san

"We are Microsoft Borg.
Lower your expectations and surrender your money.
Sun Microsystems is irrelevent.
Anti-trust is irrelevent.
We will force your applications to service our own."

http://www.angelfire.com/ar/kakarrot

## 25. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-01 00:00:00 UTC
From: sskakarrot@aol.computer
Message-ID: <19990531230219.02740.00002664@ng-bg1.aol.com>
Source record: 52087

>Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
>Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
>800XL, 65XE, 130XE, 800XE, and the XE Game System.

800 XE? What is this? (more dumb questions from an outdated super nerd)

David Bowden
Baka-san

"We are Microsoft Borg.
Lower your expectations and surrender your money.
Sun Microsystems is irrelevent.
Anti-trust is irrelevent.
We will force your applications to service our own."

http://www.angelfire.com/ar/kakarrot

## 26. FS: 8 - B I T C A R T C O L L E C T I O N

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-02 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990602002918.09486.00005291@ng-fz1.aol.com>
Source record: 52011

There are still many great Atari 8-bit computer carts left from my collection.
Visit my page and make me an offer on some of them.

http://members.aol.com/swozniak/page1.html

Thanks for looking. :)

- S c o t t W o z n i a k
**********
Check out my Videogame Want / Trade list here:
http://members.aol.com/swozniak/page1.html
**********

## 27. Atari 800 48k FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-02 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <7j245q$9v7$3@mohawk.hwcn.org>
Source record: 52012

I have an Atari 800 computer with 48k in working condition for sale. I am asking $50 US plus shipping from Hamilton, Ontario Canada.

The Atari 800 includes a Basic Cart and power supply.

Willy

## 28. Party Quiz Controllers FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-02 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <7j23r6$9v7$1@mohawk.hwcn.org>
Source record: 52013

I have 4 "Party Quiz" controllers by Suncom. It includes a "hub" for the 4 controllers. I have no idea if they work, or what their status is. I am selling them "as is" for $10 US plus shipping. No software is included.

I am located in Hamilton, Ontario Canada

Willy

## 29. FA: Spartados X 4.22 cart + Manual + more.

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-02 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7j2j7h$dm7@freenet-news.carleton.ca>
Source record: 52014

Spartados X with manual and more. Check it out if you need one:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=112400829

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

## 30. some items from my emulation personal wish list

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-02 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3755d841.1513371@news.earthlink.net>
Source record: 52015

I have long been an Atari8 owner and enthusiast. These days though, with emulation being so good, I wish for just a bit more to make it nearly perfect. Some things I wish for:

1) Ability to have supercart rom images and emulate them as a cart in the emulator. My emulator of choice is Atari800Win. I realize there is a big turmoil over this issue but it would that if you already own an actual cart you want to use on the emulator it would be ok. I am primarily talking about the OSS carts, though SpartaDOSX would be cool too. Like if there were some special program which could properly read each of the banks and such and dump them to a file on disk. Then this file could be used by a supercart emulation scheme etc etc.

2) Ability to run Atari800Win in background.

3) Ability to run Atari800Win in multiple instances.

Those are in order of importance to me, with 1 being far more important than 2 or 3.

What are YOUR most desired features or capabilities of Atari800Win (or some other favorite emu of yours)?

## 31. Re: FA: Airball Atari XE cart!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-02 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-MM1znsxPojrW@localhost>
Source record: 52016

On Tue, 1 Jun 1999 23:51:37, Stephen Knox <gooch@erols.comX> wrote:

> I don't have an .atr but I do have the original Desert Falcon and Crossbow
> carts :)
> If someone could tell me how to make a disk image I'll put an .atr up.
> Catrcopy.bas don't work on these things.

Very diffucalt to do if not impossiable for bank select carts. The
only way to find out if it can be done is to look through ALL the code
to see what it does. But first you must be able to get to the code in
situ.

James.

## 32. Re: some items from my emulation personal wish list

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-02 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-gQB43jd5Zelw@localhost>
Source record: 52017

On Wed, 2 Jun 1999 07:16:55, ssilicon@earthlink.net (Jon Melbo) wrote:

> 
> 1) Ability to have supercart rom images and emulate them as a cart in
> the emulator. My emulator of choice is Atari800Win. I realize there
> is a big turmoil over this issue but it would that if you already own
> an actual cart you want to use on the emulator it would be ok. I am
> primarily talking about the OSS carts, though SpartaDOSX would be cool
> too. Like if there were some special program which could properly
> read each of the banks and such and dump them to a file on disk. Then
> this file could be used by a supercart emulation scheme etc etc.

It would be possible but there are at Seven types of bank select cart
out there that I know of.

1) oss cart first version. (orange)
2) oss cart second version (black & yellow)
3) SDX
4) Diamond cart
5) express cart
6) atari supercart.
7) bounty bob strikes back ( Have never seen one personally)

Although SDX, Diamond and Express carts are of the same deign, the PAL
that is in them is programmed differently so effectively making them
different carts.
The two versions of the oss carts use different addresses to switch
banks.
A programme would haft to be written on a real 8bit to determine what
cart it is and get the code from it. The emulator then should be able
to handle it ok with sutiable modifaction of course.

James.

## 33. Re: some items from my emulation personal wish list

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-02 00:00:00 UTC
From: Eli-the-Iceman <rely@ix.netcom.com>
Message-ID: <375520D9.88A35AF5@ix.netcom.com>
Source record: 52018

Jon Melbo wrote:
>
> I have long been an Atari8 owner and enthusiast. These days though,
> with emulation being so good, I wish for just a bit more to make it
> nearly perfect. Some things I wish for:
>
> 1) Ability to have supercart rom images and emulate them as a cart in
> the emulator. My emulator of choice is Atari800Win. I realize there
> is a big turmoil over this issue but it would that if you already own
> an actual cart you want to use on the emulator it would be ok. I am
> primarily talking about the OSS carts, though SpartaDOSX would be cool
> too. Like if there were some special program which could properly
> read each of the banks and such and dump them to a file on disk. Then
> this file could be used by a supercart emulation scheme etc etc.
>
> 2) Ability to run Atari800Win in background.
>
> 3) Ability to run Atari800Win in multiple instances.
>
> Those are in order of importance to me, with 1 being far more
> important than 2 or 3.
>
> What are YOUR most desired features or capabilities of Atari800Win (or
> some other favorite emu of yours)?

All,
Those are things I'd like to see also. I'd love to be able to
run,edit,write my BASIC XE programs on my work PC. I don't have the
space to set-up a 130XE w/APE on my desk. I also tend to use SDX almost
exclusively.
One other thing would be an emulation of a Y2K compliant R-Time8 for
the emulators.
--
Robert S Ely -=aka=- Eli-the Iceman
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

## 34. Re: some items from my emulation personal wish list

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-02 00:00:00 UTC
From: John Kwiatkowski <johnmk@shell.clark.net>
Message-ID: <98b53.409$K2.15209@iad-read.news.verio.net>
Source record: 52019

How about paddle emulation, I have not seen this in the Atari emulators
except for X on UNIX using atari800. Emulation of the Atari Touch Tablet
would be on my list too, but the paddles may cover that.

John K.

Jon Melbo <ssilicon@earthlink.net> wrote:
: I have long been an Atari8 owner and enthusiast. These days though,
: with emulation being so good, I wish for just a bit more to make it
: nearly perfect. Some things I wish for:

: 1) Ability to have supercart rom images and emulate them as a cart in
: the emulator. My emulator of choice is Atari800Win. I realize there
: is a big turmoil over this issue but it would that if you already own
: an actual cart you want to use on the emulator it would be ok. I am
: primarily talking about the OSS carts, though SpartaDOSX would be cool
: too. Like if there were some special program which could properly
: read each of the banks and such and dump them to a file on disk. Then
: this file could be used by a supercart emulation scheme etc etc.

: 2) Ability to run Atari800Win in background.

: 3) Ability to run Atari800Win in multiple instances.

: Those are in order of importance to me, with 1 being far more
: important than 2 or 3.

: What are YOUR most desired features or capabilities of Atari800Win (or
: some other favorite emu of yours)?

## 35. Re: More Atari woes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-02 00:00:00 UTC
From: witchy@work
Message-ID: <37554c4c.620892456@news.demon.co.uk>
Source record: 52020

ilaskey@cix.compulink.co.uk ("Iain Laskey") drained the contents of
the glass. On the bottom was written:

>In article <37548f8d.3237802@news.demon.co.uk>, adrian@home.ta
>(Witchfinder) wrote:
>> And as for the ST, am I right in thinking I need a boot floppy for one
>> similar to the Amiga? It switches on and seems to be searching on the
>> floppy so I guess the answer's yes!
>Very early ones had TOS on floppy but I'm pretty sure any 1040 ought to
>boot from ROM. It will try and load from the floppy but if there's not one
>there it ought to go to the GEM desktop in a second or two.

....unless it's bust of course :o)

I left it trying to boot long enough to go round the keyboard (all
beeped back at me); maybe I'll go and make a coffee or summat.

cheers!

## 36. Re: More Atari woes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-02 00:00:00 UTC
From: witchy@work
Message-ID: <37564d00.621072865@news.demon.co.uk>
Source record: 52021

"Marlin Bates, IV" <mbates4@concentric.net> drained the contents of
the glass. On the bottom was written:

>What are the games? Perhaps they need a translator? Perhaps they need
>BASIC on?

One was Flight Simulator2 which came with the system; the other 3
escape me ATM........FlightSim itself should work though.

>What version of ST? Most had TOS built-in. Yes, they do access the
>floppy for a bit, but will eventually boot the dewsktop from ROM (except
>for the early 520STs)

It's a 1040ST.....

cheers!

## 37. Re: Heracles

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-02 00:00:00 UTC
From: Gareth@Latchum.demon.co.uk
Message-ID: <37554d14.2199782@news.demon.co.uk>
Source record: 52022

Steve,

I have a large collection of 8 bit games and I could carry on with
names like rainbow walker, Mule, Pharoes Curse and Seven Cities of
Gold!

I always felt Alternate Reality and Heracles were among the best
though..

I do agree with your comments that as graphics 'improve' and machines
get faster, games can sell on superficial points rather than gameplay.
I would also suggest however, that in those days it was a lot easier
to be original!

Gareth

On Tue, 1 Jun 1999 15:42:21 -0500, "Steve Lugovsky" <steve@hitec.com>
wrote:

>You know you're really tugging at the heartstrings with this one. Return of
>Heracles and Alternate Reality are my two all time favorite games. I
>absolutely adored that game...wow what a memory.
>
>Say, what happened to the good old days? It seems like nowadays we have
>super advanced animation, 3d surround sound, 5 CD wonders, blah blah blah,
>but I'm just not having as much fun. Why is that?
>Sometimes I wonder if it's because back then more was left to our
>imaginations, and now with all this advanced technology, so much is
>spoon-fed right to us. I dunno. Hmmm. Maybe I've changed...
>
>Just my two cents :)
>
>--Steve
>
>
>Gareth wrote in message <37527d76.823155@news.demon.co.uk>...
>>Does anyone remember the excellent game Return of Heracles?
>>
>>Does anyone have any info about the game, it's author etc..
>>
>>If so please post as I'd love to see some recognition of this superb
>>Atari game..
>>
>>Gareth
>
>

## 38. Help w/ peripheral outputs on 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-02 00:00:00 UTC
From: John Kwiatkowski <johnmk@shell.clark.net>
Message-ID: <Wrc53.415$K2.15460@iad-read.news.verio.net>
Source record: 52023

I just picked up an 800XL and have some questions on the outputs.
Hope someone can help me get back into the Atari scene, its been awhile.

The XL has an RCA type output and a DIN monitor output. I have an
Atari cable that is RCA to RCA but no TV switch box. I tried hooking
the Atari cable up to the RCA video input on my VCR aux but got
nothing. I have a TV switch box (RCA in to cable tv coax) from my
nintendo that does work (picture is crap but not sure if its the XL or
the box). What is the best way to hook up an 800XL to a TV?

What kind of connector was used from the DIN monitor output? Did it
terminate with RCA (video/audio) plugs or some other type of connectors?
If I did pick up a monitor for the 800XL what kind of connection am
I looking for?

Also there is a parallel port (?) on the back of the XL. What cable
am I looking for to go to a 9-pin printer with a standard parallel
input.

I had an 800 with NEC monitor that are long gone now :( and I can't
remember how they were hooked up.

Thanks for your help,

John K.

## 39. Re: Heracles

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-02 00:00:00 UTC
From: David Hopcroft <davidh@cdex.ericsson.se>
Message-ID: <01bead14$93b02ba0$60cb30a4@etlcolpc23.ericsson.se>
Source record: 52024

> I do agree with your comments that as graphics 'improve' and machines
> get faster, games can sell on superficial points rather than gameplay.
> I would also suggest however, that in those days it was a lot easier
> to be original!

It has never been easy to create ORIGINAL games then or now. most games can be traced back to ideas taken from others. I do not think originality on it's own makes one game stand out over others.

Take AR there were plenty of other games of this genre around at the time like ultima and the epyx RPG, even real world? D&D role play games.

BTW one of my favorite games is Tempest 2000 on the Jag: Definitely Not original, very glitzy graphics, but extremely strong on playability, playing the original arcade version (jag/mame) simply dose not do any thing for me:( Good graphics and sound can add and a hell of a lot to a game, but it must be done with a skill that not many people/games companies will ever master.

I agree superficial graphics will sell games, but at the end of the day game play will win out. The superficial games will simply be put away when they have no more interest and good games remain. Who here still plays star raiders/bounty bob/etc...

I remember buying star raiders because I liked the graphics;)

## 40. WANTED: Tape drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-02 00:00:00 UTC
From: alt-sci@mailexcite.com
Message-ID: <N3d53.18464$me.8151160@WReNphoon4>
Source record: 52025

Does anyone know were I can get one of those old Atari tape drives? I recently inherited a bunch of games but they are all on tape.

-**** Posted from RemarQ, http://www.remarq.com/?a ****-
Search and Read Usenet Discussions in your Browser - FREE -

## 41. DGS Website - New Stuff Added

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-02 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <UNd53.14263$fG.108882@nnrp3.clara.net>
Source record: 52026

I have now scanned a few British Atari-related magazine ads from the early 80's. These are available on the DGS Website now (via the 'Pictures and Scans' option). More of these are to follow. I've got loads of them, it's just a matter of finding the time to scan them all!

This is what we now have available on the website (and it it's all free of course!):

* Our main PD/Commercial software catalogue
* Latest list of used hardware/software/books/mags we have for sale
* List of PC CD-ROMs we have left which need clearing out
* Free demos of the Quick programming language and Digi-Studio to download
* 17 articles written by me and originally published in the Atari 8-bit News-Paper and Page 6 magazine
* Photos from the 1990 and 1992 AMS shows held in the UK
* Cover scans of the early Page 6 issues including the very rare Issue 1
* Cover scans of all 5 issues of Atari UK's I/O magazine from the early 80's, including the rare Issue 1
* Cover scans of the Official Show Guides to the Spring and Autumn 1987 'Atari User Shows'
* A scanned article from I/O magazine about how Atari got its name
* A cover scan of an old Silica Shop catalogue from 1987
* A few British Atari-related ads from the early 80's
* Cover scan of Issue 1 of the UK's 'Monitor' magazine

More stuff will be added quite regularly, so make sure you come by from time-to-time.

The site now uses frames (only 2 to be exact!) so it may take a while to start up on some machines/browsers. Be patient!

Don't forget that DGS still support the Atari 8-bit with a wide range of PD and exclusive Commercial software. Full details are in the catalogue on the website.

All you need now is the address, which is: http://www.dgs.clara.net

Please stop by and take a look!

Dean Garraghty

## 42. Atari->PC Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-02 00:00:00 UTC
From: moore@ruth.mc.vanderbilt.edu
Message-ID: <7j41hl$t3c$1@news.vanderbilt.edu>
Source record: 52027

Hello,

Does anyone know if it is possible to use Atari joysticks on a PC game card slot? Has a converter ever been made? I hate PC joysticks!!

Jason Moore
Vintage Computer Collector
[400 (2), 800, 800XL, 130XE (2), 2600 (4), TI99/4a (3), VIC-20, C64]

## 43. Re: some items from my emulation personal wish list

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-02 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <375671f7.13669502@news.freeserve.net>
Source record: 52028

The other Day ssilicon@earthlink.net (Jon Melbo) wrote:

>I have long been an Atari8 owner and enthusiast. These days though,
>with emulation being so good, I wish for just a bit more to make it
>nearly perfect. Some things I wish for:
>
>1) Ability to have supercart rom images and emulate them as a cart in
>the emulator. My emulator of choice is Atari800Win. I realize there
>is a big turmoil over this issue but it would that if you already own
>an actual cart you want to use on the emulator it would be ok. I am
>primarily talking about the OSS carts, though SpartaDOSX would be cool
>too. Like if there were some special program which could properly
>read each of the banks and such and dump them to a file on disk. Then
>this file could be used by a supercart emulation scheme etc etc.

Sounds good to me..
>
>2) Ability to run Atari800Win in background.
>
>3) Ability to run Atari800Win in multiple instances.

I expect 2 and 3 have Direct X problems and other timing related issues?
>
>Those are in order of importance to me, with 1 being far more
>important than 2 or 3.
>
>What are YOUR most desired features or capabilities of Atari800Win (or
>some other favorite emu of yours)?
>
Well Rich already knows my wish for Atari800win and he has looked at it
but its a bit of a sod. My wish...the ability to read PRO images made by
Steven Tuckers superb APE..
--
Paul Irvine

Ram - Unintelligent, male, herbivorous quadrupedal mammal

Rom - An illierate ram

ICQ 105793

## 44. Re: Heracles

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-02 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <3757729b.13833462@news.freeserve.net>
Source record: 52029

The other Day Gareth@Latchum.demon.co.uk (Gareth) wrote:

>Steve,
>
>I have a large collection of 8 bit games and I could carry on with
>names like rainbow walker, Mule, Pharoes Curse and Seven Cities of
>Gold!
>
>I always felt Alternate Reality and Heracles were among the best
>though..

My collection is vast.....Alternates were favs but I have always been a blaster / Platformer at heart. Things like AE, Jumpman, Spelunker etc as well as that fun old one that no one mentions as a 2 player (shame it does not work on Atari800win) Race in Space or the equally fun Preppie series...
>
>I do agree with your comments that as graphics 'improve' and machines
>get faster, games can sell on superficial points rather than gameplay.
>I would also suggest however, that in those days it was a lot easier
>to be original!
>
>Gareth
>
Yep, I'm from the early Atari days, believe it or not a Tech sales for the 400 ranges amongst other things and what's missed today is game play, its often swapped for things like 'eye candy'.

Its also amazing how many people look at things like Tempest X on PSX and think its a new game, they do not realise these games have very early roots...
--
Paul Irvine

Ram - Unintelligent, male, herbivorous quadrupedal mammal

Rom - An illierate ram

ICQ 105793

## 45. Re: Bad luck with Atari XL's!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-02 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7j495k$vvo$1@news6.svr.pol.co.uk>
Source record: 52030

Hi Richard,

>> by the look of it they saved money by not socketing them (it's
>>amazing how much money a simple change like that can save).

>I would be amazed if the long term result was anything though.....

The way they look at it is if you can save $0.10 on the manufacture of a single unit that adds up to $100000 more profit on 1 million units.

That sort of change would save MUCH more than just $0.10 per unit though as you can insert the chips directly into the PCB for flow soldering, rather than inserting sockets, soldering them in place, and then having to pay for someone to insert the ICs into the sockets (or buy and run a machine to do it).

It would be a hefty saving, quite easily being the difference between the company continuing or folding.

>....single chip failure and the cost of repair for desoldering vs pulling
>would be kind of high for warranty work.

If you get the cost of the board low enough, and reliability high enough then again it's far cheaper to just toss a broken board and replace it than to pay someone to repair it.

> I heard rumors of literally rooms full of broken XEs at Atari that were
>returned under warranty.....

It's a common practice, if something costs more to replace than to repair you replace it....

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

## 46. Re: WANTED: Tape drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-02 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <3756b398.19962382@news.wxs.nl>
Source record: 52031

On Wed, 02 Jun 1999 08:37:15 -0800, alt-sci@mailexcite.com (Ed
Thunder) wrote:

>Does anyone know were I can get one of those old Atari tape drives? I
>recently inherited a bunch of games but they are all on tape.
>
>
>
> -**** Posted from RemarQ, http://www.remarq.com/?a ****-
> Search and Read Usenet Discussions in your Browser - FREE -

Hi Ed. I don't know where to get tape drives, but if you have a
SIO2PC or APE cable, all you need is a sound card and some software.
I wrote a program that lets you convert .wav files to .cas files.
What you do is put the tape in an audio player and hook it up to
a PC. Then you use the sound recorder of the soundblaster to
record the beeps to a .wav file. My program converts that to a .cas
file, which can be sent to the XL/XE via a SIO2PC cable.
The APE program also supports this format.

All this if you have a PC of course. The program is free and it is
available from the Umich archives. The URL is
http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip

## 47. Re: some items from my emulation personal wish list

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-02 00:00:00 UTC
From: "David J. Firth" <david@signus.demon.co.uk>
Message-ID: <8U+z9KArjaV3EwLN@signus.demon.co.uk>
Source record: 52032

In article <3755d841.1513371@news.earthlink.net>, Jon Melbo
<ssilicon@earthlink.net> writes
>I have long been an Atari8 owner and enthusiast. These days though,
>with emulation being so good, I wish for just a bit more to make it
>nearly perfect. Some things I wish for:
>
>1) Ability to have supercart rom images and emulate them as a cart in
>the emulator. My emulator of choice is Atari800Win. I realize there
>is a big turmoil over this issue but it would that if you already own
>an actual cart you want to use on the emulator it would be ok. I am
>primarily talking about the OSS carts, though SpartaDOSX would be cool
>too. Like if there were some special program which could properly
>read each of the banks and such and dump them to a file on disk. Then
>this file could be used by a supercart emulation scheme etc etc.

The OSS Action and MAC/65 super cartridges used to work under Atari800
(and presumably Atari800Win) - I assume it still does but I haven't
checked recently.
--
David J. Firth

## 48. FA: Atarian Magazines. Issue #1 and Issue #3

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-02 00:00:00 UTC
From: "Marlin Bates, IV" <mbates4@concentric.net>
Message-ID: <3755BA84.DD6F6973@concentric.net>
Source record: 52033
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari,rec.games.video.marketplace

Atarian Video game magazine Premier Issue!
Excellent Condition
This is a very hard to find magazine from 1989
No Reserve!

In excellent condition, only blemish is a bit up in the corner where I
removed the price tag (you can see it in the scan)

Here is the URL:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=112632472

Shipping: Winning bidder will pay $3.20 in shipping in addition to
winning bid.

Payment must be received by me no later than seven days after the
auction ends or negative feedback will be left. Money order or checks
are fine. Checks will take 7 days to clear, money orders ship next day.

I have scanned the cover for you:
http://www.concentric.net/~mbates4/issue_1_cvr.jpg
I have also scanned the Table of Contents:
http://www.concentric.net/~mbates4/issue_1_toc.jpg
You also get the lap flap!!
http://www.concentric.net/~mbates4/lapflap.jpg

--------
Also, for auction, issue #3!!
Mint Condition
This is a very hard to find magazine from 1989
No Reserve!

In mint condition, no blemishes or wrinkles
Here is the URL:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=112638547

Shipping: Winning bidder will pay $3.20 in shipping in addition to
winning bid.

Payment must be received by me no later than seven days after the
auction ends or negative feedback will be left. Money order or checks
are fine. Checks will take 7 days to clear, money orders ship next day.

I have scanned the cover for you:
http://www.concentric.net/~mbates4/issue_3_cvr.jpg
I have also scanned the Table of Contents:
http://www.concentric.net/~mbates4/issue_3_toc.jpg

You also get the lap flap!!
http://www.concentric.net/~mbates4/lapflap.jpg

## 49. FA: TOMY Tutor computer **Rare Find**

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: PEW@Nospam.you
Message-ID: <37630d91.24148423@news.erols.com>
Source record: 51888
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.atari.8bit,comp.sys.apple2.marketplace,alt.video.games,alt.games.video.classic,alt.atari.2600

Up on Yahoo Auction:

TOMY Tutor 16-bit graphic computer. **Hard to find.**
Includes computer unit(built in power supply), joystick,
and 3 game cartridges.

The games are Hyperspace, Deep Six, and Torpedo Terror.
This computer also has a built in paint program.

Everything tested and works great.
Cases are a little dirty but otherwise in good shape.

Low reserve.

Check It out at:
http://auctions.yahoo.com/us/auction/4935557

I know this is not a system related to this newsgroup, but since there
is no group for it, I thought classic computer users would find some
interest.

## 50. Re: *RIDICULOUS* eBay BIDDING!! Look!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: "Eric R. Balch" <ebalch2@san.rr.com>
Message-ID: <k9q53.42$qC6.2361@newsr1.san.rr.com>
Source record: 51889

Folks:

As one that was bidding on this (up to only $60.00 though) I questioned the seller and this was a totally unused, and unopened Atari 400. NOT a 400 in "real good" or "like new" shape. But indeed a totally virgin 400. IMHO this is a pretty rare thing to behold. And, if one happens to be a collector one might spend a lot of money.

Sorry for the interruption!

-Eric

LWhite6497 wrote in message
<19990518045531.17709.00002027@ng-ba1.aol.com>...
>>I think I'll just go jump in the pond after seeing this one...
>
>"New in the box" seems to put bidders
>into a frenzy. But still $232 for a 400? Wow!!
>
>...Just wish I'd had room to keep more of the
>boxes!
>
>Larry White

## 51. Re: Atari 800 48k FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: david moeser <erasmus@iglou.com>
Message-ID: <Pine.GSO.3.96.990603035115.19602A-100000@shell1>
Source record: 51890

```
On 2 Jun 1999, William Moeller wrote:
->I have an Atari 800 computer with 48k in working condition for sale.
->I am asking $50 US plus shipping from Hamilton, Ontario Canada.
->
->The Atari 800 includes a Basic Cart and power supply.

<Gasp!>

Say, has anybody heard anything out of Toronto Atari circles
about any more shows like the one they announced last year?!

>>>-----------------------------------------------<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* Big Browser Is Watching You! *
```

## 52. Re: some items from my emulation personal wish list

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990603064636.28210.00000396@ng-fz1.aol.com>
Source record: 51891

>>The OSS Action and MAC/65 super cartridges used to work under Atari800
>>(and presumably Atari800Win) - I assume it still does but I haven't
>>checked recently.
>
>How is this possible? They were special bank switching carts.

As regards the general question about
bank switching cartridges -
technically, I think it's not that hard. Each
switched bank of code would have it's own
unique location in the emulator space, and
would be addressed as if they were
occupying the same memory space in the
Atari. When a different bank is needed, then
the emulator points to a different section of
code. Even if the banks were actually
moved in and out of a fixed address range,
with the speed of a Pentium (or even a fast
486) it would be so fast as to be unnoticable.
As usual, when the conceptual part gets
transferred to code, the details usually get a
little messier. This could go one step further -
one could fairly easily create a PC ISA
adapter board to either hold various banks
of roms/eproms or a ribbon cable to an
external cartridge socket to hold the cartridge.
Larry

## 53. Re: Wizards Crown Help?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <37566045.509A1BDF@classic-games.com>
Source record: 51892

Dave Caspermeyer wrote:
>
> There was not much to do to complete Wizard's Crown. Just e-mail me with your
> difficulty and I can help you out. BTW, Eternal Dagger was released for Atari
> 800. Does anyone in this group know of the sequel hinted to(if it exists) at
> end of Eternal Dagger?

AFAIK, they cancelled it when they got the AD&D license (and
subsequently released those "gold-box" games using a similar format
minus the quality game-play).
--
http://www.classic-games.com/
President Clinton was acquitted; then again, so was O. J. Simpson.
*** NEWBIES: Limit signatures to four lines! No HTML mail or posts! ***

## 54. "AUNT BYTES" IS COMING / CHAT SESSION this Saturday

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37566E62.49CE@geocities.com>
Source record: 51893
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Just a quick word.. if you wanted to ad an article to this month's AUNT BYTES, we'd love to publish it, but we need it.. err.. NOW! :)

Also, the next AUNT MEETING will be June 12th at 10 o'clock am till 1 pm. That's TWO SATURDAYS FROM TODAY!

Until then... CHAT SESSION *this* Saturday night at 8 pm for just some general hanging out and fun.

Take care fellow Atarians!

Doctor Clu

```
||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!
```

--
||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

```
THE ATARI / NEWTON CONNECTION \\ /,
http://www.geocities.com/SiliconValley/Hub/4088/ `( N
Combining a Fun Desktop With an Exciting Data Assistant \
=
```

## 55. Re: Help w/ peripheral outputs on 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: LONNIEMCCLURE@prodigy.net
Message-ID: <MPG.11c03bce5d286cc69896fc@news.prodigy.net>
Source record: 51894

In article <Wrc53.415$K2.15460@iad-read.news.verio.net>, dated Wed, 02 Jun 1999 15:53:26 GMT johnmk@shell.clark.net stated:

> The XL has an RCA type output and a DIN monitor output. I have an
> Atari cable that is RCA to RCA but no TV switch box. I tried hooking
> the Atari cable up to the RCA video input on my VCR aux but got
> nothing. I have a TV switch box (RCA in to cable tv coax) from my
> nintendo that does work (picture is crap but not sure if its the XL or
> the box). What is the best way to hook up an 800XL to a TV?

The picture via the RF output (the RCA jack) is certainly not the best, but without seeing it, it is difficult to say if what you are getting is normal. If your Nintendo switchbox is an autoswitching type, it derives power from the RF cable, and might be interfering with the signal.

BTW, the reason you did not get a picture connecting that cable to the RCA video input on your VCR is that expects baseband video, which is only available from the monitor port.

The best solution for RF is just to pick up a RCA-to-F type connector adapter at Radio Shack, and plug directly in, bypassing any switchbox. However, this will fall short of what you can get from the monitor output.

> What kind of connector was used from the DIN monitor output? Did it
> terminate with RCA (video/audio) plugs or some other type of connectors?
> If I did pick up a monitor for the 800XL what kind of connection am
> I looking for?

The monitor port is a standard DIN-5 connector. Radio Shack used to sell a cable that had a DIN-5 on one end, and 4 RCA plugs on the other (which would provide composite color, luma, chroma [if connected], and audio. If they do not carry these anymore, there are a number of mailorder dealers that carry them, or you might ask if anyone in the newsgroup has one for sale cheap.

> Also there is a parallel port (?) on the back of the XL. What cable
> am I looking for to go to a 9-pin printer with a standard parallel
> input.

Actually, it is a serial port, and not of the RS-232 variety, either. For use with a standard parallel printer, you will need an Atari-specific parallel convertor, such as ICD's P:R:Connection or one of a few standalone parallel adapters.

==========
lonniemcclure@prodigy.net

## 56. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_928418946@rtfm.mit.edu>
Source record: 51895
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: May 23, 1999

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

------------------------------

Subject: Introduction

Conventions
-----------
All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, are NOT listed here.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
developer. No prices are given.
```

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer
---
Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection. Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!
---
This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of my more prominent sources:
- New Atari User, published by Page 6 Publishing (Les and Sandy Ellingham)
- Orphaned Computers & Games Systesms, pub. by Adam Trionfo & Chris Federico

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

---

Subject: A

4Jays Classic Video Games and Old Computers (Jay Colen)
mailto:4jays@ccnet.com
http://www.ncal.verio.com/~4jays/
Vendor: used hardware and software

8-Bits Forever (book)
See: GFH Marketing

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (718) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

AIMS Lab., Inc.
46740 Lakeview Boulevard
Fremont, CA 94538
USA
Tel: (510) 661-2525
Fax: (510) 252-1572
mailto:sales@aimslab.com / mailto:info@aimslab.com
http://www.aimslab.com/
Developer: JAM!! (The JAM!! is a small purple/lilac colored box made by AIMS Labs that allows an composite or S-video (chroma/luma) output device to connect to and display on a standard VGA or SVGA monitor.)

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

AS
See: Mirage Media

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Clubzentrale: c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
tel/FAX: +49 2366 39623 ( 0 23 66 / 3 96 23)
PD-Bibliothek: Theo Schwacke
Heinestrabe 17
D-45699 Herten
tel: 0 23 66 / 3 46 96
BBS: +49 5439 92592
mailto:wburger@cityweb.de
http://www.atari-computer.de/abbuc/
Developer: wide variety including: SIO2PC(SIO2ST)-Interface, PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade. also available: QMEG+ 4.0. KE-Soft products.
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine)
See: Satantronic

Atari Classics (Bob Woolley, Editor)
1161 Bay St
Alameda CA 94501-3911
USA
mailto:rwoolley@pacbell.net
"Super Video 2.1XL" - http://members.delphi.com/lmcclure/svxl/
some other reprints - http://www.redshift.com/~cdyson/atari.html
Publisher: Atari Classics (print magazine)
Bob writes: "I have altered the format of a 'subscription' somewhat. Send me
your name and address, but no money. I'll send you the next issue and a bill
for your subscription. We'll try that for a while.
$25 for six issues (about six years at the present rate)
$9 additional for a disk that only includes the code in the magazine and
any related data.
higher in other countries due to higher postage costs. (varies)
(The above information was current as of 6/20/98)

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The Atari Warehouse
c/o Richard Smith
Barrie Ontario
Canada
mailto:rsmith@planeteer.com
http://toronto.planeteer.com/~rsmith/atari.htm
Vendor: commercial software, some hardware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433

tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

Laboratorium Komputerowe Avalon (L.K. Avalon)
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando,
Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge
with 64KB or 128KB RAM with battery), Centronics interface: Microprint,
all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044,
Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa,
Lasermania+Robbo Konstruktor, Misja (Mission Shark)+Fred, Neron, Piekielko,
Robbo, Smus, Spy Master, Syn Boga Wiatru, The Last Guardian,
Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum,
Captain Gather, Change, Constellation, Czaszki+Electra, Dagobar, Darkness Hour,
Digi Duck, Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw,
Lorien's Tomb, Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor), RAM Cart

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Subject: B

B&C ComputerVisions
5917 Stope Way
El Dorado, CA 95623-4716
USA
tel: (530) 295-9270
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Marlin Bates, IV (Fuji-dom)
96 W. Arcade St.
Stockton, CA 95204-4405
USA
mailto:mbates4@gte.net
http://home1.gte.net/mbates4/
Vendor: used hardware, used software

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
mailto:bestelec@concentric.net
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)
Na Hrebenkach 42
150 00 Praha
Czech Republic
Developer: BW-DOS 1.30 - available via http://atari.boss.com.pl/files

Steve Birmanns and Matthias Belitz
Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
Developers: MSC IDE-Harddisk-Controller (available via ABBUC)

Bit Busters Computer Group
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timless Announcement (Demo), Waves (Intro)

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
mailto:bensmith@teleport.com
http://www.atari.benjamin.net
Vendor: new/used hardware/software

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals,
Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card,
ISA<->Atari interface card, Connector for above

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023

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Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

James Catalano / Classic 8-Bit Atari / Artacyis Software
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below, Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry, Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard, Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown, Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike, Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner, Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner, The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile, 3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not, Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5, Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mailto:itayc@hotmail.com
http://www.sitcom.co.il/users/itayc/
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K), The Wall, Sirtoot

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair shop.

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189
mailto:cgp@digitaldeluge.com
http://www.digitaldeluge.com/gamesplus/
Vendor: commercial software

Computer Software Services (CSS) (Bob Puff)
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (716) 429-5639
mailto:nleaudio@nleaudio.com
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Repair Shop.

Computer STudio (Sheldon H. Winick)
40 Westgate Parkway Suite H
Asheville, NC 28806
USA
tel: (704) 251-0201 / 800-253-0201
mailto:s.winick@worldnet.att.net
Vendor: hardware and software

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646
USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com
http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand
monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyber Networking (Nelson Nieves)
1621 Green St Unit 2B
Philadelphia PA 19130-3909
USA
mailto:atari@cybernetworking.com
http://www.cybernetworking.com/atari/
Developer: SpartaDOS tools: Undelete, DualTest, xErase, Delete Tree, xType,
Check Disk, Clear Memory (Main Bank only), Reset, SpartaDOS X On, Cls,
TS (Text Search)

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Subject: D

Dadgum Games
P.O. Box 1154
Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/
Publisher: Halcyon Days: Interviews with Classic Computer and Video Game
Programmers (software for Mac or PC)

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA

Developer: Daisy-Dot III

D'Antiques (Dan Dotson and Marilyn Saul)
PO Box 40751
Tucson, AZ 85717-0751
USA
tel/FAX: (888) 860-0582 (toll-free, US only) or +1 (520) 881-0582
mailto:dand1@dantiques.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

Databyte Hard- & Softwareservice
Firma Matthias Faust
Fanny-Lewald-Ring 102
D-21035 Hamburg
Germany
Tel: +49-(0)40-735 21 84
Fax: +49-(0)40-735 57 80
BBS: +49-(0)40-735 57 80 (a lot of XL/XE-Software for download)
mailto:info@databyte.hh.eunet.de
http://databyte.www-discount.de/
Vendor: hardware and software
Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing
Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DataQue (NO LONGER REACHABLE???)
See also: The AGDA Group
1623 W 4th St
Mansfield OH 44906-1701
USA
tel: (419) 529-9797 1pm-5:30pm EST M-F
mailto:dataque.1@genie.com
mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM
Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM,
Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list
options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit,
Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

David M. Deaven
mailto:deaven@ishmael.ameslab.gov
http://www.public.iastate.edu/~deaven/Software/top.html
Developer: Atari IRG (InfraRed Gateway) 0.1 (hardware/software project)

DGS
See: Dean Garraghty

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital Force
Mario Trams
An der Eiche 1
D-09577 Lichtenwalde
Germany/Saxony
mailto:Mario.Trams@informatik.tu-chemnitz.de
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (a 65C816 Extension for the ATARI XL/XE)

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

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Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:info@emulators.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer Classic, PC Xformer 98, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Raphael James Espino
mailto:rje@co.umist.ac.uk
http://www.co.umist.ac.uk/~rje/8bit/atari.html or
http://www.geocities.com/SiliconValley/Lakes/7953/atari.html
Developer: Ramdrive v1.0

Evangelo's Software (Angelo Vahatouras)
27 Stiles St
Elizabeth NJ 07208-1902
USA
tel: (908) 558-9518
mailto:VangelisV@AOL.com
http://members.tripod.com/eightbits/atari84sale.html

http://members.aol.com/VangelisV/Evangelos
Vendor: commercial software."has over 1,000 titles for the Atari 8 & 16 bit machines. Mailorder ONLY! No Store front. Please E-mail for complete listings"

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Subject: F

Far North Atari Computers (attn: Frank)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net
Vendor: new and used hardware and software, PD/freeware/shareware

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/david/
Developer: Alien Encounter, Superman, Test Computer Language (TCL), UltraSpeed Copier 2.3, 1050 Menu - MultiBoot Variety, Atari800 Emulator 0.8.6

Flashback Classic Video Games
See: Games + (Games Plus)

Friedland Computer Systems, Inc. (Nolan Friedland)
tel: (612) 689-0880
mailto:quinn@sliders.com
Vendor: hardware and software

Ron Fries
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

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Subject: G

Paul Gallier (Panther)
mailto:panther@strangeworld.com
http://www.pacificnet.net/~panther/Atari/
Developer: ADIR.ZIP - Atari 8-bit ATR/DSK file viewer/extractor

Games + (Games Plus) / Flashback Classic Video Games (James Mitchell)
4501 E Thomas Rd 1216 W University
Phoenix AZ 85018 ** OR ** Mesa AZ 85201
USA USA
tel: (602) 840-8866 after 10:00 am (602) 890-0556
tel: 1-888-73-GAMES
FAX: (602) 840-8838
mailto:gamespls@micronerd.com
http://www.micronerd.com/
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: back issues of News-Paper and News-Disk

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Developer: XL-it! 0.20
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)
is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/
Another one is at http://opossum.ml.org/~atlan/emu/index.htm

GMG - Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko)
c/o Marek Chorvat
Polna 11
974 05 B.Bystrica
Slovaki
mailto:mchorvat@econ.umb.sk
http://rak.isternet.sk/lego/gmg/

Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo,

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies,
Guntris, Tag!

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Subject: H

Norbert HALEY
Poste Restante
P.O.Wellesley St.
Auckland
New Zealand
mailto:norb@kcbbs.gen.nz
http://members.tripod.com/~apd2/catweasl.htm
Developer: Catweasel Advanced Floppy Controller (8-bit ISA card for PC)

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers)
ftp://ftp.pulsarinteractive.com/pub/

Highlander (Raimund Altmayer)
Konz, Germany
mailto:highland@t-online.de

http://home.t-online.de/home/highland/
Developer: He has coded man utilities and nice little programms for many
tasks, IDE hard disk interface, 800XL-DJ (800XL-DeeJay )

Mike Hill
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair shop.

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: I

The Independent Eight Bit Association (IEBA)
Harrowden
39 High Street
Sutton-in-the-Isle
Ely
Cambridgeshire
CA6 2RA
tel: 01353 777006
FAX: 01353 777766
mailto:ieba@spheroid.demon.co.uk (Brian Watson, Publicity Officer)
Publisher: The Independent Eight Bit Association Directory, Fourth Edition
(revised) Winter 1997; IEBA Newsletter

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Subject: J

Jay Software (Jan Krupka and Stanislav Opichal)
http://www.inf.upol.cz/~krupkaj/jay/
http://www.inf.upol.cz/~krupkaj/jay/atari8.htm
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC Interactive
Naskove 3
150 00 Praha 5
Tel: + 420 2 57189515, +420 2 57189516
Fax: + 420 2 526424
Czech Republic
mailto:Interactive@jrc.cz or mailto:atari@jrc.cz
http://www.jrc.cz/ or http://www.jrc.cz/atari/
Developer: Turbo Tape / Turbo 2000, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

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Subject: K

Kaiser Soft (Markus Romer)
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software (Polish/Tschechien games)
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

KARIN
ul. Przemyska 11a

02-361 Warszawa
Poland
tel: (0-49)-(0-22)-659-70-42
-659-34-13
-22-23-31
NEWER NUMBER -> +48 601 21-29-05
FAX: -659-34-14
mailto:karin@polbox.com
Vendor: commercial software
Developer: KARIN MAXI Disk Drive
Repair Shop: all Atari computers

K-Products (Bob Klaas) K-Products (Bob Klaas)
4267 W. Midway Dr. *or* P. O. Box 22122 A.M.F.
Salt Lake City, Ut. 84120 Salt Lake City, Ut. 84122
USA USA
tel: (801) 967-8738
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software
Developer: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM,
SpartaDOS 3.2d, SpartaDOS 3.3a
1050 US Doubler (USD), DK-Utilities for the Black Box and the MIO
Repair Shop. (800XL/130XE motherboards, keyboards)

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/
Developer: SIO2PC 4.19

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
mailto:draco@mi.com.pl
http://www.obta.uw.edu.pl/~draco/
http://draco.atari.org
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol
description, A proposed standard for Atari executable relocatable file,
DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s,
CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE,

XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0,
EmuXL v0.32 (emulator for Falcon030)

Jindrich Kubec (Jindroush)
mailto:kubecj@asw.cz
http://www.asw.cz/~kubecj/
Developer: Adir (PC), AutoRBas (ATARI), Bas2Atr (PC+ATARI), BasLoad (ATARI),
BlkMake (PC), Boot2Atr (PC), ChkBas (PC), ChkBoot (PC), ChkExe (PC),
ChkRom (PC), DCM2ATR (PC), Exe2Tur (PC), ROM2EXE (PC+ATARI), SidLoad (ATARI),
Tur2Exe (PC), Tur2Wav (PC), Unix2Atr (PC), Wav2Tur (PC)

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Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Chris Lam
mailto:chris@shenleyfields.demon.co.uk
http://www.shenleyfields.demon.co.uk/rainbow.html
Developer: Rainbow - Atari 8-Bit Emulator for the Apple Mac and
Windows 95/NT with Direct X

Rich "Twist" Lawrence
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.5c (Atari 8-bit emulator for Win9X/NT)

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

L.K. Avalon
See: Avalon, Laboratorium Komputerowe

London Atari Computer Enthusiasts (LACE)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield

London
England SW16
United Kingdom
mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
mailto:earl.halliwell@dyess.af.mil
mailto:e.halliwell@genie.com
http://www.atarihq.com/jeo/
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

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Subject: M

MacDonald Associates (Rod MacDonald)
909 NW Starlite Place
Grants Pass, OR 97526
USA
mailto:stinformer@chatlink.com
http://www.chatlink.com/~stinformer/
tel: (541) 476-2555
Publisher: ST Informer (online magazine) US$12/12 issues

MacFalkner (Andre Bertram)
mailto:macfalkner@aol.com
http://www.macfalkner.de/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS,
Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502
Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software:
MEMDRV10

Ivan Mackintosh
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for

SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine
c/o Freddy Offenga
Paardebloemstraat 53-3
6841 BT Arnhem
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:F.Offenga@student.kun.nl
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

Microcode Solutions
mailto:msdei@ctaz.com
http://www.ctaz.com/~msdei
Developer: ACE (Atari Console Emulator - Amiga software), WACKE ("Weightless
Atari Computer Keepsake Emulator - Macintosh software)

Micro Discount (Derek Fern)
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 (or international +44 021 353 5730) 4pm-8pm Mon-Fri
FAX: 0121-352-1669
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon,
Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo),
G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Mirage Media s.c. / AS
ul. Obroncow 2c
03-933 Warsaw
Poland
Phone: +48 22 616 15 51, +48 22 616 15 55
Fax: +48 22 617 93 21, +48 22 671 76 22
mailto:mirage@mirage.com.pl
http://www.mirage.com.pl/
http://nostalgia.mirage.com.pl/
Vendor: hardware and software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bank Bang!,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman, Around the Planet, Rockman, Starball, Crypts of Egypt,
Tommings, Mortyr
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,

Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), VideoInterFace (digitizer+genlock),
OMC65 (MAC/65 cross-assembler for DOS/Windows), Sprint XL, RAM-CART,
AST Turbo System

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, Ore 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:74766.1561@compuserve.com
mailto:rldetlefsen@delphi.com
http://members.delphi.com/rldetlefsen/web/atarmain.htm
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

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Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software (NBS)
c/o William Kendrick
919 Drake Drive #147
Davis, CA 95616-0838
USA
tel: 1-530-759-1019
mailto:bill@newbreedsoftware.com
http://www.newbreedsoftware.com/
Developer: demos: Bob Test, Color Bars, Cells, Didi 7, DollMan, Fire, Happy Mondays, James Brown, Knives and Forks, Stars, Stimpy, T-1000. games: Aster Blast, Balloonier, Boom!, Chicken, Cooltris, Gem Drop, Mah Jongg, Puzzle, Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: SIFE (Super-IRG Font Editor), File Selector 0.4, MuxChat, Colorizer 1.1, DigiPlay Menu, Equation

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

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Subject: O

OMC Games (James Garvin)
P.O. Box 8107
Austin, TX 78713
USA
mailto:omcinfo@omcgames.com
http://www.omcgames.com/
Developer: The Assassin. Release Date: 3rd or 4th Quarter '99

Orphaned Computers & Game Systems
c/o Adam Trionfo & Chris Federico

4321 Montgomery NE Apt 406
Albuquerque, NM 87109
USA
tel: (505) 875-1526 (Adam)
mailto:atrionfo@tvi.cc.nm.us or mailto:adam@thuntek.net (Adam)
mailto:chris@abq.com (Chris)
http://w3.tvi.cc.nm.us/~atrionfo/
Publisher: Orphaned Computers & Game Systems
bi-monthy, 5-7 page, double-sided, photocopied newsletter with
information on all the classic game systems and computers (with particular
affection for Atari). Sample issue: $1.00, three issue subscription: $3.00.

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Subject: P

Page 6 Publishing (Les and Sandy Ellingham)
P.O. Box 54
Stafford
ST16 1DR
England
tel: 01785 241153 (from the USA: 011-44-1785-241153)
mailto:page6@cankita.force9.co.uk
Vendor: PD/freeware/shareware
Publisher: New Atari User (NAU) (bi-monthly print magazine, ISSN:0958-7705)
Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
Elsewhere (Surface) #17.00 #32.00
Elsewhere (Air Mail) #23.00 #42.00

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

PD-Magazin
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)

Vendor: various software (PD-MAG-CLUB)
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St
Winter Springs FL 32708-4341
USA
mailto:potterj@real3d.com
mailto:jdpotter@worldnet.att.net
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (PPP) (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany
tel.: +49 (0)7252-3058 or -4827
mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support
Disk 2, SAM (Screen Aided Management) 80 column Desktop System, SAM
Budget (spreadsheet), SAM Utilities 1, SAM Designer (DTP), Quick Ed (chr
set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30

Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

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Subject: R

R.A.M.
c/o Andreas Magenheimer
Diehlgartenstr. 12
D-67591 Wachenheim/Zellertal
Germany
Vendor: PD/freeware/shareware, 800 XL-DJ

Burkhard Rau (HCRBurk)
mailto:BR@HCRBurk.de
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari), ATARI FileManagement 1.5 0128 (WIN 95/98/NT)

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software
systems design, developement, and coding; Media conversion from magnetic to
optical and imaging; Consulting on system purchases and requirements; Film
production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Thomas Richter
mailto:thor@einstein.math.tu-berlin.de
http://www.math.tu-berlin.de/~thor/thor/
Developer: Atari800 Emulator for Unix, Amiga and MS-DOS, Version 0.9.2

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

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Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

Satantronic
Lubo ROBA
Poste restante
Posta 1
04001 Kosice
SLOVAKIA
mailto:xi@napri.sk (-XI-)
http://www.napri.sk/web/satantronic/
Developer: Demo: Te.mod. Game: Jurassic Park II. Utils: Paradox,
Mad editor.
Publisher: ATARIX - paper magazin in Slovak language

Bo Schreurs
mailto:stack@xs4all.nl
http://www.xs4all.nl/~stack/atarixle.html
Co-Vendor: the POOLDISK TOO PD/freeware/shareware CD-ROM

Developer: DTR2ATR 5.05.00, XDIRLIST, ATR2XFD, XFD2ATR, XDIR 10.05

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl
Co-Vendor: the POOLDISK TOO PD/freeware/shareware CD-ROM

Shadow Software (David Hunt, The Shadow)
16016 SE Division St Box 19
Portland OR 97236-1999
USA
mailto:The_Shadow@spnt.com (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
BBS: (503) 761-9074 (ACE of America)
Developer: Carina BBS 2.6

Ken Siders
mailto:atari@columbus.rr.com
http://jump.to/atari or http://home.columbus.rr.com/ksiders/atari.htm
Developer: Utilities: ATRUTILS.ZIP (PC utilities),
AtrUtil.zip Ver 1.13(Win95 utility), ATRSRC.ZIP (PC utilities),
ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility),
UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility),
High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super Menus.
Development Software: KAsm65 V2.51, KLink65 1.51,
KLink65 0.07 Cross Linker for MSDOS (PC Executable), KEdit. Games: Burger Boy,
PacMunch Jr, Mr. Fish, Circle of Richness

Sikor Soft
c/o Pawel Sikorski
SKR. POCZT. 16
02-100 WARSZAWA 119
POLAND
Developer: Cyborg, Fire Stone, Tekblast, Sexy Six, Mr. Proper

Mark Simonson
mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts

SINTECH
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033
mailto:sintech@online.de
http://www.online.de/home/sintech/
Vendor: commercial software

Mirko Sobe (or is it Mirco?)
H.-Jentsch.Str. 7
D-03172 Guben
Germany
Developer: Boss XE (a GUI)

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Len Spencer
2513 Healy Dr
Orlando FL 32818-3109
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi-IO and Black Box
interfaces), Forem-XE Pro 5.4 (BBS program)

ST Informer (online magazine)
See: MacDonald Associates

STAK Atari (print magazine)
See: Revista STAK Atari

Petr Stehlik
mailto:stehlik@cas3.zlin.vutbr.cz
http://cas3.zlin.vutbr.cz/~stehlik/
Developer: MS-DOS port of Atari800 emulator version 0.9.8,
Atari Falcon030/TT030/Medusa/Hades/Milan port of Atari800 v0.9.8

SteveR's Classic Cartridges (Steve Reed)
mailto:steverd@cet.com
http://prowlers.net/stever
BBS: Prowler's DOMAIN 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://www.atarionline.com/
Vendor: new/used hardware, new/used commercial software

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany

tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

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Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Vendor/Developer: education related

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
See: Kaiser Soft

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States

Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
mailto:classics@nacs.net
http://www.nacs.net/~classics/
Developer: Atari Peripheral Emulator (APE) 1.17, APE ProSystem 1.17,
APE Warp+ OS, Imagic 1.06

TWAUG (Tyne & Wear Atari User Group)
J. Matthewson
80 George Road
Wallsend, Tyne & Wear
NE28 6BU
United Kingdom
mailto:a.b.t@zetnet.co.uk (Alan Turnbull)
mailto:amg@zetnet.co.uk (Max Gerum)
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #6.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00---6 copies #11.00 for UK
1 copy #2.20---6 copies #12.50 for Europe

1 copy #2.50---6 copies #14.00 for Elsewhere

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Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Video 61 & Atari Sales (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
FAX: (651) 449-0488
BBS: (651) 462-3680
mailto:Video61@webtv.net
http://www.atarisales.com/
http://cth.tzo.com/pro/pro1.html (BBS Express! Professional)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): MYDOS 4.5, SpartaDOS 3.3c, Ultra Translator,
Amazemaze, Hearts, Montana Solitaire, Checkers, Jailbreak, Ricochet,
Sharp Shoooter, My Jong, Paddle Wars, Bumpers, Lights Out, Puzzler,
Paddle Pack, Puzzled, Twin Pack:Battle Ship/Jump the Pegs, Solitaire,
Video Slots, Desmonds Dungeons, Dungeonlords, Maze War, Dan Strikes Back,
Elevator Man, Plaqueman. Also: BBS Express! Professional
Coming soon: Zybex, Concentration

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
mailto:VideoGameAdvantage@DittosRush.com
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky

PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
mailto:Vintage_Micro@yahoo.com
http://pw1.netcom.com/~jonart/VMC/
Vendor: hardware and software

Vogtlander (Helmut Weidner)
Otto-Nuschke Strabe 45
08485 Lengenfeld
GERMANY
tel: +49 37606 2688
Vendor: hardware and software

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Subject: W

Wacko Software
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

---

Subject: Z

Z Systems
mailto:zsystem@freeyellow.com
http://www.freeyellow.com/members2/zsystem/

Vendor: new and used hardware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731-0240
USA
tel: (609) 971-5807
mailto:shamroc@webspan.net
http://www.webspan.net/~shamroc/
Vendor: commercial software (some L.K Avalon games), PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

## 57. Re: apx classics on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7j67gq$i7s$1@nnrp1.deja.com>
Source record: 51896

I'm interested in getting the "TV Color Alignment" apx program in any
way, shape, or form. A cart would be nice.

In article <13590-3754605F-17@newsd-173.iap.bryant.webtv.net>,
Video61@webtv.net (Lance Ringquist) wrote:
> would any one be interested in seeing some apx classics come out on
> cartridge?we can only do machine language ones,no basic,does any one
> have any suggestions?please let me know,thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
>
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 58. Re: Garage Sale in Stockton, CA 6/4 - 6/6 Classic stuff!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7j67ks$iav$1@nnrp1.deja.com>
Source record: 51897
Cross-posted to: comp.sys.atari.8bit,comp.sys.ti,rec.games.video.classic,misc.forsale.computers.mac-specific.systems

Why couldn't ya say Detroit! Maybe the garage sale could go on tour?

In article <7j1kup$k30$1@bgtnsc02.worldnet.att.net>,
"Ben Yates" <byatesiii@worldnet.att.net> wrote:
> Why couldn't ya say "North Atlanta"!!!!!
>
> Alan Sharkis wrote in message <7j0pbp$n0q$1@autumn.news.rcn.net>...
> >
> >Marlin Bates, IV <mbates4@concentric.net> wrote in message
> >news:3753A14D.C3C2FF83@concentric.net...
> >> Garage Sale! Garage Sale! Garage Sale! Garage Sale! Garage
Sale!
> >
> ><SNIP!>
> >
> >> Apple file://c with monitors
> >
> ><SNIP>
> >
> >How come this link doesn't work <sheepish G!>
> >
> >Good luck with the sale!
> >
> >Alan
> >
> >
>
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 59. Re: Re:Ridiculous Prices on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7j67sl$idd$1@nnrp1.deja.com>
Source record: 51898

There's only one explanation for this.. It's Bill Gates' alias!

In article <7irqq5$gke$1@news.xmission.com>,
"James E. King" <jamesk@kingtechsvcs.com> wrote:
> Tell me about it..
>
> That guy that just paid $1000 for the 800/ATR8000 combo also paid me
just
> over $600.00 for a collection of Atari programming carts (Action,
MAC65,
> BASICXE, BASICXL and an Rtime8.)
>
> He's bidding on another set of carts and its up to $455.00 already!
>
> I'm not complaining!
>
> LWhite6497 <lwhite6497@aol.com> wrote in message
> news:19990530070817.04495.00006842@ng-fa1.aol.com...
> > Check this one out. I think it is a
> > new record! Based on these prices,
> > I going to see if I can't get my 401K
> > switched to old Atari hardware and
> > carts! :-)))
> >
> > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=104884889
> >
> > Larry
>
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 60. Re: Ridiculous Prices on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7j685o$ihf$1@nnrp1.deja.com>
Source record: 51899

so, "xonx" is the owner of "quepasa.com"?

In article <375347af@news1.one.net>,
ryanr@shell.one.net (Bob Ryan) wrote:
>
> Here's some links with info on "xonx"
>
> http://www.jeffpeterson.com/4571452/azrep1.html
> http://www.jeffpeterson.com/4571452/bizjrnl-1-1-99.htm
> http://www.jeffpeterson.com/4571452/bizjrnl-12-21-98.htm
> http://www.jeffpeterson.com/4571452/dowjones-3-10-99.html
> http://www.jeffpeterson.com/4571452/newscom-03-11-99.html
> http://www.jeffpeterson.com/photos9542978475.html
>
> Have fun!
>
> --
>
> -Bob
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 61. Re: FA: New/Sealed Atari 7800 Games

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7j68jj$inq$1@nnrp1.deja.com>
Source record: 51900

What would you rather the Tramiels do, destroy the games? Sure, that would make YOUR assets a little more "rare and valuable", but what does that do for the Atari community? If they chose to GIVE THEM AWAY and in turn let them be sold to the Atari community for $0.80 each, good for them.

In article <12675-3752F5D6-75@newsd-172.iap.bryant.webtv.net>, Video61@webtv.net (Lance Ringquist) wrote:
> your attitude is exactly why i chose not to release anything for the
> 2600/7800,to make a product,you cannot compete with this type of
> mindset,we have a 7800 program,and a half done 2600 game that we are
> sitting on because when price comes up,alls i here is o'shea,maybe
when
> there stuff is gone,this mindset will be also,the bidding that i see
> going on,on ebay,i think reflects what this stuff will really be worth
> someday,remember baseball cards in its infancy?people used to think
that
> the prices were outrageous in the beginning,o'shea is a anonomly,the
> tremeils still had one warehouse full of software from the warner
atari
> days,and it had no where to go but the dumpsters,so they gave it to
> o'shea to sell,and split the profits,anyway jack went away,and the
> stuffs theres to keep,but can you find anybody else willing to do
> this?free is still hard to compete against,thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
>
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 62. Re: FS: "The Communicator" modem for 400/800 series

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7j68tq$ise$1@nnrp1.deja.com>
Source record: 51901

Worthless?! That's an acoustic coupler, not just a "modem". Although
it won't get you on the internet, it has value due to its age and
rarity. I would be surprised if the package didn't fetch the asking
price.

Hell, for that matter the 850 is useless too! It uses those archaic
RS232 ports, everybody uses USB these days, don't they? :)

In article <Pine.GSO.3.96.990531142308.2307A-100000@shell1>,
david moeser <erasmus@iglou.com> wrote:
> On Mon, 31 May 1999, _Dante P. <dpassera@umich.edu> wrote:
> -> The Communicator that I have comes with the 830 modem, the 850
> -> interface module, and the telelink 1 cartridge. I don't know
> -> much about old Atari's ... I'm looking for $125 shipped ...
>
> By the way, that's a 300 baud modem. 300 baud modems aren't
> useable anywhere today. The 850 interface may be worth $20 to $30,
> but everything else you listed is worthless.
>
> >>>-----------------------------------------------<<<
> >>> david moeser -- erasmus att iglou dott com <<<
> >>> Censornati, Ohio - USA <<<
> >>>-----------------------------------------------<<<
> * "All Indus -- All The Time!" *
>
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 63. Re: Help w/ peripheral outputs on 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <wkogixcn9t.fsf@erols.com>
Source record: 51902

```
>
> > Also there is a parallel port (?) on the back of the XL. What cable
> > am I looking for to go to a 9-pin printer with a standard parallel
> > input.
>
> Actually, it is a serial port, and not of the RS-232 variety, either. For
> use with a standard parallel printer, you will need an Atari-specific
> parallel convertor, such as ICD's P:R:Connection or one of a few
> standalone parallel adapters.

There are 2 ports back there, the SIO port you mention above
(trapezoidal 15 pin male), and the bigger one (2 side card edge with
snap on cover), which exposes the 6502 address/data lines- useful for
incorporating gizmos into the address space, but NOT for directly
connecting to printers and whatnot.

Gregm
```

## 64. Re: some items from my emulation personal wish list

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: Jeff Haas <jhaas@ea.com>
Message-ID: <928427407.053.67@news.remarQ.com>
Source record: 51903

What I'd like to see in Atari800Win is improved sound support. For example, there's one sound effect in Rescue on Fractalus that doesn't play right. When you turn off your shields so the pilot can run over to your ship, the whole sequence where the door opens and you hear him walking up the steps in the back doesn't sound right. I should know, I still have my original copy of the game which I played zillions on times on my Atari 130XE.

>
> What are YOUR most desired features or capabilities of Atari800Win (or
> some other favorite emu of yours)?
>
>

## 65. First A.N.A.L.O.G. magazine online

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: cyro@my-deja.com
Message-ID: <7j6ii5$mpp$1@nnrp1.deja.com>
Source record: 51904

It's an old Atari 400/800 mag from the early 80ies...
Check out http://www.cyberroach.com/analog

Cheers,
-CyRo

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## 66. Re: FS: "The Communicator" modem for 400/800 series

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <wkk8tlcgl0.fsf@erols.com>
Source record: 51905

Actually it would probably work OK- the modem has a plain rs232
port as I recall, so you could hook it right to your PC and off you go
(somewhat slowly...) You'll have to dial by hand and coax your ppp to
just originate instead of dial- but other than that it should work
fine.

Why use USB when rs232 is open, simple, cheap, stable, standard,
doesn't require fancy drivers and gets the job done?

Gregm

> Worthless?! That's an acoustic coupler, not just a "modem". Although
> it won't get you on the internet, it has value due to its age and
> rarity. I would be surprised if the package didn't fetch the asking
> price.
>
> Hell, for that matter the 850 is useless too! It uses those archaic
> RS232 ports, everybody uses USB these days, don't they? :)
>

## 67. Re: First A.N.A.L.O.G. magazine online

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <QnB53.203$mr3.4113@newse3.tampabay.rr.com>
Source record: 51906

APPLAUSE, APPLAUSE!!! Very Nice Job!!
--mb

cyro@my-deja.com wrote in message <7j6ii5$mpp$1@nnrp1.deja.com>...
>It's an old Atari 400/800 mag from the early 80ies...
>Check out http://www.cyberroach.com/analog
>
>Cheers,
>-CyRo

## 68. Re: Bad luck with Atari XL's!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <928441605.898.94@news.remarQ.com>
Source record: 51907

Peter Pachla <my.name@vectrex.freeserve.co.uk> wrote in message
news:7j495k$vvo$1@news6.svr.pol.co.uk...
> Hi Richard,
>
> >> by the look of it they saved money by not socketing them (it's
> >>amazing how much money a simple change like that can save).
>
> >I would be amazed if the long term result was anything though.....
>
> The way they look at it is if you can save $0.10 on the manufacture of a
single
> unit that adds up to $100000 more profit on 1 million units.
>
> That sort of change would save MUCH more than just $0.10 per unit though
as you
> can insert the chips directly into the PCB for flow soldering, rather than
> inserting sockets, soldering them in place, and then having to pay for
someone
> to insert the ICs into the sockets (or buy and run a machine to do it).
>
> It would be a hefty saving, quite easily being the difference between the
> company continuing or folding.
>
> >....single chip failure and the cost of repair for desoldering vs
pulling
> >would be kind of high for warranty work.
>
> If you get the cost of the board low enough, and reliability high enough
then
> again it's far cheaper to just toss a broken board and replace it than to
pay
> someone to repair it.
>
>
> > I heard rumors of literally rooms full of broken XEs at Atari that
were
> >returned under warranty.....
>
> It's a common practice, if something costs more to replace than to repair
you
> replace it....
Thanks for the explaination on manufacturing process. Taking into account
the multi step process where socket pins may not go in right for the first
insertion, followed by possible bent pins inserting chips into those

sockets, I can see how it could halve the failure rate.

Just kind of hard to rationalize it from a fan standpoint<grin>. Some Ataris are better then other Ataris, but there is no such thing as a bad Atari or one that shouldn't be saved.

## 69. Re: some items from my emulation personal wish list

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: "David J. Firth" <david@signus.demon.co.uk>
Message-ID: <$QKz8DA4iuV3Ewq$@signus.demon.co.uk>
Source record: 51908

```
In article <3755c6b7.62569349@news.earthlink.net>, Jon Melbo
<ssilicon@earthlink.net> writes
>On Wed, 2 Jun 1999 22:58:03 +0100, "David J. Firth"
><david@signus.demon.co.uk> wrote:
>
>>In article <3755d841.1513371@news.earthlink.net>, Jon Melbo
>><ssilicon@earthlink.net> writes
>>>I have long been an Atari8 owner and enthusiast. These days though,
>>>with emulation being so good, I wish for just a bit more to make it
>>>nearly perfect. Some things I wish for:
>>>
>>>1) Ability to have supercart rom images and emulate them as a cart in
>>>the emulator. My emulator of choice is Atari800Win. I realize there
>>>is a big turmoil over this issue but it would that if you already own
>>>an actual cart you want to use on the emulator it would be ok. I am
>>>primarily talking about the OSS carts, though SpartaDOSX would be cool
>>>too. Like if there were some special program which could properly
>>>read each of the banks and such and dump them to a file on disk. Then
>>>this file could be used by a supercart emulation scheme etc etc.
>>
>>The OSS Action and MAC/65 super cartridges used to work under Atari800
>>(and presumably Atari800Win) - I assume it still does but I haven't
>>checked recently.
>
>How is this possible? They were special bank switching carts.

All the rest of the Atari was special electronics but it can still be
implemented! If I remember correctly the cartridges were 16K in size but
occupied only 8K of the Atari's address space. The first 4K was fixed to
the first 4K of the supercart and the next 4K could be one of the 3
remaining banks of 4K. Address $D500(?) was used to control which bank
was visible in the second 4K. When the emulator detects a write to
address $D500 it copies the relevant memory supercart bank into the
expected location. If your interested it was implemented in pia.c in the
source code.

HTH
--
David J. Firth
```

## 70. Atari for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: Gene Ehrich <gene@ehrich.com>
Message-ID: <NzG53.241$IJ3.35611@news3.voicenet.com>
Source record: 51909
Cross-posted to: alt.games.atari,comp.sys.atari.8bit,rec.games.video.atari

Lots of Atari computer items and VIDEO GAME items for sale on my web site
listed below:

--

http://www.voicenet.com/~generic
gene@ehrich.com
On-Line Computer & Video Game Garage Sale

## 71. Re: apx classics on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <19181-375731F6-112@newsd-172.iap.bryant.webtv.net>
Source record: 51910

i do not have that one,also is it in basc?if it is in basic,we cannot do it,if you have it,please let me know,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 72. Re: FA: New/Sealed Atari 7800 Games

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <19182-375733F7-63@newsd-172.iap.bryant.webtv.net>
Source record: 51911

but it destroyed what distribution system they had left,also dealers would not trust them anymore,that is why the lynx,falcon,and jaguar were a total disaster,who could trust anyone who would dump product like that,the dealers,and distributors that still supported them were outraged,and when the slightest hint of trouble arouse,we all quit buying,we never bought deep after that,because we feared a repeat,thats why when the last atari done jag game came out(fight for life)they only sold 900 of them,none of us trusted them,our inventory has to be worth something for us to buy product at a price that can keep a company in bussiness,and make everyone a profit,or its not worth doing,thats why atari is gone,free is still hard to compete against,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 73. Re: Ridiculous Prices on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: ryanr@shell.one.net
Message-ID: <37574d95@news1.one.net>
Source record: 51912

Here's my story:

I got p*ssed off that this person is paying rediculous prices for Atari equipment. A few of the items I'm interested in came up on ebay. I would submit what I considered an outrageous sum for
something, only to have xonx outbid me.

It got really frustrating. No offense to James, but are those carts really worth $600? And is
the ATR8000 worth $1,500? Anyway, I did some reasearch through ebay and discovered that xonx used to
be jpjp@jeffpeterson.com.

So, on a whim I typed www.jeffpeterson.com into my browser. Bam! his page came up. He had a link to his stories and pictures. The link brought up a page that asked you to log in. I noticed he
was using ASP and being an ASP programmer, I tested to see if he's plugged the known security holes.
Of course he didn't. So I was able to discover the password for the links to his pages (I posted them
earlier). After reading the stuff about being a computer guru/expert/prodigy and a financial whiz, I
decided that I would inform him that his supposed password protected pages weren't really that secure.
It kinda bothers me when someone professes to be an expert and they're not. It also kinda bothered me
that he said he's been using the Internet since its inception (this article: http://www.jeffpeterson.com/4571452/azrep1.html). He's only 26, was he wired in the womb?

I emailed him and told him his password. That's when he put up the page that tells everyone he's redoing his site. I haven't been there since.

In answer to your question, yes, I belive he's involved with quepasa.com. I don't know if they've gone public yet, but it does seem as though he's operating with unlimited funds. I don't know
what his motivations are, but I don't recall ever seeing his name anywhere on the Atari scene. Maybe
he's speculating. Maybe it's a scam to drive prices up. Who knows?

-Bob

spearsk@mc-mc.com wrote:
: so, "xonx" is the owner of "quepasa.com"?

: In article <375347af@news1.one.net>,
: ryanr@shell.one.net (Bob Ryan) wrote:
: >

: > Here's some links with info on "xonx"
: >
: > http://www.jeffpeterson.com/4571452/azrep1.html
: > http://www.jeffpeterson.com/4571452/bizjrnl-1-1-99.htm
: > http://www.jeffpeterson.com/4571452/bizjrnl-12-21-98.htm
: > http://www.jeffpeterson.com/4571452/dowjones-3-10-99.html
: > http://www.jeffpeterson.com/4571452/newscom-03-11-99.html
: > http://www.jeffpeterson.com/photos9542978475.html
: >
: > Have fun!
: >
: > --
: >
: > -Bob
: >

: Sent via Deja.com http://www.deja.com/
: Share what you know. Learn what you don't.

--

## 74. Re: some items from my emulation personal wish list

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3755c6b7.62569349@news.earthlink.net>
Source record: 52034

On Wed, 2 Jun 1999 22:58:03 +0100, "David J. Firth"
<david@signus.demon.co.uk> wrote:

>In article <3755d841.1513371@news.earthlink.net>, Jon Melbo
><ssilicon@earthlink.net> writes
>>I have long been an Atari8 owner and enthusiast. These days though,
>>with emulation being so good, I wish for just a bit more to make it
>>nearly perfect. Some things I wish for:
>>
>>1) Ability to have supercart rom images and emulate them as a cart in
>>the emulator. My emulator of choice is Atari800Win. I realize there
>>is a big turmoil over this issue but it would that if you already own
>>an actual cart you want to use on the emulator it would be ok. I am
>>primarily talking about the OSS carts, though SpartaDOSX would be cool
>>too. Like if there were some special program which could properly
>>read each of the banks and such and dump them to a file on disk. Then
>>this file could be used by a supercart emulation scheme etc etc.
>
>The OSS Action and MAC/65 super cartridges used to work under Atari800
>(and presumably Atari800Win) - I assume it still does but I haven't
>checked recently.

How is this possible? They were special bank switching carts.

## 75. Re: some items from my emulation personal wish list

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: seagtgruff@aol.com
Message-ID: <19990602230744.12659.00000493@ng-cd1.aol.com>
Source record: 52035

Right now I have two wishes for the Atari800Win. One is that they'd get a better match of the Atari's colors. Most of the hues are matched fairly closely, but a few of them aren't, such that a hue which is actually reddish on the Atari comes out as violet on the Atari800Win, or a hue which is bluish comes out as green, or things like that. This is also problem with the VCS emulators I've seen. For example, on Stella the water in Pitfall is green instead of blue.

The other wish is that they'd get the VSYNC timing better. One of the things I was doing nearly 10 years ago was to get extra colors by page-flipping with VBIs. For example, if you use the right shades of yellow, brown, and blue, you can mix them together to get light green (yellow/blue) and dark green (brown/blue). I was using custom character sets, and using a VBI to flip back and forth between two sets, but you could also use a pixel mode and flip back and forth between two screens. For example, on one screen you have a checkerboard pattern that is Yellow-Blue-Yellow-Blue, and on the other one you have a checkerboard pattern that is Blue-Yellow-Blue-Yellow. When you flip back and forth between them, the two checkerboard patterns blend to give the appearance of a solid light green. I can do the same thing with the Atari800Win, but the timing isn't quite right. At first you get a perfect blending, then the timing starts to slip and you get a flickering checkerboard, then after a while the timing gets back into sync and you get a perfect blending again, and so on.

Even if the timing were perfect, this trick doesn't seem to work as well with the Atari800Win emulator, because of the way the colors are displayed on a VGA monitor versus on a color television. The color television naturally lends itself better to a more satisfactory blending of colors. For example, blue and brown can be mixed to get dark green, but on the monitor you get a purplish color instead.

Still, the emulator is the next best thing to the real thing.

Michael Rideout

## 76. FA: ATARI 400 Computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: PEW@Nospam.you
Message-ID: <37610d8c.24143877@news.erols.com>
Source record: 52036

Up on Yahoo Auction:

ATARI 400 Computer - Good condition
w/Power Supply

Bids start at $5.00

Check it out at:
http://auctions.yahoo.com/us/auction/4934652

## 77. FA: Sesame Street Software - 3 Programs - Boxed

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-03 00:00:00 UTC
From: PEW@Nospam.you
Message-ID: <37620d8f.24146240@news.erols.com>
Source record: 52037
Cross-posted to: comp.sys.atari.8bit,alt.c64

Up on Yahoo Auction:

3 Sesame Street Programs

Sesame Street Print Kit
Ernie's Magic Shapes
and Big Bird's Special Delivery

All in original boxes, and include manuals
(Big Bird's Special Delivery also includes poster).

Disks will work on ATARI 8-bit or Commodore 64/128 computers.

All tested and work perfect. All in excellent shape.
No reserve

Check it out at:
http://auctions.yahoo.com/us/auction/4935013

## 78. Re: apx classics on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-04 00:00:00 UTC
From: seagtgruff@aol.com
Message-ID: <19990603232109.11922.00000265@ng-cr1.aol.com>
Source record: 51913

Lance Ringquist wrote:

> would any one be interested in seeing some apx classics
> come out on cartridge?we can only do machine language
> ones,no basic,does any one have any suggestions?please
> let me know,thanks,

I have an Antic disk version of the old Envision program, and
from what I've heard, that program was originally an APX
program. I'd think that a cartridge version of Envision would
be a sure seller!

Michael Rideout

## 79. Re: Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-04 00:00:00 UTC
From: ctran14550@aol.com
Message-ID: <19990604041130.06135.00000423@ng-cf1.aol.com>
Source record: 51914

```
****************************************
* READING THIS COULD CHANGE YOUR LIFE! *
* *
****************************************
```

I found this on a bulletin board and decided to try it. A
little while back, I was browsing through newsgroups, just
like you are now, and came across an article similar to
this that said you could make thousands of dollars within
weeks with only an initial investment of $6.00! So I thought,
"Yeah right, this must be a scam", but like most of us, I was
curious, so I kept reading. Anyway, it said that you send $1.00
to each of the 6 names and address stated in the article. You
then place your own name and address in the bottom of the
list at #6, and post the article in at least 200 newsgroups.
I figured: "what have I got to lose except 6 stamps and $6.00,
right?" Then I invested the measly $6.00.

Well GUESS WHAT!!...within 7 days, I started getting money
in the mail! I was shocked! I figured it would end soon, but
the money just kept coming in. In my first week, I made about
$25.00. By the end of the second week I had made a total of over
$1,000.00! In the third week I had over $10,000.00 and it's
still growing. This is now my fourth week and I have made a
total of just over $42,000.00 and it's still coming in rapidly.
PLEASE NOTE: Follow these directions EXACTLY, and $50,000 or
more can be yours in 20 to 60 days.You will now become part
of the Mail Order business. In this business your product is
not solid and tangible, it's a service. You are in the business
of developing Mailing Lists. Many large corporations are happy
to pay big bucks for quality lists. However, the money made
from the mailing lists is secondary to the income which is made
from people like you and me asking to be included in that list.
Here are the 4 easy steps to success:

STEP 1: Get 6 separate pieces of paper and write the
following on each piece of paper "PLEASE PUT ME ON YOUR
MAILING LIST." Now get 6 US $1.00 bills and place ONE inside
EACH of the 6 pieces of paper so the bill will not be seen
through the envelope. Next, place one paper in each of the 6
envelopes and seal them, MAKE SURE THAT THERE ARE ENOUGH STAMPS
ON YOUR ENVELOPES. You should now have 6 sealed envelopes, each
with a piece of paper stating the above phrase, your name and
address, and a $1.00 bill.Like most of us I was a little skeptical
and a little worried about the legal aspects of it all. So I

checked it out with the U.S. Post Office (1-800-725-2161) and they confirmed that it is indeed legal! Mail the 6 envelopes to the following addresses:

#1)Barry Turner, 419 Community Drive, Roseville, CA 95678 USA
#2)Larry Hensley, Rt 1 box 172, Bridgewater, VA 22812
#3)Austin Bren, 104 Stone Street, Walla Walla, WA. 99362 USA
#4)A Scire, Box 303 RR3, Drums, PA 18222 USA
#5)K.Lavigne, 40 Onwatin Lake Rd, Hanmer, Ontario,CANADA P3P1J4
#6)Chris Tran 685 Penitencia St, Milpitas, CA 95035 USA

STEP 2: Now take the #1 name off the list that you see above, move the other names up (6 becomes 5, 5 becomes 4, etc...) and add YOUR Name as number 6 on the list.

STEP 3: Change anything you need to, but try to keep this article as close to original as possible. Now, post your amended article to at least 200 newsgroups.The more you post, the more money you make!NOTE: You may want to retain every name and address sent to you, either on a computer or hard copy and keep the notes people send you. This VERIFIES that you are truly providing a service. So, as each post is downloaded and the directions carefully followed, six members will be reimbursed for theirparticipation as a List Developer with one dollar each. Your name will move up the list geometrically so that when your name reaches the #1 position you will be receiving thousands of dollars in CASH!!! What an opportunity for only $6.00 ($1.00 for each of the first six people listed above) Send it now, add your own name to the list and you're in business! You will begin receiving money from around the world. Remember, only $6.00 dollars is needed to make your investment a success. Good Luck To All!!!

## 80. Re: More Atari woes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-04 00:00:00 UTC
From: witchy@work
Message-ID: <37579410.62168763@news.demon.co.uk>
Source record: 51915

"Marlin Bates, IV" <mbates4@concentric.net> drained the contents of
the glass. On the bottom was written:

>What version of ST? Most had TOS built-in. Yes, they do access the
>floppy for a bit, but will eventually boot the dewsktop from ROM (except
>for the early 520STs)

it's a 1040STe, and yes if I wait a while it does eventually boot into
TOS and seems to work fine. Now I just need to get some games :o)

cheers

## 81. Re: apx classics on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-04 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990604063826.24865.00000180@ng-fa1.aol.com>
Source record: 51916

> I'd think that a cartridge version of Envision would
>be a sure seller!

Was Envision sort of a "light show" demo?
Sorry for the poor description, but I
remember seeing one like that at a user
group meeting many years ago. ('86?)
Larry White

## 82. Re: More Atari woes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-04 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <FCsu1u.Ipz@cix.compulink.co.uk>
Source record: 51917

In article <37579410.62168763@news.demon.co.uk>, witchy@work (Witchfinder)
wrote:

> it's a 1040STe, and yes if I wait a while it does eventually boot into
> TOS and seems to work fine. Now I just need to get some games :o)
You can format disks on a PC as 720K and the ST will read them fine. That
allows you to get some games off the net and try them out.

**************************************************
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**************************************************
* Analyst Programmer/ Freelance IT writer *
**************************************************

## 83. RARE! Airball cart for Atari 8-bit 800xl XE !!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-04 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <7j8drf$1oa$1@nnrp03.primenet.com>
Source record: 51918

go to:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=110867457

for more info. Only one day left! Get this before it's gone, this is a good game and VERY hard to find title. -Satcom2

## 84. WTB - Ultima 1: The Original from Sierra Online

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-04 00:00:00 UTC
From: fortran@earthlink.net
Message-ID: <MPG.11c198c9889eb83698a35d@news.alt.net>
Source record: 51919

I'm looking for the Atari 400/800 game, Ultima: The Original by
Sierra Online. I'm a collector of Ultima games so I would like to
add this game to my permanent collection. While I am interested in the
complete game, I'm also willing to buy a partial copy.

Please email me if you would be willing to sell your game.

Thanks,
Edward

--

Edward Franks
<fortran@earthlink.net>
-=[MT]=-

## 85. Looking for players of OmniTrend's Universe

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-04 00:00:00 UTC
From: maury@remove_this.sympatico.ca.invalid
Message-ID: <FCt3oJ.9Kt@T-FCN.Net>
Source record: 51920

I'm writing a lengthy article on space based exploration and exapansion games, and one of the games I'd like to cover is Universe. Is anyone out there really familiar with it? If so, I'd like to talk to you.

Maury

## 86. Re: apx classics on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-04 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <25085-3757E1B8-17@newsd-171.iap.bryant.webtv.net>
Source record: 51921

is it in basic?

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 87. Atari SIO Cables

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-04 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7j93lg$7mu@freenet-news.carleton.ca>
Source record: 51922

I have a few extra SIO cables I dont need.

$9 each or 3 for $25, shipping included pretty much anywhere.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

## 88. Re: apx classics on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-04 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <928521041.946.76@news.remarQ.com>
Source record: 51923

SeaGtGruff <seagtgruff@aol.com> wrote in message
news:19990603232109.11922.00000265@ng-cr1.aol.com...
> Lance Ringquist wrote:
>
> > would any one be interested in seeing some apx classics
> > come out on cartridge?we can only do machine language
> > ones,no basic,does any one have any suggestions?please
> > let me know,thanks,
>
> I have an Antic disk version of the old Envision program, and
> from what I've heard, that program was originally an APX
> program. I'd think that a cartridge version of Envision would
> be a sure seller!
>
> Michael Rideout
Just my op, but I don't think so.

It is just a character set editor. Only thing it does that others don't is work with the multi color mode character sets <Antic mode 4&5?> poorly vs not deal with them at all.

IIRC: The file format for the saved character sets had some extra information stored with the set such that you had to strip it before you can use the the set.

Only reason I bought it was because it had a utility to convert GR. 15 screens into character sets. Naturally the Antic version of the program I got, the conversion utility was munged and wouldn't load w/o a dos error<sigh>.

I ended up doing all my own utilities. I found just using BBK Art because it reports x,y position, much easier to use.

Envision was interesting programming, but some of the things were just showing off.

For instance, it would convert a GR. 15 screen, 40X192 bytes, into something like 4 character sets + an Antic Mode 5 screen, 4X1024 + 1000 bytes and add the overhead of DLIs to switch character sets on the fly.

## 89. Re: First A.N.A.L.O.G. magazine online

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-04 00:00:00 UTC
From: cyro@my-deja.com
Message-ID: <7j9a97$lva$1@nnrp1.deja.com>
Source record: 51924

In article <QnB53.203$mr3.4113@newse3.tampabay.rr.com>,
"Bowling" <mbowlin1@tampabay.rr.com> wrote:
Thanks! If you have any suggestions on how to improve it please let me
know.

Cheers,
-CyRo
> APPLAUSE, APPLAUSE!!! Very Nice Job!!
> --mb
>
> cyro@my-deja.com wrote in message <7j6ii5$mpp$1@nnrp1.deja.com>...
> >It's an old Atari 400/800 mag from the early 80ies...
> >Check out http://www.cyberroach.com/analog
> >
> >Cheers,
> >-CyRo
>
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 90. Re: Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-04 00:00:00 UTC
From: mclane@womp-rat.in2home.co.uk
Message-ID: <376016b7.5096189@news.in2home.net>
Source record: 51925

The other Day ctran14550@aol.com (CTran14550) wrote:

>****************************************
>* READING THIS COULD CHANGE YOUR LIFE! *
>* *
>****************************************
>
> I found this on a bulletin board and decided to try it.

The Atari changed my life indeed..

Perhaps if you got a life it might help...
--
Paul Irvine

ICQ 105793

## 91. Re: *RIDICULOUS* eBay BIDDING!! Look!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-04 00:00:00 UTC
From: "Eric R. Balch" <ebalch2@san.rr.com>
Message-ID: <CWU53.236$HT2.20380@newsr2.san.rr.com>
Source record: 51926

Folks:

As one that was bidding on this (up to only $60.00 though) I questioned the seller and this was a totally unused, and unopened Atari 400. NOT a 400 in "real good" or "like new" shape. But indeed a totally virgin 400. IMHO this is a pretty rare thing to behold. And, if one happens to be a collector one might spend a lot of money.

Sorry for the interruption!

-Eric

LWhite6497 wrote in message
><19990518045531.17709.00002027@ng-ba1.aol.com>...
>>>I think I'll just go jump in the pond after seeing this one...
>>
>>"New in the box" seems to put bidders
>>into a frenzy. But still $232 for a 400? Wow!!
>>
>>...Just wish I'd had room to keep more of the
>>boxes!
>>
>>Larry White
>
>

## 92. Re: apx classics on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-04 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <G7V53.596$KO2.1989@news1.online.no>
Source record: 51927

Nope, Colourspace by Jeff Minter is the light synthesizer! Envision is a character, map designer. Very good too! It boots a little peculiar I believe, but someone might be able to make a file that would run from cart and boot dos.

LWhite6497 <lwhite6497@aol.com> wrote in message news:19990604063826.24865.00000180@ng-fa1.aol.com...
> > I'd think that a cartridge version of Envision would
> >be a sure seller!
>
> Was Envision sort of a "light show" demo?
> Sorry for the poor description, but I
> remember seeing one like that at a user
> group meeting many years ago. ('86?)
> Larry White

## 93. Re: Ridiculous Prices on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-04 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <7j99r5$lq7$1@nnrp1.deja.com>
Source record: 51928

In article <37574d95@news1.one.net>,
ryanr@shell.one.net (Bob Ryan) wrote:
> Here's my story:
>

Hi Bob,
I appreciated your post about "your story". I have had exactly the same experience myself with the "xonx" guy. I was the one who bid $600 for the atari dev. carts, and bid $450 for the second set too!!! These carts IMO are not worth near that much, and I could never with a clear conscience charge that much to a fellow Atarian. I was mostly just frustrated with this guy winning every descent A8 auction out there. I waited until the last 10 seconds of the auction, and the whole bit, hoping to sneak in and finally win something on ebay, all to no avail. I guess there's nothing against the law (apparently) that this guy is doing... after all he bought a Rana drive from me for like $80 last month and gave me a tip of almost $30! Its hard to complain from one side, but it really takes most of the fun out of ebay when you're trying to bid against someone who has no limit on funds, and attempting to pay completely outrageous prices, when really this is just kind of a fun hobby for most of us (well maybe a little more important than that, <grin>).
-Dan

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

## 94. Re: Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-04 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-zExdPRyz3rcd@di08-ks.cth.com.au>
Source record: 51929

On Fri, 4 Jun 1999 08:11:30, ctran14550@aol.com (CTran14550) wrote:

> ****************************************
> * READING THIS COULD CHANGE YOUR LIFE! *
> * *
> ****************************************

yea right

>
> STEP 3: Change anything you need to, but try to keep this
> article as close to original as possible. Now, post your
> amended article to at least 200 newsgroups.The more you post,
> the more money you make!NOTE: You may want to retain every name
> and address sent to you, either on a computer or hard copy and keep
> the notes people send you. This VERIFIES that you are truly providing
> a service. So, as each post is downloaded and the directions carefully
> followed, six members will be reimbursed for theirparticipation as a
> List Developer with one dollar each. Your name will move up the list
> geometrically so that when your name reaches the #1 position you will
> be receiving thousands of dollars in CASH!!! What an opportunity for
> only $6.00 ($1.00 for each of the first six people listed above) Send
> it now, add your own name to the list and you're in business! You will
> begin receiving money from around the world. Remember, only $6.00 dollars
> is needed to make your investment a success. Good Luck To All!!!

Don't do this. It is a pyramid scheme. those very few at the top get
it all. the vast majority at the bottom lose out.

James.

## 95. Tons of 8-bit carts for sale...

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-04 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990604175530.24857.00000380@ng-fa1.aol.com>
Source record: 51930

There are still *many* great cartridges available from my webpage:

http://members.aol.com/swozniak/page1.html

Take a look and make me an offer on a bunch of them.
Anything left one week from now is going to eBay.
Thanks for looking. :)

- S c o t t W o z n i a k
**********
Check out my Videogame Want / Trade list here:
http://members.aol.com/swozniak/page1.html
**********

## 96. Re: some items from my emulation personal wish list

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-04 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37585465.1387297@news.earthlink.net>
Source record: 51931

On 3 Jun 1999 10:46:36 GMT, lwhite6497@aol.com (LWhite6497) wrote:

>>>The OSS Action and MAC/65 super cartridges used to work under Atari800
>>>(and presumably Atari800Win) - I assume it still does but I haven't
>>>checked recently.
>>
>>How is this possible? They were special bank switching carts.
>
>As regards the general question about
>bank switching cartridges -
>technically, I think it's not that hard. Each
>switched bank of code would have it's own
>unique location in the emulator space, and
>would be addressed as if they were
>occupying the same memory space in the
>Atari. When a different bank is needed, then
>the emulator points to a different section of
>code. Even if the banks were actually
>moved in and out of a fixed address range,
>with the speed of a Pentium (or even a fast
>486) it would be so fast as to be unnoticable.
>As usual, when the conceptual part gets
>transferred to code, the details usually get a
>little messier. This could go one step further -
>one could fairly easily create a PC ISA
>adapter board to either hold various banks
>of roms/eproms or a ribbon cable to an
>external cartridge socket to hold the cartridge.
>Larry

Larry thanks for the reply. I understand the basic concept of how it
could be done in an emualtor. What I was specifically interested in,
was the statement that IT HAD ALREADY BEEN SUPPORTED in Atari800
emulator. I was unaware of that. It's news to me. Which supercarts
were supported in Ayati800 emu? OSS carts? What format does the ROM
image file have to be in on the PC? Is there a program to accureately
and correctly dump all banks of a supercart to an image file of the
proper format to be used in the Atari800 emu?

## 97. Just a quick note re Omnimon docs..

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-04 00:00:00 UTC
From: mclane@womp-rat.in2home.co.uk
Message-ID: <375a5410.20804410@news.in2home.net>
Source record: 51932

I changed my email address in the last 2 days..

If you wrote to me at the old address of

mclane@dellos.freeserve.co.uk

Then it won't get to me, use this now please

mclane@womp-rat.in2home.co.uk

Sorry about this, the ISP has been playing up and it was very hard to
get mail from them or even connect! The website is still ok, its purely
for those that emailed me for the docs...
--
Paul Irvine

ICQ 105793

## 98. Re: Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-04 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <375a58ca.2512873@news.earthlink.net>
Source record: 51933

On 4 Jun 1999 08:11:30 GMT, ctran14550@aol.com (CTran14550) wrote:

>****************************************
>* READING THIS COULD CHANGE YOUR LIFE! *
>* *
>****************************************
>
> I found this on a bulletin board and decided to try it. A
> little while back, I was browsing through newsgroups, just
> like you are now, and came across an article similar to
> this that said you could make thousands of dollars within

Friggin spam.

## 99. Re: some items from my emulation personal wish list

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-04 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3759574d.2131527@news.earthlink.net>
Source record: 51934

On Thu, 3 Jun 1999 21:42:32 +0100, "David J. Firth"
<david@signus.demon.co.uk> wrote:

>In article <3755c6b7.62569349@news.earthlink.net>, Jon Melbo
><ssilicon@earthlink.net> writes
>>On Wed, 2 Jun 1999 22:58:03 +0100, "David J. Firth"
>><david@signus.demon.co.uk> wrote:
>>
>>>In article <3755d841.1513371@news.earthlink.net>, Jon Melbo
>>><ssilicon@earthlink.net> writes
>>>>I have long been an Atari8 owner and enthusiast. These days though,
>>>>with emulation being so good, I wish for just a bit more to make it
>>>>nearly perfect. Some things I wish for:
>>>>
>>>>1) Ability to have supercart rom images and emulate them as a cart in
>>>>the emulator. My emulator of choice is Atari800Win. I realize there
>>>>is a big turmoil over this issue but it would that if you already own
>>>>an actual cart you want to use on the emulator it would be ok. I am
>>>>primarily talking about the OSS carts, though SpartaDOSX would be cool
>>>>too. Like if there were some special program which could properly
>>>>read each of the banks and such and dump them to a file on disk. Then
>>>>this file could be used by a supercart emulation scheme etc etc.
>>>
>>>The OSS Action and MAC/65 super cartridges used to work under Atari800
>>>(and presumably Atari800Win) - I assume it still does but I haven't
>>>checked recently.
>>
>>How is this possible? They were special bank switching carts.
>
>All the rest of the Atari was special electronics but it can still be
>implemented! If I remember correctly the cartridges were 16K in size but
>occupied only 8K of the Atari's address space. The first 4K was fixed to
>the first 4K of the supercart and the next 4K could be one of the 3
>remaining banks of 4K. Address $D500(?) was used to control which bank
>was visible in the second 4K. When the emulator detects a write to
>address $D500 it copies the relevant memory supercart bank into the
>expected location. If your interested it was implemented in pia.c in the
>source code.
>
>HTH

It certainly is interesting. How would Atari800 differntiate between
a 16 ROM image file that gets mapped to 16K of address space and a 16K
ROM image file that gets mapped to a 4K address space plus another 4K
address space that is bank selected between 3 4K banks of ROM image?

I must admit that I plan to use pretty much only the Win32 bit adapted
version of your Atari800 emu (Atari800Win). I used to be a DOS head
but I have long ago been converted to the multitasking value of Win.

## 100. Re: Heracles

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-04 00:00:00 UTC
From: Gareee
Message-ID: <7ja5np$d26$1@oak.prod.itd.earthlink.net>
Source record: 51935

Gareth <Gareth@Latchum.demon.co.uk> wrote in message
news:37527d76.823155@news.demon.co.uk...
> Does anyone remember the excellent game Return of Heracles?
>
> Does anyone have any info about the game, it's author etc..
>
> If so please post as I'd love to see some recognition of this superb
> Atari game..
>
> Gareth

Well if you like heracles, you'll love ali baba.. it's the first game by the same authors..

and to give you an idea how playable they were when they came out, I remember 6 of us taking it home, and since you could play with 4 joysticks, we took turns playing the game straight through in one night! I think (If I remember right) we finished about 5:30 am.. ;)

Ah, Those were the days... ;)

--
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@earthlink.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info ):
http://www.fortunecity.com/tattooine/ellison/86/index.html
(REMOVE NOSPAM to reply)

## 101. ATARI emulation

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-04 00:00:00 UTC
From: waggtek@mindspring.com
Message-ID: <37586522.MD-1.2.waggtek@mindspring.com>
Source record: 51936

hi...
i have a REAL C=128, C=64, and amiga 4000.....

what type of atari emulators could i use..
I would like to buy an atari 8bit if i had the cash...
but most of all i had an atari 2600 and it was the best...

i have seen pictures of the atari 8bits....

what is the best emu for my systems?

and no...i do not like IBM or MAC.....

eric

--
----
WaggTek(tm) http://waggtek.home.mindspring.com

--We Support The C=128 & C=64--
SOON TO COME !! The VCR (Video Clip Recorder)
----

## 102. Atari collection - moving sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-05 00:00:00 UTC
From: jfulker985@aol.com
Message-ID: <19990605005024.27970.00000586@ng-fd1.aol.com>
Source record: 51838

Hi,

We're moving and the wife says the Atari stuff doesn't go this time.
It's all on Ebay, item # 113575663 under Vintage computers.
3 day auction !!!

Jerry

## 103. Re: some items from my emulation personal wish list

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-05 00:00:00 UTC
From: "David J. Firth" <david@signus.demon.co.uk>
Message-ID: <HjBNAFAZbNW3Ewmy@signus.demon.co.uk>
Source record: 51839

```
In article <3759574d.2131527@news.earthlink.net>, Jon Melbo
<ssilicon@earthlink.net> writes
>On Thu, 3 Jun 1999 21:42:32 +0100, "David J. Firth"
><david@signus.demon.co.uk> wrote:
>
>>In article <3755c6b7.62569349@news.earthlink.net>, Jon Melbo
>><ssilicon@earthlink.net> writes
>>>On Wed, 2 Jun 1999 22:58:03 +0100, "David J. Firth"
>>><david@signus.demon.co.uk> wrote:
>>>
>>>>In article <3755d841.1513371@news.earthlink.net>, Jon Melbo
>>>><ssilicon@earthlink.net> writes
>>>>I have long been an Atari8 owner and enthusiast. These days though,
>>>>with emulation being so good, I wish for just a bit more to make it
>>>>nearly perfect. Some things I wish for:
>>>>
>>>>1) Ability to have supercart rom images and emulate them as a cart in
>>>>the emulator. My emulator of choice is Atari800Win. I realize there
>>>>is a big turmoil over this issue but it would that if you already own
>>>>an actual cart you want to use on the emulator it would be ok. I am
>>>>primarily talking about the OSS carts, though SpartaDOSX would be cool
>>>>too. Like if there were some special program which could properly
>>>>read each of the banks and such and dump them to a file on disk. Then
>>>>this file could be used by a supercart emulation scheme etc etc.
>>>>
>>>>The OSS Action and MAC/65 super cartridges used to work under Atari800
>>>>(and presumably Atari800Win) - I assume it still does but I haven't
>>>>checked recently.
>>>
>>>How is this possible? They were special bank switching carts.
>>
>>All the rest of the Atari was special electronics but it can still be
>>implemented! If I remember correctly the cartridges were 16K in size but
>>occupied only 8K of the Atari's address space. The first 4K was fixed to
>>the first 4K of the supercart and the next 4K could be one of the 3
>>remaining banks of 4K. Address $D500(?) was used to control which bank
>>was visible in the second 4K. When the emulator detects a write to
>>address $D500 it copies the relevant memory supercart bank into the
>>expected location. If your interested it was implemented in pia.c in the
>>source code.
>>
>>HTH
>
>It certainly is interesting. How would Atari800 differntiate between
```

>a 16 ROM image file that gets mapped to 16K of address space and a 16K
>ROM image file that gets mapped to a 4K address space plus another 4K
>address space that is bank selected between 3 4K banks of ROM image?

The program asks you the cartridge type if you insert the cartridge
(from the built-in menu (accessed via F1 on most versions -
Linux/DOS/X).

>
>I must admit that I plan to use pretty much only the Win32 bit adapted
>version of your Atari800 emu (Atari800Win). I used to be a DOS head
>but I have long ago been converted to the multitasking value of Win.
>
>

--
David J. Firth

## 104. Re: some items from my emulation personal wish list

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-05 00:00:00 UTC
From: "David J. Firth" <david@signus.demon.co.uk>
Message-ID: <5jkCQIANmNW3EwAc@signus.demon.co.uk>
Source record: 51840

In article <37585465.1387297@news.earthlink.net>, Jon Melbo
<ssilicon@earthlink.net> writes
>On 3 Jun 1999 10:46:36 GMT, lwhite6497@aol.com (LWhite6497) wrote:
>
>>>>The OSS Action and MAC/65 super cartridges used to work under Atari800
>>>>(and presumably Atari800Win) - I assume it still does but I haven't
>>>>checked recently.
>>>
>>>How is this possible? They were special bank switching carts.
>>
>>As regards the general question about
>>bank switching cartridges -
>>technically, I think it's not that hard. Each
>>switched bank of code would have it's own
>>unique location in the emulator space, and
>>would be addressed as if they were
>>occupying the same memory space in the
>>Atari. When a different bank is needed, then
>>the emulator points to a different section of
>>code. Even if the banks were actually
>>moved in and out of a fixed address range,
>>with the speed of a Pentium (or even a fast
>>486) it would be so fast as to be unnoticable.
>>As usual, when the conceptual part gets
>>transferred to code, the details usually get a
>>little messier. This could go one step further -
>>one could fairly easily create a PC ISA
>>adapter board to either hold various banks
>>of roms/eproms or a ribbon cable to an
>>external cartridge socket to hold the cartridge.
>>Larry
>
>Larry thanks for the reply. I understand the basic concept of how it
>could be done in an emualtor. What I was specifically interested in,
>was the statement that IT HAD ALREADY BEEN SUPPORTED in Atari800
>emulator. I was unaware of that. It's news to me. Which supercarts
>were supported in Ayati800 emu? OSS carts?

OSS MAC/65
OSS ACTION

>What format does the ROM
>image file have to be in on the PC?

The same order as the "PHYSICAL" ROM. i.e. The cartridge will contain a standard 16K ROM even though only 8K is visible at one time in the Atari. If the ROM was placed into a normal 16K cartridge then it would then take 16K of address space - The program certainly wouldn't work this way but it may allow you to dump it to disk. Note: I haven't tried this method but I can't think of any reasons it shouldn't work.

>Is there a program to accureately
>and correctly dump all banks of a supercart to an image file of the
>proper format to be used in the Atari800 emu?

There is no program I'm aware of but it should be quite simple with a bit of 6502 and info on how to switch the banks.
--
David J. Firth

## 105. Re: FA: BASIC Computer Games (both vols) by David H. Ahl

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-05 00:00:00 UTC
From: Charles Richmond <richmond@plano.net>
Message-ID: <375895E5.D9172756@plano.net>
Source record: 51841
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy

```
danver@halcyon.com wrote:
>
> Hi, I just posted the following on eBay. Please have a look if you are
> interested in these classic games books.
> Thanks, Dan
>
> URL:
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=110930627
>
> [snip...] [snip...] [snip...]
>
So you are auctioning "both" of David H. Ahl's books on BASIC computer
games? What about his *third* book of BASIC computer games titled:
_101 BASIC Computer Games_? This book was done *before* the other two
and was published by Digital in 1973. (I am *sure* it exists because
I have a copy.)

-

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

## 106. Re: ATARI emulation

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-05 00:00:00 UTC
From: "David J. Firth" <david@signus.demon.co.uk>
Message-ID: <yzXAkMAAsNW3EwBk@signus.demon.co.uk>
Source record: 51842

In article <37586522.MD-1.2.waggtek@mindspring.com>,
waggtek@mindspring.com writes
>hi...
>i have a REAL C=128, C=64, and amiga 4000.....

There are two version of Atari800 for the Amiga on my web page.

http://www.signus.demon.co.uk/Software/Portable/Atari800e/Downloads.html

Look for the following under Binary Distributions:-

Version 0.8.6 runs on the PPC (WarpUP) Amigas
Version 0.8.0 runs on the standard Amiga.

Don't forget to download PC-Xformer demo - you'll need it for the ROMs.

Be warned that the version for the standard Amiga runs *very* slowly
even on a 68030 @ 50MHz. I've not seen the PPC version running so I
don't know how quick it is.

>
>what type of atari emulators could i use..
>I would like to buy an atari 8bit if i had the cash...
>but most of all i had an atari 2600 and it was the best...
>
>i have seen pictures of the atari 8bits....
>
>what is the best emu for my systems?
>
>and no...i do not like IBM or MAC.....
>
>
>
>eric
>
>

--
David J. Firth

## 107. FREE Atari Catalogs by E-Mail, FTP & the Web!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-05 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7jamlq$6e2$1@user2.teleport.com>
Source record: 51843
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

At Bravo Sierra Computers you'll find Used and New Atari. Items you've been searching for. Item's new to you and Classic Atari long lost. Have you got Hardening of the Ataris? Check out Bravo Sierra Computers! Have you hugged your Atari today? Buy your Atari & yourself a present today! Buy from someone with 16 years of Atari experience. Buy from someone personable, polite & passionate about His Atari! And if I don't have what you want to buy or I don't know the answer to your question, I'll refer you to someone who does. That's the nice thing about the Atari community and my colleauges in the Atari business. We would rather send our business to a fellow competitor to get what they need than have someone abandon their Atari due to lack of support. For myself, I only use Atari! I get on the InterNet with my Atari ST, I use PageSTream for all my DeskTop Publishing, my DataBase is DataManager ST & besides playing games on my Atari ST I play games on my Atari Jaguar with my collection of Jaguar Games! I won't own neither a PC or a Mac. So buy from someone with a servant's Heart & someone who'll be around to offer you Atari support!

<h3><a href="http://www.atari.benjamin.net">Click for WebSite!</a></h3>

***FREE*** Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--

Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

## 108. Re: ATARI emulation

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-05 00:00:00 UTC
From: waggtek@mindspring.com
Message-ID: <3758A91F.MD-1.2.waggtek@mindspring.com>
Source record: 51844

"David J. Firth" comp.sys.atari.8bit posted a message about Re: ATARI emulation.
--Sat, 5 Jun 1999 09:08:32 +0100--

> There are two version of Atari800 for the Amiga on my web page.
>
> http://www.signus.demon.co.uk/Software/Portable/Atari800e/Downloads.html
>
thanks

--
----
WaggTek(tm) http://waggtek.home.mindspring.com

--We Support The C=128 & C=64--
SOON TO COME !! The VCR (Video Clip Recorder)
----

## 109. Re: FA: BASIC Computer Games (both vols) by David H. Ahl

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-05 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <7jb8da$7pj$1@nnrp1.deja.com>
Source record: 51845
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.tandy

In article <375895E5.D9172756@plano.net>,
richmond@plano.net wrote:
> danver@halcyon.com wrote:
> >
> > Hi, I just posted the following on eBay. Please have a look if you
are
> > interested in these classic games books.
> > Thanks, Dan
> >
> > URL:
> >
> > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=110930627
> >
> > [snip...] [snip...] [snip...]
> >
> So you are auctioning "both" of David H. Ahl's books on BASIC computer
> games? What about his *third* book of BASIC computer games titled:
> _101 BASIC Computer Games_? This book was done *before* the other two
> and was published by Digital in 1973. (I am *sure* it exists because
> I have a copy.)
>

These books are the "microcomputer edition". And the first volume is
Ahl's major revision to the book published by Digital in 1973. The
book in 1973 represented six different versions of BASIC. The programs
in this revised microcomputer edition all run in standard Microsoft
BASIC. Which basically means that you can play them on Apples,
Commodores, IBM-PCs, Ataris, etc, etc. And you don't need to go find a
PDP-11. There were a few programs that couldn't be converted and had
to be deleted, but were replaced with new ones. The first volume in
the auction has 101 games. Also the listings were done using better
technology and have considerable more readability than the 1973 version.
see ya,
Dan

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 110. Availability of Action?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-05 00:00:00 UTC
From: msmith@aol.com
Message-ID: <19990605083949.01944.00000700@ng-ck1.aol.com>
Source record: 51846

Can one still buy Action from a vendor, or must I find it for sale used? Any help/direction on this would be appreciated. Also what was included in the original Action development package?

Thanks,
Mark Smith
MSmith@aol.com

## 111. Re: apx classics on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-05 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <928601245mnewsX_velcro_X@netunlimited.net>
Source record: 51847

> Video61@webtv.net (Lance Ringquist) wrote:
> > would any one be interested in seeing some apx classics come out on
> > cartridge?we can only do machine language ones,no basic,does any one
> > have any suggestions?please let me know,thanks,
> > lance

That would be great! How about Galahad or Salmon Run? I would buy those if
you put together a reasonably nice package.

vs

To email me just remove the X's and underline marks from my address.

## 112. Re: ValForth

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-05 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <37593EF2.5BACF54A@cheta.net>
Source record: 51848

I have MESA Forth, ValForth, and FigForth. I have quite a few languages. Lightspeed C, Draper Pascal, Kyan Pascal I (with docs), and version II without docs. Several assemblers and disassemblers plus about 18 versions of Atari Basic. Ace C, CFOR6502, Synassembler, Pilot, Action, Microsoft Basic, Mac65..... Need something? These are in the >utils>langs dir of the HARD_3.ATR hard disk image I sent to Yogi a couple of years ago. Is any of this commercial or can I post it freely?

William Forbes wrote:

> I am looking for ValForth add-on packages: editor, turtle graphics, etc.
> Has anyone
> seen any of them for sale anywhere in atari-land?

## 113. Attn: Larry White

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-05 00:00:00 UTC
From: "David A. Elliott" <delliott@nac.net>
Message-ID: <nHb63.64$tr.450@nntp1>
Source record: 51849

I had to reformat my hard drive and re-install Windoze.. I lost your e-mail address! Please e-mail me!

## 114. +++CLASSIC AUCTION, ENDS SUNDAY+++

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-05 00:00:00 UTC
From: Syd Bolton <sbolton@bfree.on.ca>
Message-ID: <3759559B.4E63B2F9@bfree.on.ca>
Source record: 51850
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,alt.games.video.classic,alt.2600,comp.sys.atari.8bit

```
Welcome to the Nebula Auction! - Number 12
==========================================

A good friend is selling his video game collection to raise some funds.
These are his items so I am unable to offer trades this time around.
There are also some other items on EBay, which you can find at
http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=sbolton@bfree.on.ca

*** PART 1 OF 2 -- PART 2 STARTS AFTER THIS ONE ENDS ***

See the bottom for rules. This auction contains Atari 2600, 7800,
Coleco,
CoCo, Nintendo NES, Atari 8-bit items and more.
**************************************************************************
*************************--CLASSIC
CARTRIDGES--*************************
**************************************************************************
Atari 2600 Carts - Loose unless noted
==========================================================================
Lot Description Notes Bid G? Bidder
--------------------------------------------------------------------------
001 3-D Tic Tac Toe.................................1.00 rharrison
002 Adventure.......................................1.50 logbook
003 Adventures of Tron..............................1.00 min
004 Air Sea Battle (Picture label)..................1.00 min
005 Air Sea Battle (Text label, no end label)........1.00 min
006 Airlock (Data Age)..............................2.00 rharrison
007 Amidar..........................................1.00 min
008 Arcade Pinball (Sears)..........................1.00 rharrison
009 Armor Ambush....................................1.00 min
010 Asteroids (Sears Label).........................1.00 rharrison
011 Asteroids.......................................1.00 min
012 Astroblast.....................................1.00 min
013 Astroblast (NEW, Shrinkwrap!)...................2.00
williamsle
014 Barnstorming (Activision).......................2.00 min
015 Baseball (Sears)................................1.00 rharrison
016 Basketball (Picture label).......................1.00 min
017 Battlezone.....................................1.00 min
018 Battlezone (NEW, Shrinkwrap!)...................2.00 min
019 Bermuda Triangle (writing on label).............1.00 rharrison
020 Berzerk.........................................1.00 min
021 Big Bird's Egg Catch............................2.00 rharrison
022 Blue Print (CBS).................................2.00 rharrison
```

023 Bowling (text label).....1.00 min
024 Boxing (Activision).....1.50 backhand
025 Breakout (Picture label).....1.00 min
026 Breakout (Text label).....1.00 min
027 Buck Rogers.....2.00 rharrison
028 Bump'n Jump.....5.50 JoelP
029 Burgertime.....2.00 rharrison
030 California Games (Epyx).....2.00 min
031 California Games (Epyx, NEW, Shrinkwrap!).....2.00 rharrison
032 Canyon Bomber.....1.00 rharrison
033 Carnival.....1.00 rharrison
034 Casino.....1.00 min
035 Centipede.....1.00 min
036 Centipede (NEW, Shrinkwrap!).....2.00
williamsle
037 Chopper Command (Activision).....2.00 min
038 Circus Atari.....1.00 min
039 Combat (Picture label).....0.50 min
040 Commando (Activision).....3.00 rharrison
041 Congo Bongo.....2.00 min
042 Cosmic Ark (Imagic).....1.00 min
043 Crackpots (Activision).....2.00 min
044 Crossbow (NEW, Shrinkwrap!).....2.00 rharrison
045 Crystal Castles.....1.00 min
046 Dark Cavern.....1.00 min
047 Dark Chambers.....1.00 min
048 Dark Chambers (NEW, Shrinkwrap!).....2.00 rharrison
049 Decathlon (Activision, worn label).....2.00 rharrison
050 Defender.....0.50 min
051 Demon Attack (Imagic).....1.00 min
052 Demons to Diamonds.....1.00 min
053 Dig Dug.....1.00 min
054 Dodge 'EM (picture label).....1.00 min
055 Dodge 'EM (text label).....1.00 min
056 Dolphin (Activision).....2.00 min
057 Donkey Kong (Coleco).....1.00 min
058 Donkey Kong Jr. (Atari, rip in top of label).....1.00 rharrison
059 Donkey Kong Jr. (Coleco).....1.00 rharrison
060 Dragster (Activision, no end label).....1.00 rharrison
061 E.T. The Extra Terrestrial.....1.00 min
062 Eggomania (US Games, partially damaged EL).....1.00 rharrison
063 Enduro (Activision).....2.00 min
064 Enduro (Activision, Blue Text Label).....2.00 min
065 Fast Food (Telesys).....2.00 rharrison
066 Fire Fighter (Imagic).....1.00 logbook
067 Fire Fly.....2.00 rharrison
068 Flag Capture (Text label).....1.00 rharrison
069 Flash Gordon (20th Century Fox).....2.00 rharrison
070 Football (Text label).....1.00 min
071 Football (Sears).....1.00 rharrison

072 Freeway (Activision).....2.00 min
073 Frogger.....1.00 baumgratz
074 Frogs and Flies.....1.50 JoelP
075 Frostbite (Activision).....3.00 JoelP
076 Galaxian.....1.00 min
077 Gangster Alley (rip in EL, slight SH).....2.00 rharrison
078 Ghostbusters (Activision).....3.00 rharrison
079 Gopher (US Games).....1.00 rharrison
080 Golf (text label).....1.00 min
081 Gorf (CBS).....1.00 min
082 Grand Prix (Activision).....2.00 min
083 Grand Prix (Activision, blue text label).....1.00 min
084 Gravitar (NEW, Shrinkwrap!).....2.00 rharrison
085 Gunslinger (Sears).....1.00 rharrison
086 Gyruss.....3.00 JoelP
087 Haunted House.....1.00 logbook
088 He-Man Masters of the Universe.....4.00 JoelP
089 Home Run (picture label).....1.00 min
090 Human Cannonball (Picture label).....1.00 min
091 Ice Hockey (Activision).....2.00 min
092 Indy 500 (Picture label).....1.00 min
093 Infiltrate (thin label cut on end label).....1.00 rharrison
094 Journey Escape (Data Age).....2.00 min
095 Joust.....1.00 min
096 Jr. Pac-Man (NEW, Shrinkwrap!).....2.00 rharrison
097 Jungle Hunt.....1.00 min
098 Kaboom! (Activision, blue text label).....10.00 Patsyesch
099 Kaboom! (Activision).....2.00 min
100 Kangaroo.....1.00 min
101 Keystone Kapers (Activision).....2.00 min
102 Laser Volley (Taiwan Import).....4.00 rharrison
103 Lock'n Chase (Blue text end label).....1.00 min
104 Lock'n Chase (Black and white text label).....1.00 min
105 M.A.S.H. (unusually clean).....2.00 rharrison
106 Mario Bros.....1.00 min
107 Master Builder (Spectravideo) (NTSC).....55.00 Patsyesch
108 Maze Craze (Picture Label).....1.00 baumgratz
109 Megamania (Activision).....2.00 min
110 Midnight Magic.....2.00 min
111 Millipede.....2.00 JoelP
112 Missile Command.....0.50 min
113 Moon Patrol.....1.00 min
114 Mouse Trap (Coleco).....1.00 min
115 Mouse Trap (Atari, NEW, Shrinkwrap!).....2.00
williamsle
116 Ms. Pac-Man.....1.00 min
117 Ms. Pac-Man (NEW, Shrinkwrap!).....2.00 rharrison
118 Name This Game (US Games).....2.00 rharrison
119 Night Driver (Picture label).....1.00 min
120 Ocean City Defender (Taiwan import).....3.00 rharrison

121 Oink! (Activision, some writing on label).....2.00 min
122 Othello (Picture label).....1.00 min
123 Outlaw (Picture label).....1.00 rharrison
124 Pac-Man (Super clean label).....2.00 min
125 Pele's Soccer.....1.00 min
126 Pete Rose Baseball (Absolute).....4.00 rharrison
127 Phoenix.....1.00 min
128 Phoenix (NEW, Shrinkwrap!).....1.00 rharrison
129 Pitfall! (Activision).....2.00 min
130 Pitfall! (Activision, Blue text label).....10.00 Patsyesch
131 Pitfall! II (Activision).....4.00 JoelP
132 Plaque Attack (Activision).....2.00 JoelP
133 Pole Position.....1.00 min
134 Pole Position (NEW, Shrinkwrap!).....2.00 rharrison
135 Popeye.....2.00 rharrison
136 Porky's (20th Century Fox).....3.00 rharrison
137 Pressure Cooker (Activision).....2.00 min
138 Q*Bert.....1.00 min
139 Q*Bert (Red Atari Label, damaged EL).....1.00 min
140 Raiders of the Lost Ark.....1.00 min
141 Real Sports: Boxing.....1.00 min
142 Real Sports: Football.....1.00 min
143 Real Sports: Football, NEW!.....2.00 min
144 Real Sports: Soccer.....1.00 min
145 Real Sports: Tennis.....1.00 min
146 Real Sports: Volleyball.....1.00 rharrison
147 Riddle of the Sphinx (Imagic).....1.00 min
148 River Raid (Activision).....1.00 rharrison
149 River Raid II (Activision).....7.00 reicher6
150 Robot Tank (Activision).....2.00 min
151 Roc'n Rope.....4.00 JoelP
152 Seaquest (Activision).....2.00 min
153 Skate Boardin' (NEW, Shrinkwrap!).....2.00 rharrison
154 Skiing (Activision, no end label).....1.00 rharrison
155 Sky Jinks (Activision).....2.00 min
156 Slot Racers (picture label).....1.00 min
157 Smurf: Rescue in Gargamel's Castle (Coleco).....1.00 rharrison
158 Snoopy and the Red Baron.....18.00 Patsyesch
159 Solaris (screw holes).....1.00 min
160 Solar Fox (CBS).....1.00 min
161 Space Attack.....1.00 min
162 Space Cavern (Apollo, blue label).....1.00 rharrison
163 Space Cavern (Apollo, red label, slight rip).....1.00 rharrison
164 Space Invaders (Red/silver picture label).....1.00 min
165 Space Invaders (Blue illustrated label).....1.00 min
166 Space Invaders (red text label).....1.00 min
167 Space Jockey (Vidtec).....1.00 min
168 Space Shuttle (Activision).....3.00 logbook
169 Spider Fighter (Activision).....2.00 min
170 Spider Man.....1.00 rharrison

171 Sprint Master (Atari).....3.00 JoelP
172 Squeeze Box (some writing on label).....2.00 Jeremy
173 Sssnake (Data Age, writing on label, peeling EL).2.00 rharrison
174 Stampede (Activision, writing on label).....2.00 min
175 Stargate (Defender II).....1.00 rharrison
176 Starmaster (Activision).....2.00 min
177 Star Raiders.....1.00 min
178 Star Trek (Sega, very nice label).....2.50 logbook
179 Star Wars: The Arcade Game (single SH).....9.00 reicher6
180 Star Wars: The Empire Strikes Back.....3.00 min
181 Star Wars: Return of the Jedi Death Star Battle..2.00 rharrison
182 Strawberry Shortcake.....2.50 JoelP
183 Sub Scan (Sega).....3.00 JoelP
184 Summer Games (Epyx, peeling EL).....1.00 baumgratz
185 Superman (text label).....1.00 rharrison
186 Super Breakout.....1.00 min
187 Super Challenge Football.....1.00 min
188 Survival Run (Milton Bradley Canada).....3.00 min
189 Swordquest: Fireworld.....1.00 min
190 Swordquest: Earthworld.....1.00 min
191 Target Fun (Sears).....1.00 min
192 Taz.....2.00 min
193 Tennis (Activision).....1.00 min
194 Time Warp (Taiwan import).....3.00 rharrison
195 Titlematch: Pro Wrestling (Absolute).....2.00 rharrison
196 Tomcat: F-14 Simulator.....1.00 rharrison
197 Towering Inferno.....1.00 min
198 Track & Field.....6.50 JoelP
199 Trick Shot (Imagic).....1.00 min
200 Tron Deadly Discs.....1.00 rharrison
201 Turmoil (20th Century Fox).....2.00 JoelP
202 Tutankham (no end label, label quality poor).....1.00 min
203 Vanguard.....1.00 min
204 Venture (Atari, screw hole).....1.00 min
205 Venture (Coleco).....1.00 min
206 Venture (Atari, NEW Shrinkwrap!).....2.00 rharrison
207 Video Olympics (Picture label).....1.00 rharrison
208 Video Pinball (Picture label).....1.00 min
209 Warlords.....1.00 min
210 Warplock (Data Age).....1.00 rharrison
211 Winter Games (Epyx).....2.00 baumgratz
212 Winter Games (Epyx, NEW, Shrinkwrap!).....2.00 rharrison
213 Wizard of Wor.....2.00 min
214 Word Zapper.....1.00 min
215 Yar's Revenge.....1.00 min
216 Zaxxon.....1.00 rharrison

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Colecovision Carts - Loose unless noted

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Lot Description Notes Bid G? Bidder

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------------------------------------------------------------------------
217 Alcazar (Activision/Telegames, Box & Inst.)......6.00 PosterMen
218 B.C.'s Quest for Tires..........................4.00 baumgratz
219 Bump'n Jump.....................................4.00 reicher6
220 Centipede (AtariSoft)...........................2.00 logbook
221 Cosmic Avenger..................................1.00 min
222 Destructor.....................................2.00 reicher6
223 Donkey Kong.....................................1.00 min
224 Donkey Kong Junior..............................1.00 min
225 Gorf.............................................2.00 min
226 Lady Bug.......................................1.00 min
227 Mr. Do!........................................2.00 baumgratz
228 Mouse Trap.....................................1.00 min
229 Pepper II.....................................3.00 baumgratz
230 Pitfall II.....................................3.00 logbook
231 Popeye.........................................2.50 logbook
232 Q*Bert (label is faded but complete).............1.00 min
234 Space Fury.....................................1.00 logbook
235 Space Panic....................................1.00 logbook
236 Subroc.........................................1.00 reicher6
237 Super Action Baseball..........................1.00 min
238 Super Action Football..........................1.00 reicher6
240 Venture........................................1.00 min
241 Victory.......................................1.00 reicher6
242 Zaxxon........................................1.00 baumgratz
------------------------------------------------------------------------
Nintendo Entertainment System (NES) Carts (LOOSE unless noted)
========================================================================
Lot Description Notes Bid G? Bidder
------------------------------------------------------------------------
243 Adventure of Dino Riki (Hudson Soft).............3.00 min
244 Adventures of Lolo (HAL).........................3.00 min
245 Archon (Activision).............................4.00 min
246 Big Nose (Camerica).............................4.00 rharrison
247 Bill & Ted's Excellent Adventure (LJN)...........3.00 min
248 Black Bass, The (Hot-B).........................5.00 min
249 Bo Jackson Baseball (Data East).................3.00 min
250 Defender of the Crown (Ultra)...................3.00 min
251 Deja Vu (Kemco Seka)............................3.00 backhand
252 Dick Tracy (Bandai).............................3.00 min
253 Donkey Kong Classics (Nintendo).................5.00 min
254 Donkey Kong 3 (Nintendo).........................5.00 min
255 Double Dare (Gametek)...........................3.00 min
256 Dr. Jekyll & Mr. Hyde (Bandai)..................3.00 min
257 Dragon Warrior (Nintendo).......................3.00 min
258 Fantastic Adventures of Dizzy (Camerica).........4.00 min
259 Fester's Quest (Sunsoft).........................3.00 min
260 Galaga (Bandai).................................5.00 min
261 Gauntlet (Tengen)...............................3.00 min
262 Ghostbusters II (Activision).....................3.00 min
```

263 Godzilla (Toho, some writing on label).....2.00 min
264 Gold Medal Challenge (Capcom).....3.00 min
265 Heroes of the Lance (AD&D, FCI).....5.00 min
266 Jaws (LJN).....3.00 min
267 Joust (HAL).....3.00 min
268 Klax (Tengen, some writing on end label).....4.00 min
269 Knight Rider (Akklaim).....3.00 min
270 Kung-Fu (Nintendo).....3.00 min
271 Kung-Fu Heroes (Culture Brain).....3.00 min
272 Little League Baseball (SNK) w/Manual & sleeve...3.00 min
273 M.C. Kids (Virgin).....3.00 min
274 Magic of Scheherazade (Culture Brain).....3.00 min
275 Major League Baseball (LJN).....3.00 min
276 Micro Machines (Camerica).....4.00 min
277 Mike Tyson's Punch-Out (Nintendo).....3.00 min
278 Monopoly (Parker Brothers).....5.00 min
279 Pinbot (Nintendo).....3.00 min
280 Quattro Adventure (Camerica).....4.00 min
281 Rad Racer (Nintendo).....3.00 min
282 River City Ransom (American Technos).....3.00 min
283 Road Blasters (Mindscape).....3.00 min
284 Rocket Ranger (Kemco Seka).....3.00 min
285 Rolling Thunder (Tengen).....3.00 min
286 Shadowgate (Kemco Seka).....3.00 min
287 Side Pocket (Data East).....3.00 min
288 Silent Service (Ultra).....3.00 min
289 Simpson's: Bart vs. the Space Mutants (Akklaim)..3.00 min
290 Skate or Die (Ultra).....3.00 min
291 Skull & Crossbones (Tengen).....3.00 backhand
292 Solomon's Key (Tecmo) w/Manual and sleeve.....3.00 min
293 Street Fighter 2010 (Capcom).....3.00 min
294 Super Mario Bros. 3 (Nintendo).....3.00 min
295 Tetris (Nintendo).....3.00 min
296 Tiles of Fate (American Video).....3.00 min
297 Toobin (Tengen).....3.00 backhand
298 Ultimate Stuntman (Camerica) w/Box.....3.00 min
299 Untouchables (Ocean).....3.00 min
300 Wall Street Kid (Sofel).....3.00 min
301 Willow (Capcom) w/Manual and sleeve.....4.00 min
302 Win, Lose, or Draw (Hi-Tech).....3.00 min
303 Wurm (Asmik).....3.00 min
304 Yoshi (Nintendo).....3.00 min

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Atari 8-bit Computer Cartridges (loose unless noted)

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Lot Description Notes Bid G? Bidder

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305 Asteroids.....1.00 min
306 BASIC Cartridge.....1.00 min
307 Centipede.....1.00 joe3

308 Galaxian.....1.00 joe3
309 Pac-Man.....1.00 min
310 Pole Position.....1.00 joe3
311 Star Raiders.....1.00 min
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VIC-20 Cartridges (loose unless noted)
==========
Lot Description Notes Bid G? Bidder
---
312 8K RAM Cartridge (Commodore).....2.00
dmoody3042
313 Adventure Land.....1.00 min
314 Aggressor (HES).....2.00 min
315 Alien.....1.00 min
233 Astroblitz.....1.00
dmoody3042
239 Atlantis (Imagic).....2.00 min
316 Avenger.....1.00 min
317 Buck Rogers.....2.00 min
318 Choplifter!.....1.00 min
319 Clowns.....1.00 min
320 Demon Attack.....2.00 min
321 Donkey Kong (Atarisoft).....2.00
dmoody3042
322 Garden Wars.....1.00 min
323 Gorf.....1.00 min
324 Gridrunner (HES).....2.00 min
325 Home Babysitter.....1.00 min
326 Jupiter Lander.....1.00 min
327 Mole Attack.....1.00 min
328 Mutant Herd (Home Computer Software).....2.00
dmoody3042
329 Omega Race.....1.00 min
330 Pirate's Cove.....1.00 min
331 Personal Finance.....5.00
dmoody3042
332 Poker.....1.00 min
333 Protector (HES).....2.00 min
334 Q*Bert.....2.00
dmoody3042
335 Radar Rat Race.....1.00 min
336 Raid on Fort Knox.....1.00 min
337 Sargon II Chess.....2.00 min
338 Speed Math / Bingo Math.....1.00 min
339 Spills N' Fills.....2.00 slapdash
340 Super Expander with 3K RAM.....1.00 min
341 The Count.....1.00 min
342 The Sky is Falling.....1.00 min
343 Trashman.....1.00
dmoody3042

344 Visible Solar System.....1.00 min
345 Voodoo Castle.....1.00 min
---
Radio Shack / Tandy CoCo Carts (loose unless noted)
==========
Lot Description Notes Bid G? Bidder
---
346 Downland.....1.00 min
347 Dungeons of Daggorath.....1.00 min
348 Galactic Attack.....1.00 min
349 Mega-Bug.....1.00 min
350 Starblaze.....1.00 min
**********
**********--CLASSIC
SYSTEMS--**********
**********
Lot Description Notes Bid G? Bidder
---
351 Atari 2600 Jr. Game System, tested w/Power Supply, TWO Joysticks,
and 6 games: Enduro, Combat, Mario Bros., Asteroids, Defender,
and Missile Command.....12.00 min

352 Atari 7800 Game System, w/Power Supply, TWO Original 7800
controllers, and 3 BRAND NEW, in the box w/shrinkwrap games:
Asteroids, Galaga, and Hat Trick.....15.00 rharrison

353 Atari 400 Computer System (all keys tested), w/Power Supply, TV
Cable & Adapter, BASIC Cartridge, Atari 410 Program Recorder
w/3 tapes (Contents Unknown), Pac-Man Cartridge, and
Atari 400 BASIC Manual book from Atari.....15.00 min

354 Tandy/Radio Shack Color Computer (original), tested. Power
supply is built-in.....5.00 trey20

355 VIC-20 Computer System w/power supply.....5.00 trey20
**********
**********--INSTRUCTIONS--**********
**********
Atari 2600 Instruction Manuals
==========
Lot Description Notes Bid G? Bidder
---
356 Instructions Lot #1: Battlezone,Grand Prix,Centipede,Megamania,
Frostbite Card,Kaboom!,Boxing,7800 Karateka, RealSports: Boxing,
RealSports:Football,2600 System Manual,Activision
Catalog,StarMaster,
Catalog Rev.E,Q*Bert,Chopper Command,Bowling,Phoenix,Space Cavern,
Astroblast,Keystone Kapers Handbook,Star Raiders, Asteroids (ML),
Missile Command,Word Zapper,Defender,Frogger,Kaboom!,Crackpots
Card,
Vanguard,Berzerk,Pac-Man.....5.00 rharrison

357 Instructions Lot #2: Asteroids,Defender,Missle Command,Star
Raiders,
Video Games Catalog,Vanguard,2600 System Manual...1.00 min
**********
**********--CONTROLLERS &
MISC..--**********
**********
Controllers and Miscellaneous Items
==========
Lot Description Notes Bid G? Bidder
---
358 Atari 2600 Kids Controller.....2.00 rharrison
359 Atari Logo Tan Colored Binder: holds 8 carts.....2.00 min
360 Colecovision Super Action Controller.....3.00 reicher6
**********
Rules
=====
The rules of my auctions are simple. Minimum bids are indicated.
You can raise bids by $0.50 until the auction enters G1,G2,G! format,
at which time the minimum increments go to $1, $2, then $3.

Shipping is not included and will be based on actual costs to your
destination. Prices are in U.S. funds.

Pre-payment is required, via MONEY ORDER ONLY unless previous
arrangements
have been made. If you back out of an accepted final bid (please don't)
then it will be offered to the previous bidder.

This auction runs until June 6, 1999--then it enters G1,G2,G! format.
---
Please e-mail all bids to sbolton@bfree.on.ca. This is my 16th Internet
auction--if you want references, just ask! (Current EBay Feedback=122).

Thanks!

## 115. Re: some items from my emulation personal wish list

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-05 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-TlmISOE76snl@di08-ks.cth.com.au>
Source record: 51851

On Sat, 5 Jun 1999 08:02:21, "David J. Firth"
<david@signus.demon.co.uk> wrote:

> >Larry thanks for the reply. I understand the basic concept of how it
> >could be done in an emualtor. What I was specifically interested in,
> >was the statement that IT HAD ALREADY BEEN SUPPORTED in Atari800
> >emulator. I was unaware of that. It's news to me. Which supercarts
> >were supported in Ayati800 emu? OSS carts?
>
> OSS MAC/65
> OSS ACTION
>
> >What format does the ROM
> >image file have to be in on the PC?
>
> The same order as the "PHYSICAL" ROM. i.e. The cartridge will contain a
> standard 16K ROM even though only 8K is visible at one time in the
> Atari. If the ROM was placed into a normal 16K cartridge then it would
> then take 16K of address space - The program certainly wouldn't work
> this way but it may allow you to dump it to disk. Note: I haven't tried
> this method but I can't think of any reasons it shouldn't work.
>
> >Is there a program to accureately
> >and correctly dump all banks of a supercart to an image file of the
> >proper format to be used in the Atari800 emu?
>
> There is no program I'm aware of but it should be quite simple with a
> bit of 6502 and info on how to switch the banks.

I would say that someone has confused things here a bit. MAC/65
originally came out on disk along with a dubugger called BUG/65. I have
read that someone has managed to convert Action to disk. It is these 2
that people are refering to. If the oss bank select carts where
supported, All 4 of them would be listed, but there'r not. Lets not
forget that there are 2 versions of the OSS bank select carts. They
require different programming to bank select each version.

James.

## 116. Test?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-05 00:00:00 UTC
From: "Eric R. Balch" <ebalch2@san.rr.com>
Message-ID: <Ewg63.617$HT2.36959@newsr2.san.rr.com>
Source record: 51852

Sorry for the intrusion!

## 117. FS: Atari Books

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-05 00:00:00 UTC
From: David Loewen <todavid@teleport.com>
Message-ID: <01bea6a3$79d47780$6c101ad8@daveloew>
Source record: 51853

For Sale:

* Atari 130XE Manual.

* Advanced Programming Techniques for your Atari
by Linda M. Schreiber

* Atari Programming w/55 Programs
by Linda M. Schreiber

These are like new condition. $15 for all (shipped)

Thanks.

David Loewen
Salem, Oregon USA
todavid@teleport.com

## 118. FA: OSCAR Barcode reader

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-05 00:00:00 UTC
From: David Tipton <6500dtpt@ucsbuxa.ucsb.edu>
Message-ID: <37599779.4284@ucsbuxa.ucsb.edu>
Source record: 51854

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=113936014

Openning bid is $5.

OSCAR Bar Code Reader
Optical SCAnning Reader

This is the hard-to-find OSCAR barcode reader. It is complete, in the box, and in excellent condition. Programs provided in barcode format can be scanned into your computer with this device.

Included are the scanner itself, the cable that attaches it to the TI 99/4a home computer, all instructions (including the warranty card), and eight different programs (games and other applications) included in barcode format. Also included is the template which holds the barcode pages for scanning.

This package was intended for the TI 99/4a, so the cable and pages of barcode that come with it work only with the TI 99/4a. If you have the cable and barcode programs for other computers (such as the Atari 8-bit or Commodore 64, the OSCAR will work with those as well.) It requires 4 D batteries.

Buyer will pay $5 for shipping and packaging in addition to the bid. The package will be shipped via USPS. Money orders and checks will be accepted. Checks will be held 7 business days before package is shipped. If you pay by money order, the package will ship the same day or the next day. You will have 7 business days to make payment. Bidders from the US or Canada only please (typically shipping is about $1 more to Canada - please inquire).

Please, serious bidders only. I reserve the right not to accept bids from those with negative feedback if I suspect there will be problems with the sale. Thank you.

## 119. Re: Test?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-05 00:00:00 UTC
From: "Eric R. Balch" <ebalch2@san.rr.com>
Message-ID: <Xgi63.880$HT2.38624@newsr2.san.rr.com>
Source record: 51855

```
Eric R. Balch wrote in message ...
>Sorry for the intrusion!
>
>
```

## 120. WTB: Modified XF551

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-05 00:00:00 UTC
From: Patrick Robbins <Pat42@uswest.net>
Message-ID: <i_k63.1016$J23.197981@news.uswest.net>
Source record: 51856

Or an ordinary 551, or just the working circuit board w/o case, or maybe the roms I need to modify the board...

## 121. Re: apx classics on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-05 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <22142-3759DD55-111@newsd-173.iap.bryant.webtv.net>
Source record: 51857

well what do you think reasonable is?we are working on galahad right now,but these carts have to be hand made,and take time,we will sell them,with a label,in a box,with some sort of docs for $20.00,hows that sound?
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 122. fs nib xm 301 modem

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-05 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <22143-3759DC80-61@newsd-173.iap.bryant.webtv.net>
Source record: 51858

here it is
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=113943437

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 123. Re: apx classics on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-05 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <23430-3759F85A-6@newsd-172.iap.bryant.webtv.net>
Source record: 51859

we might be able to do it,but,these are tricky to do,and we have talked about doing basic ones,but we have not tried one,i do not have the program that you want to do,do you?if you got it,you will have to send it to me,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 124. Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-05 00:00:00 UTC
From: dustydeck@aol.comQjnkfilQ
Message-ID: <19990605001325.23238.00000618@ng-fy1.aol.com>
Source record: 51937

Hi,

I've been tinkering and designing a game for the atari 8 bit.
The basic theme is space oriented with ship combat, trading, ship upgrades,
and a general plot.

I've been hacking out bits and pieces for fun in TurboBasic to date (as a
software
engineer I am not sure if fun is the right word but hey you get the drift)

My questions are:

- Is anybody interested in new games written for atari 8 bits ?

- Does anybody have a decent optimizing C or Similar compiler (not to P-code)
that will run under linux? (I want to use EMACS as my editor if I can)

Some of the features:

-3D Space flight engine (This I definately need the compiler for...)
In this mode you have a cockpit view, and access to two MFD's
each MFD can display either (reactor,communications,shields,navigation,
weapons,targetting,radar) you can zoom each mfd for full screen whilst
flying about.

- Plot based storyline, at space-ports and planets you get vidmail which
offers you special missions required to fulfil the plot.

- "Realistic power system" (Reactor puts out finite amount of power)

- Upgradeable ship components... e.g. get a spread-spectrum-radar so targets
cant detect you... Get some especially hot fuel for the reactor (but be
careful
you dont have a meltdown)...

If I can get the tools to complete this, I am planning on releasing it freeware
with a nag screen asking people to send me a donation.
If it sucks then not sending a donation is fine, but if it's good it gives me
an incentiveto write another...

Any e-mails are welcomed at the address below.

Cheers for now

This is my first posting from this account, so if it messes up please excuse
me.

Peter Laing
dusty<junkfilter>deck@aol.com (Please remove <junkfilter> to send email)

Peter Laing | Software Engineer & Atari 8 bit fan | dusty<jnkfil>deck@aol.com | Please remove <jnkfil> to reply. For those who wont reply to an aol address, p_laing<junkfil>@ee.cit.ac.nz autoforwards.

## 125. Re: apx classics on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-06 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7jcnrh$kni$1@nnrp1.deja.com>
Source record: 51860

Do you suppose it would be possible to either compile the BASIC code
and burn a EPROM with it, or somehow "capture" the BASIC program's RAM
space to the EPROM, along with the BASIC interpreter? I think the TV
Color Alignment program is a BASIC program.

In article <25085-3757E1B8-17@newsd-171.iap.bryant.webtv.net>,
Video61@webtv.net (Lance Ringquist) wrote:
> is it in basic?
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
>
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 126. CDROM player

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-06 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <928637260@stackbbs.xs4all.nl>
Source record: 51861

```
Original Mail Date: Jun 5, 1999 Time: 12:41 am
Howdy folks

I've run into an ad for a SCSI CDROM
player (second hand) for approx. $20.

Anybody know more about this:

SONY (If I remember correct)
XM 5401 B/S

If says 4x in the ad, I guess that's
the speed, not the amount of players
this guy is selling.

How good/bad is the price?
Does it have a tray that slides out
if you push the button/give a
software command?
Does it have a headphone plug?
Can I play Audio CD's on it?
Does it have connectors to plug it
into the stereo?

CU Mathy van Nisselroy

PS yes, I "need" it for when you guys
or girls write a CDROM player device
handler for the BlackBox.
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE, Pro-node 471
---

## 127. Question for the hardware hackers & buffs

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-06 00:00:00 UTC
From: csumner@brooksdata.net
Message-ID: <3759c768.2617727@news.apex2000.net>
Source record: 51862

Here is what I'm proposing. I like the idea of a detachable keyboard. Does anyone forsee any problems trying to put a 130XE motherboard in an XE game machine? I don't care about the built in game. I just want a 130XE with a detachable keyboard. Then maybe drill the holes on the detachable casing to have access to ALL the function keys.

And then of course memory upgrades, and other hardware hacks in the future.

Any and all input to this will be appreciated and taken in.

-Chuck

## 128. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-06 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7jd497$62o$1@ultra.sonic.net>
Source record: 51863

Dustydeck (dustydeck@aol.comQjnkfilQ) wrote:
: My questions are:
:
: - Is anybody interested in new games written for atari 8 bits ?

YES! YES YES YES!!!

: -3D Space flight engine (This I definately need the compiler for...)
: In this mode you have a cockpit view, and access to two MFD's
: each MFD can display either (reactor,communications,shields,navigation,
: weapons,targetting,radar) you can zoom each mfd for full screen whilst
: flying about.

Sounds good.. Good, luck, though. As far as I know, Star Raiders was
the best game done in this style (although some land-based games from
Lucas Film showed how 3D graphics with good/fast gameplay weren't impossible),
and it may be tough to beat.

Honestly, I hope you do, though. ;)

<snup>
: If I can get the tools to complete this, I am planning on releasing it
: freeware with a nag screen asking people to send me a donation.

Awesome! :)

Is there any chance you'd be willing to show us what you've done so far?

Good luck!

-bill!
bill@newbreedsoftware.com

## 129. Re: Question for the hardware hackers & buffs

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-06 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19990606023100.14073.00001470@ng-fp1.aol.com>
Source record: 51864

>Here is what I'm proposing. I like the idea of a detachable keyboard.
>Does anyone forsee any problems trying to put a 130XE motherboard in
>an XE game machine? I don't care about the built in game. I just want
>a 130XE with a detachable keyboard.

Uh, not really going to work, XEGS case has no provision for the ECI port,
it's cart port is at an angle to one side on the top, the joystick ports are
mounted at an agle reminiscent of the 1200XL, the Xegs has holes for composite
hook ups to a tv via video and audio, no monitor jack....and on and on,the
differences betweent the motherboards are significant, physically.
Just get a 128K memory upgrade for an XEGS from B&C, it would be alot
easier.
That's what i plan to do.

BGarvey

## 130. Re: apx classics on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-06 00:00:00 UTC
From: seagtgruff@aol.com
Message-ID: <19990606051631.24869.00001086@ng-da1.aol.com>
Source record: 51865

Richard Cortese (ricortes@netmagic.net) wrote:

> SeaGtGruff <seagtgruff@aol.com> wrote [snip]
[snip]
> > I'd think that a cartridge version of Envision would
> > be a sure seller!
> >
> > Michael Rideout
> Just my op, but I don't think so.
>
> It is just a character set editor. Only thing it does that others
> don't is work with the multi color mode character sets
> <Antic mode 4&5?> poorly vs not deal with them at all.

You're right about Antic modes 4 and 5 being the multicolor character modes-- available as GRAPHICS 12 and 13 in the later versions of Atari BASIC-- but Envision was a bit more than a character set editor. It was also a map (screen) editor. My primary use of Envision was designing GRAPHICS 12 character sets and then using those characters to design game screens. I was in the midst of working on an adventure game, and had created several screens, items, and command icons (such as for "look/examine," "speak," "pick up," "use," etc.), when my disk drive died, and I never finished it. Now that I've discovered the Atari800Win emulator, I'd like to start working on the game again.

I'm not 100% satisfied with the emulators, because they don't match the Atari's color palette exactly. I was using VBIs to combine two colors into a third color, in order to increase the number of GRAPHICS 12 colors from 5 to 14, but that doesn't work as well on the emulators. For one thing, the combined colors don't produce the same results (e.g., yellow plus blue makes a grayish color instead of light green, and brown plus blue makes a purplish color instead of dark green). I can go ahead and use different base colors and different combined colors on the emulators, but that means the game won't look the same on real Ataris. Also, the emulators seem to have a timing problem when flipping character sets via VBIs, which creates an obvious (and annoying) flickering that isn't a problem on real Ataris. <sigh>

I pulled my old Atari 130XE out of storage-- even though I no longer have a working disk drive-- just to compare its color palette with that of the emulators. Unfortunately, some

of the keys no longer work! Hopefully my old Atari 65XE
still works, but I haven't retrieved it from storage at my
parents' house yet. I guess I should just buy another 130XE
and a new disk drive. :-/

> IIRC: The file format for the saved character sets had some
> extra information stored with the set such that you had to
> strip it before you can use the the set.

To be honest, I don't remember if that's true, but you're
probably right.

> Only reason I bought it was because it had a utility to
> convert GR. 15 screens into character sets. Naturally the
> Antic version of the program I got, the conversion utility
> was munged and wouldn't load w/o a dos error<sigh>.

I don't remember having that problem, so perhaps there
were some bad spots on your disk? Anyway, that's a good
reason for wanting a cartridge version, I'd think.

> I ended up doing all my own utilities. I found just using
> BBK Art because it reports x,y position, much easier to use.

Yeah, other people's utilities never do *exactly* the things
you want them to, the way you want them to! :-) Sometimes
the biggest incentive for creating your own programs is to do
things the "right" way, or a "better" way! ;-D I haven't heard
of BBK Art.

> Envision was interesting programming, but some of the
> things were just showing off.
>
> For instance, it would convert a GR. 15 screen, 40X192
> bytes, into something like 4 character sets + an Antic Mode
> 5 screen, 4X1024 + 1000 bytes and add the overhead of
> DLIs to switch character sets on the fly.

Actually, a GRAPHICS 15 screen requires *8* sets-- one for
every 3 rows, since an Atari character set really had only 128
characters, not 256 (the other 128 characters being the
inverse versions), and 3 rows of 40 characters is 120, with 8
characters being wasted (although you could use those 64
bytes for other things if you wanted, such as short machine
code routines). With 8 sets needed to map 24 rows, you end
up with 64 wasted characters in all, or 512 bytes available for
other things (but not 512 contiguous bytes), depending on
how you look at it.

The only reason you bought Envision was because it could
convert a GRAPHICS 15 screen into 8 character sets, but
you think that using DLIs to switch character sets was "just
showing off"? :-) That strikes me as a bit ironic. How else

would you display the converted picture with those 8 sets?
DLIs would be essential for that.

In fact, DLIs are essential for doing some of the things that
game designers did on the Atari, such as changing the color
of a player/missile shape (Pitfall Harry being one example of
this). Without DLIs, the Atari would be a much less versatile
machine. Long live DLIs and VBIs! ;-)

I certainly agree with you that Envision wasn't perfect, but I
thought it was still a pretty good utility, all in all. At least, it was
better than anything else I had.

Michael Rideout

## 131. Re: some items from my emulation personal wish list

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-06 00:00:00 UTC
From: "David J. Firth" <david@signus.demon.co.uk>
Message-ID: <cr8LSSAvFlW3EwkN@signus.demon.co.uk>
Source record: 51866

In article <olg28mVLDrMR-pn2-TlmISOE76snl@di08-ks.cth.com.au>,
sup8pdct@mail.cth.com.au writes
>On Sat, 5 Jun 1999 08:02:21, "David J. Firth"
><david@signus.demon.co.uk> wrote:
>
>
>> >Larry thanks for the reply. I understand the basic concept of how it
>> >could be done in an emualtor. What I was specifically interested in,
>> >was the statement that IT HAD ALREADY BEEN SUPPORTED in Atari800
>> >emulator. I was unaware of that. It's news to me. Which supercarts
>> >were supported in Ayati800 emu? OSS carts?
>>
>> OSS MAC/65
>> OSS ACTION
>>
>> >What format does the ROM
>> >image file have to be in on the PC?
>>
>> The same order as the "PHYSICAL" ROM. i.e. The cartridge will contain a
>> standard 16K ROM even though only 8K is visible at one time in the
>> Atari. If the ROM was placed into a normal 16K cartridge then it would
>> then take 16K of address space - The program certainly wouldn't work
>> this way but it may allow you to dump it to disk. Note: I haven't tried
>> this method but I can't think of any reasons it shouldn't work.
>>
>> >Is there a program to accureately
>> >and correctly dump all banks of a supercart to an image file of the
>> >proper format to be used in the Atari800 emu?
>>
>> There is no program I'm aware of but it should be quite simple with a
>> bit of 6502 and info on how to switch the banks.
>
>I would say that someone has confused things here a bit. MAC/65
>originlly came out on disk along with a dubugger called BUG/65. I have
>read that someone has managed to convert Action to disk. It is these 2
>that people are refering to. If the oss bank select carts where
>supported, All 4 of them would be listed, but there'r not. Lets not
>forget that there are 2 versions of the OSS bank select carts. They
>require different programming to bank select each version.

The disk version of MAC/65 came with BUG/65 but I wasn't talking about
disk versions. The MAC/65 supercart comes with DDT not BUG/65 and I know
about the disk version of Action. Like you said there are 2 versions of
the OSS bank select carts, MAC/65+DDT and Action use one method and

BASIC/XE (+others I forget) use another - I only added support for the format used by Action and MAC/65.

I've just checked the latest DOS version (0.9.8) and the Supercart support still works for both Action and MAC/65+DDT. You should be able to see the option if you try to insert any 16K cartridge from the built in menu. You will be prompted to select one of:-

> Standard 8K Cartridge
> Standard 16K Cartridge
> OSS Super Cartridge
> Atari 5200 Cartridge

I've also just tried Atari800Win and the cartridge dialogue box doesn't provide options for supercarts (that I can see) and you cannot get to the built-in menu anymore.

Hmm, just noticed that Win98 can run the DOS version as a small window in the Win98 workspace complete with graphics. I seem to remember Win95 only allowing text mode.

HTH
--
David J. Firth

## 132. New YM (Atari ST) to VECTREX conversion program...

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-06 00:00:00 UTC
From: baronvr <baronvr@my-deja.com>
Message-ID: <7jdntd$t4g$1@nnrp1.deja.com>
Source record: 51867

I've just posted a new program by Chris Salomon that takes YM files (I have links to lots of em) and converts them into Vectrex binary images. This also means if you know how to make YM files (with maybe the Atari ST emulator) then you can compose complex music for your Vectrex or emulator.

Also, If you can put together a multicart, then you can turn your Vectrex into a jukebox. It's think it's an exciting trend, I think, allowing people to make their own binaries to their heart's content...maybe someday a program will help people make their own GAME binaries...

Get the program at:

--
"Spike's Big Vectrex Page"
http://vectrex.davesvgc.com
http://members.xoom.com/baronvr/
REPLY TO: baronvr @ usa.net (not dejanews!)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 133. Re: More Atari woes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-06 00:00:00 UTC
From: adrian@home.ta
Message-ID: <375a5b25.434996@news.demon.co.uk>
Source record: 51868

You are in an empty room with ilaskey@cix.compulink.co.uk ("Iain
Laskey"). There's a rock in the middle with "Y2" written on. A hollow
voice says:

>In article <37579410.62168763@news.demon.co.uk>, witchy@work (Witchfinder)
>wrote:
>
>> it's a 1040STe, and yes if I wait a while it does eventually boot into
>> TOS and seems to work fine. Now I just need to get some games :o)
>You can format disks on a PC as 720K and the ST will read them fine. That
>allows you to get some games off the net and try them out.

Hmm - I've just tried reading a disk I formatted on the ST and I get
nowt, so I assume it doesn't go the other way?
--
Adrian/Witchfinder/Workshy Fop - take yer pick
I'm not schizophrenic, honest Nurse.
adrian@vorbis.MAINS.demon.co.uk
Disconnect mains before replying if you can be arsed.

## 134. Re: Question for the hardware hackers & buffs

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-06 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <19990606085433.02091.00001303@ng-co1.aol.com>
Source record: 51869

I just had an idea. How about taking and xegs with a black box and mounting it in a generic tower? obviously you would have to modifiy the inner metal frame mounts of the tower.(don't know if it would fit though since I don't own a black box yet) Then you could mount an internal hardrivee a xff551 with 3.5 drive in it. And maybe a cdrom when someone writes a driver for it(or a zip drive) With the xegs detachable keyboard you could extend it to the back of the tower just like a PC and a MAC. Any more ideas on this?

Allan Bushman

## 135. Re: Question for the hardware hackers & buffs

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-06 00:00:00 UTC
From: csumner@brooksdata.net
Message-ID: <375a28b9.1377585@news.apex2000.net>
Source record: 51870

I appreciate the input, and have decided you are most definatly right.
See I was hoping for a 1088k with a detachable keyboard. Any ideas.
Again, thanks for bringing my head out of the clouds:)

On 6 Jun 1999 06:31:00 GMT, bgarvey355@aol.com (BGarvey355) wrote:

>>Here is what I'm proposing. I like the idea of a detachable keyboard.
>>Does anyone forsee any problems trying to put a 130XE motherboard in
>>an XE game machine? I don't care about the built in game. I just want
>>a 130XE with a detachable keyboard.
>
> Uh, not really going to work, XEGS case has no provision for the ECI port,
>it's cart port is at an angle to one side on the top, the joystick ports are
>mounted at an agle reminiscent of the 1200XL, the Xegs has holes for composite
>hook ups to a tv via video and audio, no monitor jack....and on and on,the
>differences betweent the motherboards are significant, physically.
> Just get a 128K memory upgrade for an XEGS from B&C, it would be alot
>easier.
>That's what i plan to do.
>
>BGarvey

## 136. Re: Heracles

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-06 00:00:00 UTC
From: Gareee&#65533; <gareee@earthlink.net>
Message-ID: <7jdr13$7rn$1@holly.prod.itd.earthlink.net>
Source record: 51871

Gareth <Gareth@Latchum.demon.co.uk> wrote in message
news:37554d14.2199782@news.demon.co.uk...
> Steve,
>
> I have a large collection of 8 bit games and I could carry on with
> names like rainbow walker, Mule, Pharoes Curse and Seven Cities of
> Gold!
>
> I always felt Alternate Reality and Heracles were among the best
> though..
>
> I do agree with your comments that as graphics 'improve' and machines
> get faster, games can sell on superficial points rather than gameplay.
> I would also suggest however, that in those days it was a lot easier
> to be original!
>
> Gareth

I dunno... who here wouldn't JUMP at the chance to buy a 90's version of
rainbow walker, with better animated graphics? Or Rescue at fractalus?

Heck, Diablo is just a fancy "zombies"

there are myriad old game concepts that would be GREAT updated games! Just
about any synapse title, for example! (Nautilus, shadow world, claim jumper,
a high speed 3d shamus, necromancer..)

they wouldn't have to have those HUGE development times, and could even sell
for say $9.99.. talk about great fun deals! (or even better, a 90's update
"pack" with all of them for say, $29.99!)

--
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@earthlink.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info ):
http://www.fortunecity.com/tattooine/ellison/86/index.html
(REMOVE NOSPAM to reply)

## 137. Re: apx classics on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-06 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <24580-375A8DDE-36@newsd-173.iap.bryant.webtv.net>
Source record: 51872

please program your game on a real atari,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 138. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-06 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <24581-375A8E86-25@newsd-173.iap.bryant.webtv.net>
Source record: 51873

hey,keep on writing,sounds like you got a game,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 139. Joystick?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-06 00:00:00 UTC
From: hajjej@aol.com
Message-ID: <19990606122253.07602.00001466@ng-fw1.aol.com>
Source record: 51874

Did Atari ever make an arcade stick for their 8-bit machines? Something similar to the Advantade for the Nintendo 8-bit system? If so, does anyone know where I can get one?

Thanks,
john

## 140. Covox Voice Master Junior

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-06 00:00:00 UTC
From: Patrick Robbins <Pat42@uswest.net>
Message-ID: <E3y63.1331$J23.264849@news.uswest.net>
Source record: 51875

Does anybody have instructions for the voice master junior? Can I do voice recognition with it in my own basic programs?

Thanks,

Patrick Robbins

## 141. Re: Bad luck with Atari XL's!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-06 00:00:00 UTC
From: Andre Bullock <avb6567@worldnet.att.net>
Message-ID: <375AC0CD.3EDAFA57@worldnet.att.net>
Source record: 51876

I bought my first 800XL in mid 85 and indeed it was fully soldered. It got me in trouble when I wanted to build the RamboXL 256K upgrade, what a mess I think I pulled out at least 3 pin pads!

Later I got another 800XL from a neighbor, it had a large power supply, about 6 x 4 x 2, built in the same motif as the XL series itself ( the first one had a 'brick' style unit ). When I opened it everything was socketed, yippee!

As you may have guessed I sold my first one and put the Rambo upgrade into the 'older' one, which I still have today.

AB

Peter Pachla wrote:

> Hi,
>
> >I've owned 3 800XL's, the first one was back in ummm, 84
> >with the second one back in 89, and the 3rd which I recently
> >acquired, all of them have been socketed...
>
> I'm not 100% sure when I got my first 800XL, it would've been '85(ish) -
> definitely no earlier than that.
>
> It was fully soldered, I remember that because at the time I was into
> re-writing the OS and ended up going to a lot of trouble to desolder the OS and
> BASIC ROMs (BASIC became GALAXIAN). The other chips were also soldered, I ended
> up having to solder a second 6821 on top of the existing one (to add my
> homebrew printer and serial interfaces) since I couldn't desolder the existing
> one to replace it with a custom PCB.
>
> I'll have to dig out my others and find out when they were manufactured.
>
> TTFN - Pete.
>
> --
> Spam deflector in effect - it's obvious!
>
> Hardware & Software Engineer. Sound Engineer.
> Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
>
> ICQ# 12560790
> --

## 142. Re: Availability of Action?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-06 00:00:00 UTC
From: Andre Bullock <avb6567@worldnet.att.net>
Message-ID: <375AC43A.10C05B42@worldnet.att.net>
Source record: 51877

About a week ago some messages flew around with the conclusion being that finding ACTION! is unlikely in an unused form. The last vendor was B&C Computervison, here's their URL.

http://www.myatari.com/

I bought my copy from them 2 years ago, so you may want to call in case they have them again.

AB

MSmith wrote:

> Can one still buy Action from a vendor, or must I find it for sale used? Any
> help/direction on this would be appreciated. Also what was included in the
> original Action development package?
>
> Thanks,
> Mark Smith
> MSmith@aol.com

# 143. FA: Atari 400/800: POWERSTAR (1 of 700 made) -ER- (FUN GAME)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-06 00:00:00 UTC
From: Steverd@cet.com
Message-ID: <7jeg75$8q4$4@usenet43.supernews.com>
Source record: 51878

Odyssey 2 - POWER LORDS - Ultra RARE -
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=114104027

Odyssey 2 - Killer Bees (Voice Cartridge)-ER-
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=114100753

Odyssey 2 - Keyboard Creations in Box -ER-
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=114096794

RCA Studio II - with 3 games in Box *PLUS*
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=112745852

Atari 400/800: POWERSTAR (1 of 700 made) -ER-
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=112750298

MATTEL HANDHELD BASKETBALL 2 GAME *MINT* -ER-
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=114088325

PLUS MORE RARE ITEMS:
http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=steverd

Steverd
500+ Ebay rating

## 144. FA: Various Atari 8-bit Items (Spartados X, Miner 2049er, more)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-06 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7jeia0$4f7@freenet-news.carleton.ca>
Source record: 51879
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

```
Atari 8-bit Spartados X Cart + Manual + more!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=112400829

Atari 8-bit Miner 2049er + Seafox carts
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=112406729

MINT in box Atari 1020 Plotter w/ extras!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=114204716

Commodore 1530 Data Cassette Drive MIB!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=114204329

AtariWriter Word Processor Cart for Atari XL
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=114197324

Adventure Creator Cart for Atari Computer
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=114195506

6 Game Cartridges 4 The Atari XL/XE Computer
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=114194107

RARE Atari 8-bit 835 Direct Connect Modem
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=112884641
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!
```

## 145. Re: apx classics on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-06 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <928707159.847.84@news.remarQ.com>
Source record: 51880

SeaGtGruff <seagtgruff@aol.com> wrote in message
news:19990606051631.24869.00001086@ng-da1.aol.com...
> Richard Cortese (ricortes@netmagic.net) wrote:
>
> > SeaGtGruff <seagtgruff@aol.com> wrote [snip]
> > It is just a character set editor. Only thing it does that others
> > don't is work with the multi color mode character sets
> > <Antic mode 4&5?> poorly vs not deal with them at all.
>
> You're right about Antic modes 4 and 5 being the multicolor
> character modes-- available as GRAPHICS 12 and 13 in the
> later versions of Atari BASIC-- but Envision was a bit more
> than a character set editor. It was also a map (screen) editor.
> My primary use of Envision was designing GRAPHICS 12
> character sets and then using those characters to design
> game screens. I was in the midst of working on an adventure
> game, and had created several screens, items, and command
> icons (such as for "look/examine," "speak," "pick up," "use,"
> etc.), when my disk drive died, and I never finished it. Now
> that I've discovered the Atari800Win emulator, I'd like to
> start working on the game again.
Ahhh! Another potential sio2pc user.
>
> I'm not 100% satisfied with the emulators, because they don't
> match the Atari's color palette exactly. I was using VBIs to
Emulators have their place, but me too. If you have the room for a real
Atari to be set up, no excuse<grin>. A lot of people have a closet converted
into "Their computer room" so they have their reasons, I see their point.
> > Only reason I bought it was because it had a utility to
> > convert GR. 15 screens into character sets. Naturally the
> > Antic version of the program I got, the conversion utility
> > was munged and wouldn't load w/o a dos error<sigh>.
>
> I don't remember having that problem, so perhaps there
> were some bad spots on your disk? Anyway, that's a good
> reason for wanting a cartridge version, I'd think.
Antic had quality control problems, I think it was error 164 "Truncated" or
something like that. I will get off my soapbox, I am not a real Antic fan.
>
> > I ended up doing all my own utilities. I found just using
> > BBK Art because it reports x,y position, much easier to use.
>
> Yeah, other people's utilities never do *exactly* the things
> you want them to, the way you want them to! :-) Sometimes

> the biggest incentive for creating your own programs is to do
> things the "right" way, or a "better" way! ;-D I haven't heard
> of BBK Art.
Conversion of a Graphics 15 screen into a graphics 12 character set is a trivial exercise. I have gotten into arguments with some fairly well known programmers over this. I sum it up by saying I was right and they were wrong<grin>. BBK art was the best because you just leave the first 4x8 pixel area blank for the space chr, then work on then next 4x8 area for the first chr and so on. The cursor movements and magnify modes were much better IMO then MicroIllustrator.
>
> > Envision was interesting programming, but some of the
> > things were just showing off.
> >
> > For instance, it would convert a GR. 15 screen, 40X192
> > bytes, into something like 4 character sets + an Antic Mode
> > 5 screen, 4X1024 + 1000 bytes and add the overhead of
> > DLIs to switch character sets on the fly.
>
> Actually, a GRAPHICS 15 screen requires *8* sets-- one for
> every 3 rows, since an Atari character set really had only 128
You are right, my mistake.

But my point was mainly that at high degrees of complexity, it becomes pointless. Kind of, what difference does it make if you have an 8k image stored in ram some where, or 8 character sets to display that image on a graphics 12 screen. At best, you are saving a few bytes.

I am a fan of whole playfield/redefined character sets thing. I will look around, but I think I may even have a Micky Mouse graphics 15 picture I converted to one graphics 12 chr set. For the conversion. did a look up table such that if the token for the chr was already defined, it was just added to the map. If it wasn't found, it was added to the list. If I find it, I will probably upload it to the news goup since it is pretty small and strictly speaking, not a binary.

> The only reason you bought Envision was because it could
> convert a GRAPHICS 15 screen into 8 character sets, but
> you think that using DLIs to switch character sets was "just
> showing off"? :-) That strikes me as a bit ironic. How else
> would you display the converted picture with those 8 sets?
> DLIs would be essential for that.
My specific goal was just to draw with an art program like BBK, but only do one character group at a time. Hard to explain, but lets say I wanted a frog, I would draw that in the upper right hand corner of a gr. 15 screen, then I planned on running it through the conversion utility and picking out the chrs with non blanks to reconstruct my artwork Then Hand combine those into a usable set.
I found it much easier to just draw everything with BBK art in the top 24 lines of the screen, then import it directly into my playfield editor. I could decifer what went where from that.

But style I guess. I would use maybe 3 character sets at most in anything I did. Just a redefined text, maybe one or at most 2 redefined graphics type characters. 8 character sets is not using the Atari's playfield and character sets in the best maner IMO.
>
> I certainly agree with you that Envision wasn't perfect, but I
> thought it was still a pretty good utility, all in all. At least, it was
> better than anything else I had.
>
> Michael Rideout
I will look around and see if I can find my old one. I think I called it scrnedit or something like that.

It was never really finished in a classical sense. I got it up and working, but hadn't done a single thing for error trapping or reducing the size of the thing. Something like 16k and if you type "MYSET.SET" at the prompt vs "D:MYSET.SET" you get a very ugly crash. Few other minor annoyances, but buggy as it is, I still think it work much better then anything I have seen.

SDX finished it for me. I had put a 40 hour programming weekend in on the thing, and SDX ate my XF551 720k 3.5" disk with all the source code. I still had an early version around, so that is what got distributed. I should restart it from scratch, but not too much time for doing it now.

## 146. Game update

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-06 00:00:00 UTC
From: snailboy1@aol.com
Message-ID: <19990606182954.09788.00000311@ng-xa1.aol.com>
Source record: 51881

What I've done so far:

Most of my hacking to date has been using Turbo Basic and really wasnt anything too dazzling. I spent a while writing a utility allowing me to graphically place planets within star systems, and then alter what products they needed and supplied.

- Working out the states for the Finite
State Machine

I've spent quite a bit of time just playing around with the various graphics modes, deciding which mode to use. I've settled on Graphics 10.

A couple of factors decided this:

- I wanted lots of nice colors and some shading

- I'm intending to write some fast pixel plotting
and probably a fast brezenham <spelling?>
line draw routine in assembler. Using nibbles should allow the plot
routine to run
nice and fast.

I now want to write some decent fast code which will look interesting for distribution.

I had a look at CC65 which I would have loved to have about 10 years ago. Does anyone here have any experience with any of the freeware 6502 compilers ?

If anybody has any information about what tools they use to develop current atari software I would be very interested in hearing from you.

To cut a long story short, I havent found the sort of compiler I want/need and am reading up on some compiler design notes and parser stuff with the intent to hack something up. If anyone has experience with compiler design and would like to help send me an e-mail.

I might see if I can grab some screen shots and drag them onto the web they might give some ppl a few ideasof
what the art looks like so far

-- Please excuse the layout its the best I can do
-- If you _really really really_ want to see some of the
NASTY basic source I've hacked email me.
-- I wont be held responsible for any brain-lock associated with parsing it
:-)

## 147. Game update

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-06 00:00:00 UTC
From: dustydeck@aol.comQjnkfilQ
Message-ID: <19990606184354.09789.00000273@ng-xa1.aol.com>
Source record: 51882

What I've done so far:

Most of my hacking to date has been using Turbo Basic and really wasnt anything too dazzling. I spent a while writing a utility allowing me to graphically place planets within star systems, and then alter what products they needed and supplied.

- Working out the states for the Finite
State Machine

I've spent quite a bit of time just playing around with the various graphics modes, deciding which mode to use. I've settled on Graphics 10.

A couple of factors decided this:

- I wanted lots of nice colors and some shading

- I'm intending to write some fast pixel plotting
and probably a fast brezenham <spelling?>
line draw routine in assembler. Using nibbles should allow the plot
routine to run
nice and fast.

I now want to write some decent fast code which will look interesting for distribution.

I had a look at CC65 which I would have loved to have about 10 years ago. Does anyone here have any experience with any of the freeware 6502 compilers ?

If anybody has any information about what tools they use to develop current atari software I would be very interested in hearing from you.

To cut a long story short, I havent found the sort of compiler I want/need and am reading up on some compiler design notes and parser stuff with the intent to hack something up. If anyone has experience with compiler design and would like to help send me an e-mail.

I might see if I can grab some screen shots and drag them onto the web they might give some ppl a few ideasof
what the art looks like so far

-- Please excuse the layout its the best I can do
-- If you _really really really_ want to see some of the
NASTY basic source I've hacked email me.
-- I wont be held responsible for any brain-lock associated with parsing it
:-)

p.s. Sorry about the posting from the other address, please reply to this address

Peter Laing | Software Engineer & Atari 8 bit fan | dusty<jnkfil>deck@aol.com | Please remove <jnkfil> to reply. For those who wont reply to an aol address, p_laing<junkfil>@ee.cit.ac.nz autoforwards.

## 148. Atari, Coleco, Intellivision, Odyssey Stuff for trade

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-06 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <7jf98q$qss$1@msunews.cl.msu.edu>
Source record: 51883
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs,pl.comp.sys.atari,fr.comp.sys.atari,comp.sys.atari.st

Here is a list of Classic Video Game stuff I have for trade. I'm looking for anything thats not on my list (games and manuals) at:

http://www.msu.edu/user/reicher6/2600.txt

I'm also looking for the following label variations

Slot Racers (yellow text label)
Sky Diver (red text label)
Flag Capture (green text label)
Video Chess (purple text label)
Hangman (red text label)
Brain Games (red text label)
Bowling (blue text label)
Basic Math (text label, no number)
Checkers (picture label)
Black Jack (picture label)
Code Breaker (two words 1986 release)
12 street racer (silver border)
21 video olympics (silver border)

If you have something that you think will interest me email me at

reicher6@pilot.msu.edu

I will (grumble, grumble) pay cash if need be, but I would rather trade for stuff. If you have some manuals for trade that I already have, try me anyway, I may need a certain style for my collection.

THE STUFF FOR TRADE
---
All Items are in good condition unless noted.

Atari 2600
---
Four switch model (left joystick port may not work) says "For Promotional Use Only" on the bottom
2600 jr. with instructions
2 atari joysticks

Raft Rider (no end label, faint name written on main label)
Sorcerers Apprentice
Sorcerers Apprentice (plaque on end label)
Final Approach (end label ware)
Taz (holes in tope corners of main label)

Road Runner (PAL, indentations on top corners of main label)
Sea Hawk (dirty label, name written in pink marker on main label)
Krull (holes in top corners of main label, end label peeling)
Backgammon (picture label, marker on end label)
Black Jack (green text label)
Combat (text label)
Indy 500 (picture label)
Oink (faded end label)
River Raid (blue label)
Othello (picture label)
Sky Diver (blue text label)
Basic Programming (red text label)
Surround (picture label, plaque)
Golf (gold text label)
Maze Craze (red text label)
Space Invaders (red text label)
Missle Command (lowercase letters)
Riddle of the Sphinx
Bridge
Seaquest
Tennis (screw holes)
Spider Fighter (plaque)
Dark Cavern
Astroblast

Atari 5200
---
Ball Blazer (complete)
Counter Measure
Q-Bert
Pole Position
Cenipede (complete, bad box top)
Qix
Qix
Star Raiders (with instructions)
Defender
Pac-Man

Atari 7800
---
Midnight Mutants (complete)
2 Joysticks

Atari Home Computers
---
Atari XE System (Plays in Black and White, fixable?) with power supply and
keyboard

Pac-man
Missle Command
Centipede

Basic (version C)
Q-Bert (no end label)
Final Legacy
Flip Flop and Frenzy (tape, complete)

Colecovision
---
Colecovision system with 2 working controllers and power supply
Colecovision system (no sound) with 2 controllers (not working) and power supply
Adam (white) controller (wont go up, fixable?)
Venture
Cosmic Avenger
Donkey Kong Jr. (minor label ware)

Odyssey2
---
Odyssey2 system in box with two working controllers and power supply
KC Munchkin (complete)
Speedwat Spinout Cryptologic (complete)
Cosmic Conflict (complete)
Pickaxe Pete
Alien Invaders Plus

Intellivision
---
O = overlay

Intellivision II system with 2 controllers and power supply
Triple Action (white) OO
Tron Deadly Discs (minor plaque) OO
Burger Time (major plaque) OO
Snafu O
Astrosmash (white) OO
Kool-Aid Man (major plaque) O
Lock N Chase (medium plaque) OO
Star Strike OO
Frogger (Parker Brothers)
Sharp Shot (minor plaque) OO
Bump N Jump (Major plaque)
Space Battle
Baseball (white) OO
Space Armada O
Beauty and the Beast OO
Night Stalker (Shrinkwrapped, but crushed)

Instructions
---
Barn Storming
Starmaster
2 Golf (booklet)
Air Sea Batlle (booklet)

Video Olympics (booklet)
Dodge em (booklet)
Combat (booklet)
Bowling (booklet)
Moon Patrol (B&W, multi-languages)
Defender
Sprint Master (minor tear, fixed with tape)
Asteroids
Bowling
Raiders of the Lost Ark
Midnight Magic
Alpha Beam wiht Ernie (overlay only)
Tutankham
Frogger
Robotron 2084 (7800)
One on One (7800)
4 Atari Catalogs (red, Rev. D)
Personal Computing on the Vic-20 (booklet)

Tempest
reicher6@pilot.msu.edu

## 149. Re: apx classics on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-07 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <lhF63.757$jm.709@news.flash.net>
Source record: 51884

amen to that
when you program on an emulator then the timing loops get all
fudged up
among other things.....
thanks
Edward

---

In article <24580-375A8DDE-36@newsd-173.iap.bryant.webtv.net>,
Video61@webtv.net (Lance Ringquist) wrote:

> please program your game on a real atari,thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
>

## 150. Atari disk image conversion utility

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-07 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <375B6919.71FB1B94@asw.cz>
Source record: 51885

Hello!

I've finally released my ACVT utility. It's replacement for all those
DCM2ATR, XFD2ATR, ATR2XFD etc. programs. This program can handle four
well know Atari formats ATR,XFD,DCM and SCP and can convert between
them. It also can repair few broken ATR/XFD images.

Here is readme:
> Acvt v1.00 (c) 1999 Jindrich Kubec <kubecj@asw.cz>
> Latest version can be found at http://www.asw.cz/~kubecj
>
> This program is provided 'as is', no warranty will be taken
> for any damage caused by it or by any use of it.
>
> The whole package is placed under the GNU Public License, for further
> information on redistribution see the included file "GPL.TXT".
>
>
> Description:
> ------------
> Converts between four basic image formats.
> Currently supported are:
> ATR - SIO2PC images
> XFD - XFormer images
> DCM - DiskCommunicator images
> SCP - SpartaDos SCOPY images
>
> It's replacement for DOS version of Steven Tucker's Imagic.
> It's in fact better because:
> 1) It's free.
> 2) It comes with source.
> 3) Therefore it could be ported to another architectures.
> 4) Contains less bugs. (Hope so.)
> 5) Can repair some invalid images.
>
> Thanks go to:
> Ernest Schreurs for his DiskCommunicator dissection and paper about DCM format.
> Chad Wagner for DCMtoATR utility (DCM driver is still loosely based on his
> code).
>
>
> Usage:
> ------
> Acvt [options] sourcefile [destfile]
>

> sourcefile is Atari disk image (ATR,XFD,SCP,DCM).
>
> destfile is output disk image. If omitted, output filename is created
> automatically.
>
> -xfd -atr -scp -dcm options are output type modes. Default is -atr.
>
> -batchmode: turns on multi file processing mode. Only input files are specified
> on command-line (Unix-like compatible regexp expressions are allowed when
> compiled under DJGPP). Output filenames are created automatically.
>
> -autorepair: automatically determines the best repair method.
>
> -norepair: doesn't ask for repair options and considers input file invalid.
>
> -errstop: in batch mode ends on first error encountered.
>
> -over: overwrites existing files. Otherwise returns and error.
>
> -test: only loads input images and displays their state.
>
>
> History:
> --------
> Date Author Version Description
> 5/22/1999 kubecj 0.10 First version
> 5/25/1999 kubecj 0.15 SCP save added
> 5/29/1999 kubecj 0.20 DCM save added, decompression corrected
> 5/30/1999 kubecj 0.30 Code cleanup
> 6/1/1999 kubecj 0.35 Invalid DD ATR repair added
> 6/2/1999 kubecj 0.39 Invalid DD XFD repair added
> 6/2/1999 kubecj 0.40 Invalid ATR length repair added
> 6/2/1999 kubecj 0.41 Added cached read for DCM decompression
> 6/3/1999 kubecj 0.42 Code cleanup
> 6/4/1999 kubecj 0.43 Added checks for DCM..., check for multi-arc
> 6/5/1999 kubecj 1.00 First public version
>
>
> To Do:
> ------
> Maybe check pass count in DCM images?
>
>
> Known Bugs:
> -----------
> DCM record 0x42 is not decompressed, code is present, but commented out and
> untested. I need some sample first.
>
> Function for actual conversion is stupid. In fact in order to convert ATR to
> XFD there is created Atr object, loaded in, and same Xfd object is created and

> all the data are duplicated. With 16MB SpartaDOS Atr images it's simply too
> much.
>
>
> Compiling Tools:
> ----------------
> For PC executables DJGPP is used. It could be found at http://www.delorie.com.
> Sources were written/tested on GCC/Intel only. There should be only
> slight problems to port it to different architectures/environments.
> Makefile should need only slight changes.
>
>

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

## 151. Re: More Atari woes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-07 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <FCy89J.F74@cix.compulink.co.uk>
Source record: 51886

In article <375a5b25.434996@news.demon.co.uk>, adrian@home.ta
(Witchfinder) wrote:

> Hmm - I've just tried reading a disk I formatted on the ST and I get
> nowt, so I assume it doesn't go the other way?
Correct. The two formats are one byte different in the header. The ST will
happily use either but the PC barfs on the ST variant. You can get
formatters that run on the ST to create PC format disks but if you have a
PC you'd be better off using that for formatting.

**********
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**********
* Analyst Programmer/ Freelance IT writer *
**********

## 152. Re: More Atari woes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-07 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-cXdpGN6evzNn@localhost>
Source record: 51887

On Sun, 6 Jun 1999 11:30:18, adrian@home.ta (Witchfinder) wrote:

> You are in an empty room with ilaskey@cix.compulink.co.uk ("Iain
> Laskey").

that is one room best avoided :)

> Hmm - I've just tried reading a disk I formatted on the ST and I get
> nowt, so I assume it doesn't go the other way?

The pc spits because the boot sector is not set up the way it likes
it. format the disk in the pc and it will be fine. Latter revisions of
the OS fix the problem.

James.

## 153. Re: apx classics on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-07 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-Z7xge28tDSiP@localhost>
Source record: 51938

```
On Sun, 6 Jun 1999 09:16:31, seagtgruff@aol.com (SeaGtGruff) wrote:
>
> You're right about Antic modes 4 and 5 being the multicolor
> character modes-- available as GRAPHICS 12 and 13 in the
> later versions of Atari BASIC-- but Envision was a bit more

Not the latter versions of basic but latter versions of the OS.
ie 400/800 OS couldn't do 12 <>15 with out modifaction. XL, XE can.
The modes are still there in the 400/800 but the os didn't have the
data to set them up when basic did the call to set up those modes.

James.
```

## 154. Re: apx classics on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-07 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-R0dj5Px9RipH@localhost>
Source record: 51939

On Sun, 6 Jun 1999 14:51:01, "Richard Cortese" <ricortes@netmagic.net>
wrote:

>
> But my point was mainly that at high degrees of complexity, it becomes
> pointless. Kind of, what difference does it make if you have an 8k image
> stored in ram some where, or 8 character sets to display that image on a
> graphics 12 screen. At best, you are saving a few bytes.

It's not so much the bytes saved if any but the speed increase you get
when you use Character set modes as opposed to bit map modes. Antic
doesn't interupt the processor so much when displaying the charactor
set modes.

James.

## 155. Re: some items from my emulation personal wish list

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-07 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-N5gqQlBemz9G@localhost>
Source record: 51940

On Sun, 6 Jun 1999 10:46:07, "David J. Firth"
<david@signus.demon.co.uk> wrote:
>
> The disk version of MAC/65 came with BUG/65 but I wasn't talking about
> disk versions. The MAC/65 supercart comes with DDT not BUG/65 and I know
> about the disk version of Action. Like you said there are 2 versions of
> the OSS bank select carts, MAC/65+DDT and Action use one method and
> BASIC/XE (+others I forget) use another - I only added support for the
> format used by Action and MAC/65.

There are indeed two versions of the supercart. The early version
which is orange and the latter version which is black/yellow label.
The early version uses A0 through to A3 address lines to select
banks. The latter version uses A0 and A3 only.
I have all four languages on one eprom and working in one cart so if
something was different, I would have seen it. so the emulator should
use them without a problem.

>
> I've just checked the latest DOS version (0.9.8) and the Supercart
> support still works for both Action and MAC/65+DDT. You should be able
> to see the option if you try to insert any 16K cartridge from the built
> in menu. You will be prompted to select one of:-
>
> > Standard 8K Cartridge
> > Standard 16K Cartridge
> > OSS Super Cartridge
> > Atari 5200 Cartridge

I don't have that emulator so I have never seen it.

James.

## 156. Re: Question for the hardware hackers & buffs

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-07 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-QMNGX8ljUoTb@localhost>
Source record: 51941

On Sun, 6 Jun 1999 01:02:39, csumner@brooksdata.net (Charles Sumner) wrote:

>> a 130XE with a detachable keyboard. Then maybe drill the holes on the
> detachable casing to have access to ALL the function keys.

I sure the function keys in the xegs keyboard are not connected through the cable.

James.

## 157. Re: Heracles

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-07 00:00:00 UTC
From: Gareth@Latchum.demon.co.uk
Message-ID: <375bcc46.5195283@news.demon.co.uk>
Source record: 51942

For what it's worth, I think one of the reasons that a lot of the creativity/originality has gone from a lot of modern games is that they are now so complex that they need to be coded by committee. This in turn usually means a company gets involved and they just won't take risks.
I can't even imagine a modern game being called necromancer!

Is it just me or were all the REALLY great games coded by one or two people only. (OK 3 if you include Archon and Mule!)

Gareth

## 158. June CACUG Meeting

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-07 00:00:00 UTC
From: aa778@cleveland.Freenet.Edu
Message-ID: <7jgijv$63k$1@pale-rider.INS.CWRU.Edu>
Source record: 51943

```
The June 21, meeting of CACUG (Cleveland Atari Classics User Group)
will be open to all Atari platforms. It will be held at the
Peoples Community Church, at 631 North Rocky River Drive
in Berea, Ohio at 7:30PM. All are welcome to attend.

A general Falcon030 demo will be done.

Thank you,
Martin Quinones
President CACUG

For more info or directions please contact

Martin Quinones : ak527@cleveland.freenet.edu
or
Jim Krych : ab453@cleveland.freenet.edu

Or come visit us via the Internet at
telnet to: freenet-in-c.cwru.edu
once connected type "go atari" and
enjoy. You can also dial direct at
216-368-3888.

--
IBM OS/2 Warp 4.0 - WinNT 4.0 Fred Horvat
Win98 - MagiC 5.03 - BeOS 4.0 Free-Net Atari Portfolio Sigop
File Attachments to : fmh@netzero.net Atari Classic/LYNX/Jaguar gamer
```

## 159. FA: Nuts ! (boxed) 2600

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-07 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <375BCD14.C53B26A8@agnld.uni-potsdam.de>
Source record: 51944

Hi Folks !

If you want to get a megarare boxed 'Nuts' from Technovision for Atari
VCS 2600 then please take a look at:

www.funstuff.de (videogames)

Happy bidding !

Andre

## 160. Re: Game update

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-07 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yu2skozjx.fsf@co.umist.ac.uk>
Source record: 51945

snailboy1@aol.com (Snailboy1) writes:
> - I'm intending to write some fast pixel plotting
> and probably a fast brezenham <spelling?>
> line draw routine in assembler. Using nibbles should allow the plot
> routine to run
> nice and fast.

Mmm.. I did have a Bresenham routine in Assembler lying around
somewhere, if you're interested I could try to find it (it's
somewhere amongst a couple of hundred disks). I think it was
reasonably optimised, although as I remember it isn't optimised for
any specific graphics mode, and so works with coordinates
(i.e. pixel 20,40 needs to be switched on) rather than with
bits/nibbles directly.

> I now want to write some decent fast code which will look interesting for
> distribution.
>
> I had a look at CC65 which I would have loved to have about 10 years ago. Does
> anyone here have any experience with any of the freeware 6502 compilers ?

CC65 is OK, although it is a bit buggy and parts, and there are a few
things you have to watch out for, such as it only having a 256 byte
local stack, which means you can't have local variable that add up to
256 bytes. You also have to make sure you add a return statement to
functions that return a value, otherwise your program will crash. On
the whole though it isn't too bad. I know that Mark Keates was
working on an improved version, don't know how that is coming along.

Good luck with the game!

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

## 161. Re: Heracles

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-07 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7jgpne$vtd$1@news8.svr.pol.co.uk>
Source record: 51946

Hi Gareth,

>Is it just me or were all the REALLY great games coded by one or two
>people only. (OK 3 if you include Archon and Mule!)

No it's not just you, I share your opinion.

Since games programming became BIG business and games started to be programmed
by committee all the fun and originality has gone out of them, IMNSHO.

Gone are the days of Llamasoft etc

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

## 162. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-07 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7jgpng$vtd$3@news8.svr.pol.co.uk>
Source record: 51947

Hi,

>I've been tinkering and designing a game for the atari 8 bit.
>The basic theme is space oriented with ship combat, trading, ship
>upgrades, and a general plot.

Ah, "Elite" eh?

>- Is anybody interested in new games written for atari 8 bits?

Lots of people I think....

>- Does anybody have a decent optimizing C or Similar compiler (not to
P-code)
> that will run under linux? (I want to use EMACS as my editor if I can)

Hmm, PLEASE tell me you're not thinking of coding an Atari 8-bit game using
'C'!!???

'C' produces code which is inefficient at best on 16-bit+ machines, on 8-bit
machines you're just asking for trouble (they just don't have enough RAM or the
required stack handling instructions to even come close to running 'C' code
efficiently).

The best way of coding for an 8-bit machine is assembly language, ESPECIALLY
when you're writing games since you'll need to know exactly how many clock
cycles many of your routines take to run.

If you're absolutely set on using a high level language then your best option
is "Action!", which combines the best features of "Pascal" and 'C', and
produces code which is pretty darn efficient on the whole (I disassembled a lot
of my old "Action!" code and was pretty impressed with what the compiler spat
out).

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

## 163. Re: More Atari woes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-07 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7jgpnf$vtd$2@news8.svr.pol.co.uk>
Source record: 51948

Hi,

>Hmm - I've just tried reading a disk I formatted on the ST and I get
>nowt, so I assume it doesn't go the other way?

The PC and ST disc formats are very similar, though there are a few differences
in the boot sector which makes standard MS-Dos reject most ST discs. If you
were to use DR-DOS instead it will read and write all ST discs perfectly well.

Later revisions of the ST ROMs addressed this problem, sounds like you have
earlier ROMs though.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)

ICQ# 12560790
--

## 164. Re: Bad luck with Atari XL's!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-07 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7jgpng$vtd$4@news8.svr.pol.co.uk>
Source record: 51949

Hi Richard,

>Just kind of hard to rationalize it from a fan standpoint<grin>....

Not really....I think all of us hate to see our beloved machines scrapped
rather than repaired!!! :-)

> Some Ataris are better then other Ataris, but there is no such thing
>as a bad Atari or one that shouldn't be saved.

Absolutely, I personally dislike the XE range because of the nasty keyboards.
But I wouldn't call them bad machines....

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

## 165. Re: Question for the hardware hackers & buffs

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-07 00:00:00 UTC
From: csumner@brooksdata.net
Message-ID: <375dbdcc.17528528@news.apex2000.net>
Source record: 51950

your right. I ripped the keyboard apart and tested them. Anyway, I could be happy if anyone knew there stuff and could upgrade my XEGS to 1088k. I'm not very wise on the hardware part of Ataris, so I would have to hire someone to do it for me. I was just hoping for a 130XE(w/1088k) with a detachable keyboard. I still haven't given up on it. Even as discouraging as this is sounding for me, I will not give up, It will just never get done:)

Heres what I am hoping for:

1088XE with a detachable keyboard, mouse interface, stereo sound, speech synthesis, MIDI interface, 80 columns, 3 1/2" floppy disk drive, Hard Drive, CD ROM drive and possibly a 14 mHz 65816 CPU and 28.8 modem. The primary goal of this machine, besides beefing it up, is to be able to program/run(play) Warcraft/C&C type games. Another small goal will be to keep everything Atari Grey. So I will be using an Atari ST mouse and either will install a 3 1/2" mechanism in an XF551disk drive, or use an Atari ST 3 1/2" disk drive.

What do you all think?

-Chuck

On Mon, 07 Jun 1999 09:41:20 GMT, sup8pdct@mail.cth.com.au wrote:

>On Sun, 6 Jun 1999 01:02:39, csumner@brooksdata.net (Charles Sumner)
>wrote:
>
>>> a 130XE with a detachable keyboard. Then maybe drill the holes on
>the
>> detachable casing to have access to ALL the function keys.
>
>I sure the function keys in the xegs keyboard are not connected
>through the cable.
>
>James.

## 166. Does anyone have plans for.....

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-07 00:00:00 UTC
From: csumner@brooksdata.net
Message-ID: <375bc455.19201825@news.apex2000.net>
Source record: 51951

A mouse interface(preferably using an ST mouse)
Super Video upgrade
SIO-2-MIDI interface
Bob Woolley's Battery-backed RAM operating system
XEP80 w/parallel bus hack

These will be used on a 130XE.

I would appreciate any of these in electronic form.

My email is csumner@brooksdata.net
Also I'm sure nobody would mind if they where posted here.

I appreciate it!

-Chuck

## 167. Re: apx classics on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-07 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <928786294.743.89@news.remarQ.com>
Source record: 51952

<sup8pdct@mail.cth.com.au> wrote in message
news:olg28mVLDrMR-pn2-R0dj5Px9RipH@localhost...
> On Sun, 6 Jun 1999 14:51:01, "Richard Cortese" <ricortes@netmagic.net>
> wrote:
>
> >
> > But my point was mainly that at high degrees of complexity, it becomes
> > pointless. Kind of, what difference does it make if you have an 8k image
> > stored in ram some where, or 8 character sets to display that image on a
> > graphics 12 screen. At best, you are saving a few bytes.
>
> It's not so much the bytes saved if any but the speed increase you get
> when you use Character set modes as opposed to bit map modes. Antic
> doesn't interupt the processor so much when displaying the charactor
> set modes.
>
> James.
Yes, but you just gave all that speed back by having 8 DLIs to switch
character sets on the fly. Since you are using the DLI for stuffing new chr
sets, you run low on time to do other useful things likes changing color
registers or P/M positions.

The phrase "Diminishing Return" comes to mind.

I don't think I have ever seen a game that used anything like 8 fully
redesigned character sets. I think Frogger II used 3 at most: One for text
and two for all the non P/M creatures in the game.

## 168. 28 Atari 8-bit carts for $110 shipped!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-07 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990607183921.03820.00001241@ng-fk1.aol.com>
Source record: 51953

```
First response takes them all!
Take all 28 Atari 8-bit computer carts for $110 shipped via Priority Mail!
They're all in great shape!
Check out the list here:

http://members.aol.com/swozniak/page1.html

I will only accept a USPS money-order as payment.
Thanks for looking!

- S c o t t W o z n i a k
**********************************************************
Check out my Videogame Want / Trade list here:
http://members.aol.com/swozniak/page1.html
**********************************************************
```

## 169. Re: 28 Atari 8-bit carts for $110 shipped!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-07 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <928808252mnewsX_velcro_X@netunlimited.net>
Source record: 51954

Why don't you list them? Less than half of the readers here can click to
that URL, I bet.

vs

swozniak wrote:

> First response takes them all!
> Take all 28 Atari 8-bit computer carts for $110 shipped via Priority Mail!
> They're all in great shape!
> Check out the list here:
>
> http://members.aol.com/swozniak/page1.html
>
> I will only accept a USPS money-order as payment.
> Thanks for looking!

To email me just remove the X's and underline marks from my address.

## 170. Combat ported from VCS to 8-bit comp?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-07 00:00:00 UTC
From: John Kwiatkowski <johnmk@clark.net>
Message-ID: <375C885E.36D5FAE@clark.net>
Source record: 51955

I loved the Atari VCS came combat. It seems many games were also ported to the 8-bit computers (Demon Attack etc.) Was there ever a port of the Combat game that came with the VCS?

I just picked up an 800XL and would love to play Combat using real Atari joysticks.
The VCS emulators are good but don't cut it for 2 player games, I only have 1 PC joystick.

John K.

## 171. FS: Atari 400/800 Power Adaptor New

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-08 00:00:00 UTC
From: Vishanti_i@hotmail.com
Message-ID: <7jhnhq$5u4$1@nnrp1.deja.com>
Source record: 51956

This is at E-Bay Auction

goto:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=114976343

Thanks,
Vishanti

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 172. Re: 28 Atari 8-bit carts for $110 shipped!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-08 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990607214538.14307.00000177@ng35.aol.com>
Source record: 51957

X_velcro_X@netunlimited.net (velcro_spy) wrote:

<<Why don't you list them? Less than half of the readers here can click to
that URL, I bet. >>

What's the big deal? I didn't post a hyperlink so you couldn't "click" on it.
Simply copy 'n paste the URL into your browser. I've had over 400 hits to my
page in the last 2 weeks because of my 8-bit sale and I didn't have to list
anything here.

- S c o t t W o z n i a k
**********
Check out my Videogame Want / Trade list here:
http://members.aol.com/swozniak/page1.html
**********

## 173. Atari Software/Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-08 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@home.com>
Message-ID: <PI_63.3107$GT.4421@news.rdc1.mi.home.com>
Source record: 51958

PLMK if you are interested in any of these:

Documents

Atari Astroids Cart. Manual
Atari AtariWriter Cart. Manual & Quick Reference Card
Atari Basic Quick Reference Guide by John Wiley & Sons
Atari DOS 3 Intro & Ref. Manuals
Compute!'s First Book of Atari

Joysticks

4-Button Joystick
Atari Keyboard Controllers Set (w/box)
SVI Quickshot I Joystick

Software

Analog Movie Themes Cassette (requires Atari Music Composer)
APX Three Holiday Games Cassette (w/manual)
Atari BASIC Cart.
Atari Bug Hunt Cart.
Atari Bug Hunt Cart. (w/o case)
Atari Centipede Cart.
Atari Defender Cart. (w/manual)
Atari Dig Dug Cart.
Atari E.T. Phone Home Cart. (unopened)
Atari Eastern Front (1941) Cart.
Atari Flight Simulator II Cart.
Atari Football Cart.
Atari Graph It Cassettes (w/manual)
Atari Logo Computing Language Cart. (w/manual, graphics manual & ref. guide)
Atari Missile Command Cart. (w/manual)
Atari Music Composer Cart. (w/manual)
Atari Pac-Man Cart.
Atari Pilot Computing Language Cart. (w/manual, ref. guide & ref. card)
Atari Star Raiders Cart.
Atari Star Raiders Cart. (w/box & manual)
Atari Star Raiders Cart. (w/manual)
Atari Super Breakout Cart.
Atari Super Breakout Cart. (w/manual)
EA One On One Cart.
EA One On One Disk (w/manual)
Sublogic Flight Simulator II Disk (w/manuals & box)
Synapse Protector II Cassette (w/manual & package artwork)

## 174. Re: 28 Atari 8-bit carts for $110 shipped!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-08 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990607215459.14302.00000215@ng35.aol.com>
Source record: 51959

My last post sounded kind of obnoxious. I didn't mean for it to come off that way. Here's the list of carts that I'm selling for $110 shipped in case anybody can't view my page:

Atari

Atari Artist
Atari Writer
Basketball
Battlezone
Centipede
Computer Chess
Dig Dug
Donkey Kong
Eastern Front *
E.T. Phone Home *
Fight Night
Final Legacy *
Galaxian *
Into The Eagle's Nest
Joust
Millipede
One On One
Pac-Man
Qix *
RealSports Football *
Robotron 2084

CBS Software

Boulders and Bombs

MPP

Microfiler

Parker Bros

Frogger

Roklan

Deluxe Invaders

Spinnaker

Fraction Fever *
Story Machine *

Thorn EMI

Soccer

- S c o t t W o z n i a k
**********
Check out my Videogame Want / Trade list here:
http://members.aol.com/swozniak/page1.html
**********

## 175. 80 column programs

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-08 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <Vi373.22$I71.116@news1.online.no>
Source record: 51960

I was on my way to purchase a couple of programs supporting the XEP-80 some years back (come to think of it ... waaaaay back)

One was a database and the other a word processor. Anybody have programs that uses the XEP-80 for sale ? And a list of what was made would be nice!

Thanks and take Atarian care

## 176. Re: Heracles

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-08 00:00:00 UTC
From: David Hopcroft <davidh@cdex.ericsson.se>
Message-ID: <01beb19c$2bdef880$60cb30a4@etlcolpc23.ericsson.se>
Source record: 51961

> Gone are the days of Llamasoft etc

Last I heard yak was still coding on T3K or something

try http://magicnet.net/~yak/ or something like that?

## 177. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-08 00:00:00 UTC
From: keith@ledbetter-associates.com
Message-ID: <MPG.11c6d1a3bc2d5f469896b6@192.168.1.100>
Source record: 51962

In article <7jgpng$vtd$3@news8.svr.pol.co.uk>,
my.name@vectrex.freeserve.co.uk says...
>
> 'C' produces code which is inefficient at best on 16-bit+ machines

that is quite possibly the silliest statement I've ever seen written.

Keith

## 178. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-08 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <nL873.387$I71.1242@news1.online.no>
Source record: 51963

Keith Ledbetter <keith@ledbetter-associates.com> wrote in message
news:MPG.11c6d1a3bc2d5f469896b6@192.168.1.100...
> In article <7jgpng$vtd$3@news8.svr.pol.co.uk>,
> my.name@vectrex.freeserve.co.uk says...
> >
> > 'C' produces code which is inefficient at best on 16-bit+ machines
>
> that is quite possibly the silliest statement I've ever seen written.
>
Why ? I tend to agree a bit with the inefficient bit. Think about the amount
of memory and file sizes. I mean print "Hello world" takes about 4K or
something I think in CC65 or whatever compiler I tried it on. In assembly it
would not take many bytes to do it. But, on the other hand, commands are
more complex to do in assembly, as you need to do most of the work yourself.
Go for assembly if you have that possibility

Take Atarian care

## 179. FS: Electronic Games magazines (19 issues)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-08 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990608092203.03827.00001557@ng-fk1.aol.com>
Source record: 51964

I just picked up another large lot of ELECTRONIC GAMES magazines so now I have lots of doubles. I'm selling 19 different issues, all in good, complete shape for $110 shipped. This is a *great* deal and works out to about $5 an issue. You can't beat that. Start off your own collection with a bang! First response takes them all. I'll only accept a USPS money-order as payment. You can check my eBay feedback here:

http://cgi2.ebay.com/aw-cgi/eBayISAPI.dll?ViewFeedback&userid=scottwozniak

Thanks for looking!
Remove "eGETsome" from the end of my address to reply.

- S c o t t W o z n i a k
**********
Check out my Videogame Want / Trade list here:
http://members.aol.com/swozniak/page1.html
**********

## 180. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-08 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <375D1ACF.1E50291A@classic-games.com>
Source record: 51965

```
Vidar \"Hawk\" Olavesen wrote:
>
> Keith Ledbetter <keith@ledbetter-associates.com> wrote in message
> news:MPG.11c6d1a3bc2d5f469896b6@192.168.1.100...
> > In article <7jgpng$vtd$3@news8.svr.pol.co.uk>,
> > my.name@vectrex.freeserve.co.uk says...
> > >
> > > 'C' produces code which is inefficient at best on 16-bit+ machines
> >
> > that is quite possibly the silliest statement I've ever seen written.
> >
> Why ? I tend to agree a bit with the inefficient bit. Think about the amount
> of memory and file sizes. I mean print "Hello world" takes about 4K or
> something I think in CC65 or whatever compiler I tried it on. In assembly it
> would not take many bytes to do it. But, on the other hand, commands are
> more complex to do in assembly, as you need to do most of the work yourself.
> Go for assembly if you have that possibility

16-bit+ CPUs were the specific area referenced, and those are generally
designed around languages such as C. As for the size of "hello world"
programs, that's irrelevent, since nobody wants to write "Hello world"
programs. As for CC65, is it not a compiler for the 8-bit 6502?

Assembly is what you use when you're absolutely desperate (which is
pretty often on the 6502).
--
http://www.classic-games.com/
President Clinton was acquitted; then again, so was O. J. Simpson.
*** NEWBIES: Limit signatures to four lines! No HTML mail or posts! ***
```

## 181. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-08 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_928845477@rtfm.mit.edu>
Source record: 51966
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend,
several people volunteer their time and energies by maintaining Periodic
Informational Postings for this newsgroup. Please take a moment to refer to
these documents before posting to comp.sys.atari.8bit. The answer to your
question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
```

## 182. Re: 80 column programs

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-08 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990608103227.25593.00000969@ngol06.aol.com>
Source record: 51967

In article <Vi373.22$I71.116@news1.online.no>, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> writes:

>I was on my way to purchase a couple of programs supporting the XEP-80 some
>years back (come to think of it ... waaaaay back)
>
>One was a database and the other a word processor.

You might be thinking of Turboword and Turbobase. I bought those for my XEP80.
I seem to remember that at least one of the programs used BASIC with maybe some
assembly language subroutines. And I think Spartados was on the disks.

badbob1952@aol.com

## 183. Re: 80 column programs

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-08 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <8V973.16$ZG3.12@news1.online.no>
Source record: 51968

That's it! Those were the programs! Anybody want to sell them ?

Thanks

BadBob1952 <badbob1952@aol.comspamx> wrote in message
news:19990608103227.25593.00000969@ngol06.aol.com...
> In article <Vi373.22$I71.116@news1.online.no>, "Vidar \"Hawk\" Olavesen"
> <olavese@online.no> writes:
>
> >I was on my way to purchase a couple of programs supporting the XEP-80
some
> >years back (come to think of it ... waaaaay back)
> >
> >One was a database and the other a word processor.
>
> You might be thinking of Turboword and Turbobase. I bought those for my
XEP80.
> I seem to remember that at least one of the programs used BASIC with maybe
some
> assembly language subroutines. And I think Spartados was on the disks.
>
> badbob1952@aol.com

## 184. Looking for Atari Hard/Software

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-08 00:00:00 UTC
From: paul.barker@orange.co.uk
Message-ID: <7jjg4s$p8o$1@nnrp1.deja.com>
Source record: 51969

Hi

I'm currently looking for Atari 8bit hardware and software.

Top of my wish list is a working disk drive (preferably with UK PSU)
Also tape / cart software (disk too if I get a drive !!!)

I'd really like to find UK items but I'd consider US if shipping costs
aren't prohibitive.

Please mail any lists to paul.barker@orange.co.uk

Cheers

--
##################################################################################
# Paul Barker - Senior Systems Engineer (Technical) - Orange PLC - UK #
# The opinions expressed here are my own and may be incorrect. #
##################################################################################

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 185. Re: Atari disk image conversion utility

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-08 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7jjnl0$hos$1@ultra.sonic.net>
Source record: 51970

Jindrich Kubec (kubecj@asw.cz) wrote:
: Hello!
:
: I've finally released my ACVT utility. It's replacement for all those
: DCM2ATR, XFD2ATR, ATR2XFD etc. programs. This program can handle four
: well know Atari formats ATR,XFD,DCM and SCP and can convert between
: them. It also can repair few broken ATR/XFD images.

Wow! Awesome! Just what I've been looking for. I've been wanting to add
ATR->DCM conversion support to my XL Search website, so that people who
_don't_ have emulators can use disk image files from sites that prefer
to provide ATR's instead of DCM's.

I can't wait to test it out! Thanks!

-bill! Try XL Search,
bill@newbreedsoftware.com The Atari 8-bit FTP search site!
http://www.newbreedsoftware.com/bill/ http://xlsearch.atari.org/

## 186. Re: Action! language spec

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-08 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <7jjrgr$kr5$1@remarQ.com>
Source record: 51971

James Hague <jhague@dadgum.com> wrote in message
news:Pine.LNX.3.96.990607130101.1167A-100000@babba.advancenet.net...
> Is there an Action! language reference anywhere on the web? I haven't had
> any luck in finding one. I'm more interested in the specification of the
> language, rather than how to use the cartridge.
>
No excuse here, I have had several cups of coffee and am reading this while
I am eating lunch.

Can you explain to someone who is grinding their gears trying to get out of
neutral what you mean by language reference/specification? I should know,
but am just a bit slow today.

## 187. More new stuff on the DGS Website

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-08 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <s5g73.1356$Dh.13051@nnrp4.clara.net>
Source record: 51972

I have just added Cover Scans of Issues 5 to 8 of Page 6 magazine to the DGS Website. These are available now through the 'Pictures & Scans' option from the main screen at: http://www.dgs.clara.net

Dean Garraghty

## 188. Monitors $5.00/Box of Computers $35

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-08 00:00:00 UTC
From: Martin <Camaron@earthdome.com>
Message-ID: <OK7jaOgs#GA.327@cpmsnbbsa05>
Source record: 51973

CHLB has a selection of monochrome monitors in a variety of sizes for $5.00 plus shipping. These monitors work with a variety of 8-bit computers using a RCA connector such as Atari, Apple, and Commodore.

Commodore 64 computer with power supply, 1541 disk drive (no power or serial cable), and monochrome monitor $20.00 plus shipping.

CHLB is a Mac, Apple, and Commodore club and recently we discovered we have computers that have nothing to do with our user group so we are going to sell them in one lot for $35.00 plus shipping. For shipping reasons it might be best if you live in Los Angeles County or Orange County to arrange pickup of the items instead of having them shipped as I believe shipping costs would probably run more than $35.00 do to the weight involved.

The lot contains computers such as Atari, Matel, Timex Sinclair, Kaypro etc<br>
All these items are untested and we do not know if they are complete or not<br>
so everything is strictly as-is. For more information contact Herb Bartlett<br>
at 562-429-8998 and he can better fill you in on what is in the lot.

All these items are available only through voice telephone. The best time to call is after 1:00 PM pacific time. For more information or to purchase contact Herb Bartlett at 562-429-8998.

I do not have any of these items in my possession and posting them for Herb so I cannot answer any questions regarding the items for sale.

## 189. QUICK

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-08 00:00:00 UTC
From: William Forbes <wforbes@mail.third-wave.com>
Message-ID: <375DB79C.A4CFD4D2@mail.third-wave.com>
Source record: 51974

Who sold the Quick language? Is it still available?

## 190. Atarian #1 and #3 18 hours left! Still only at $6

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-08 00:00:00 UTC
From: "Marlin Bates, IV" <mbates4@concentric.net>
Message-ID: <375DEC2E.4E98B99A@concentric.net>
Source record: 51975
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit

That's right, get a peice of Atari and Classic video game history with these two magazines!

Both are in GREAT shape, even have the lap flaps! The first is the Premier issue. Learn all about upcoming 2600, 5200, 7800 and Atari 8-bit programs and games!!!

Here is #1
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=112632472

Only 18 hours left and still only at $6!!!

Here is #3
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=112638547

Only 18 hours left and UNDER $6!!!

Get a piece of the Fuji before it blows away!!!

If you are high bidder and wish to trade for Sega Genesis, Sega CD, or Sega Saturn games we could work out a trade!

-Marlin

## 191. Re: Action! language spec

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <FD2Bzq.F7J@cix.compulink.co.uk>
Source record: 51738

In article <7jjrgr$kr5$1@remarQ.com>, ricortes@netmagic.net (Richard Cortese) wrote:

> James Hague <jhague@dadgum.com> wrote in message
> news:Pine.LNX.3.96.990607130101.1167A-100000@babba.advancenet.net...
> > Is there an Action! language reference anywhere on the web? I
> > haven't had
> > any luck in finding one. I'm more interested in the specification of
> > the
> > language, rather than how to use the cartridge.
> >
> No excuse here, I have had several cups of coffee and am reading this
> while I am eating lunch.
>
> Can you explain to someone who is grinding their gears trying to get
> out of neutral what you mean by language reference/specification? I
> should know, but am just a bit slow today.

I'd imagine he just wants to know the language specification i.e. each command and it's syntax in standard form as opposed to information on how to use the cartridge, editor etc.

**********
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**********
* Analyst Programmer/ Freelance IT writer *
**********

## 192. Re: Fixed example for atari language

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: Jeff Williams <williaj@interlog.com>
Message-ID: <375E7D89.431ACFDC@interlog.com>
Source record: 51739

I think Action! is what you're looking for. Best I can recall here's what it's code would look like:

```
MODULE

DWORD Port0=$D800,Counter1=$00,State=$04
BYTE AnotherVar
INT YetAnotherVar ; this one can't really be done like you wished

PROC DoIt()

FOR Counter1= 0 TO 3000
DO
State = Counter1 MOD 230 ;there is a mod oper, can't recall it
Port0=State
OD
END
```

You're right in that it's probably not freeware, but for the Atari 8-bit, I think it's the best thing you're going to find. I used to use it a lot and I have the source code for the cartridge, so I know how it works. Almost all of the Small C type compilers that I've seen are only interpreters, too slow. Action! does have it's own problems though.

First off, it won't use Zero page like what you want. It will often use the long form of an instruction rather than the zero page form. So you get things like:

```
STA $0050 rather than STA $50
8D5000 8550
```

While overall the code generator is pretty good, the one case where it goes to shit is when you use pointers/records. No matter how you define them the compiler always generates a LDA/STA pair to copy the pointer address to a zero page location. It can add up to a lot of wasted codespace.

It doesn't have built-in heap allocation, you'll want to lay your hands on the Action! Toolkit if you can. It has that and a number of other useful functions in it.

## 193. 1K 6502 programming contest : it starts *NOW*

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: Fabrice Frances <frances@ensica.NOSPAM.fr>
Message-ID: <7jm4gd$8un$1@news.cict.fr>
Source record: 51740
Cross-posted to: comp.sys.oric,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.acorn.programmer

At last it starts, sponsors were not rushing to me, so I'm
resigned to part with one of my favorite 6502 computer.

So, please enter the contest for fun, join other 6502
programmers from the C64, Apple2, Oric, etc. scene,
and win an Oric computer (I can give other computer
prizes but they won't be 6502-related, this can be discussed...)

I've tried to make your work easier, the contest page at
http://www.ifrance.com/oric/microtan/6502contest.html
has additional documentation, a cross-assembler for those
running PC/Mac/Be/etc. and even examples for those
in a hurry.

Please remember: deadline is set on August 31st.

Cheers to all,

Fabrice

## 194. Re: Heracles

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7jm6ti$dgc$1@news4.svr.pol.co.uk>
Source record: 51741

Hi,

>> Gone are the days of Llamasoft etc
>
>Last I heard yak was still coding on T3K or something

Probably a bad example on my part, but the point is that people like him are
nowadays, sadly, the exception rather than the rule.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

## 195. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7jm6tj$dgc$2@news4.svr.pol.co.uk>
Source record: 51742

Hi Keith,

>> 'C' produces code which is inefficient at best on 16-bit+ machines
>
> that is quite possibly the silliest statement I've ever seen written.

Why exactly?

Have you ever looked at the machine code produced by your average
compiler....it's a real eye opener!

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

## 196. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7jm6tj$dgc$3@news4.svr.pol.co.uk>
Source record: 51743

Hi Greg,

>16-bit+ CPUs were the specific area referenced, and those are generally
>designed around languages such as C....

Seems my point has been lost here somewhat.

The code produced by a 'C' compiler could never be accused of being efficient, that's down for a large part to the sheer amount of parameter passing involved between functions, procedures etc. And also a compiler, even an optimising one, just won't be able to use the same sorts of tricks and shortcuts that a human programmer with an assembler can to make his code as fast and efficient as possible.

This isn't an ideal situation on machines of 16 bit+ architecture, for 8-bit machines it's a disaster. Here you need to be able to produce tight efficient code, for obvious reasons, PARTICULARLY when you're writing games where every machine cycle counts.

This is of course true to one extent or another of all high level languages BTW.

>Assembly is what you use when you're absolutely desperate....

No, assembly is what you use when you need to produce fast, tight code.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

## 197. Re: Can we blame the architecture (6502) for poor compiler performance ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7jm6tk$dgc$4@news4.svr.pol.co.uk>
Source record: 51744

Hiya,

>I think its a little simplistic to say that we can entirely blame the
>6502 architecture for bad code generation by compilers....

I don't think anyone is saying that....it's just that some languages are really
not suited to 8-bit processors in general, 'C' being a particularly good
example.

>Stuff I want/need
>
>- Block structured (somewhat)
>- Explicit memory allocation
>- Ability to inline assembler
>- Tuned to low level and Atari/6502 development

It seems to me that "Action!" sounds pretty much like what you're looking for.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

## 198. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <myy73.484$_j.3917@news1.online.no>
Source record: 51745

Amen to that!

Peter Pachla <my.name@vectrex.freeserve.co.uk> wrote in message
news:7jm6tj$dgc$3@news4.svr.pol.co.uk...
> Hi Greg,
>
> >16-bit+ CPUs were the specific area referenced, and those are generally
> >designed around languages such as C....
>
> Seems my point has been lost here somewhat.
>
> The code produced by a 'C' compiler could never be accused of being
efficient,
> that's down for a large part to the sheer amount of parameter passing
involved
> between functions, procedures etc. And also a compiler, even an optimising
one,
> just won't be able to use the same sorts of tricks and shortcuts that a
human
> programmer with an assembler can to make his code as fast and efficient as
> possible.
>
> This isn't an ideal situation on machines of 16 bit+ architecture, for
8-bit
> machines it's a disaster. Here you need to be able to produce tight
efficient
> code, for obvious reasons, PARTICULARLY when you're writing games where
every
> machine cycle counts.
>
>
> This is of course true to one extent or another of all high level
languages
> BTW.
>
>
> >Assembly is what you use when you're absolutely desperate....
>
> No, assembly is what you use when you need to produce fast, tight code.
>
>
> TTFN - Pete.
>
> --

> Spam deflector in effect - it's obvious!
>
> Hardware & Software Engineer. Sound Engineer.
> Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp
DEC)
> --
>
>
>

## 199. XL Search update

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7jmcfq$3od$2@ultra.sonic.net>
Source record: 51746

XL Search, the Atari 8-bit FTP and Website search engine, has been
expanded to include "Jindroush's Atari Software," at
http://www.asw.cz/~kubecj/asoft.htm

You can access XL Search via the web at:

http://xlsearch.atari.org/

(which is simply a redirect to the actual site):

http://www.newbreedsoftware.com/xlsearch/

Or via e-mail, by sending a blank message to:

xlsearch@newbreedsoftware.com

XL Search now contains an index of 7 sites, totalling over 17,000 Atari
8-bit programs and files!

If you're site contains Atari 8-bit software or files, please take a moment
to find out how you can add it to XL Search!

-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

## 200. Re: Action! language spec

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7jmc51$3od$1@ultra.sonic.net>
Source record: 51747

James Hague (jhague@dadgum.com) wrote:
: I'm looking for something explaining what's legal in Action!, for example:
: a list of keywords and relevant syntaxes, a table of operators and
: precedences, etc.

You're in luck. :) Beginning on p.191 of the Action! manual is App.A, the "ACTION! Language Syntax." It's about 5 pages long, so I'll avoid posting it here, but I'll whip it up, put it on UMich, and post the URL here.

Sound good? :)

-bill!

# 201. LOCAL: YAC, Yolo Atari Club - Meeting June 26th, Davis CA

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7jmcr5$3od$10@ultra.sonic.net>
Source record: 51748
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.atari,alt.atari.2600,alt.atari-jaguar.discussion

```
WHAT:
-----
YAC: Yolo Atari Club

WHEN:
-----
Saturday, June 26th, 1999
1:00pm

WHERE:
------
Lamppost Pizza
1260 Lake Blvd # 113
Davis, CA 95616
530-758-1111

WHY:
----
Demonstrations will include:

* Atari Jaguar Games

HOW:
----
For more (albeit old) information about YAC, visit the YAC website:
http://vme.net/dvm/yac/

If you have questions, please contact Bill Kendrick at:
bill@newbreedsoftware.com
```

## 202. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <928960327.209.39@news.remarQ.com>
Source record: 51749

Peter Pachla <my.name@vectrex.freeserve.co.uk> wrote in message
news:7jm6tj$dgc$3@news4.svr.pol.co.uk...
> Hi Greg,
>
> >16-bit+ CPUs were the specific area referenced, and those are generally
> >designed around languages such as C....
>
> Seems my point has been lost here somewhat.
>
> The code produced by a 'C' compiler could never be accused of being
efficient,
> that's down for a large part to the sheer amount of parameter passing
involved
> between functions, procedures etc. And also a compiler, even an optimising
one,
> just won't be able to use the same sorts of tricks and shortcuts that a
human
> programmer with an assembler can to make his code as fast and efficient as
> possible.
>
> This isn't an ideal situation on machines of 16 bit+ architecture, for
8-bit
> machines it's a disaster. Here you need to be able to produce tight
efficient
> code, for obvious reasons, PARTICULARLY when you're writing games where
every
> machine cycle counts.
Not trying to be just a me too post, but this has been my same experience.

Not that C is inefficient per se, but I wouldn't trust a compiler that doesn't output .asm files to double check the code. That is my only real complaint with the Action! language, I would prefer it have an option to output .asm files so I could hand optimize after the fact. Kind of a hassle disassembling the .obj and going from there.

I have seen several blunders in C compilers, things like initializing registers that aren't used, poor decision making as far as how tables are made, list goes on. you really need to look at the assembly language output to see what goes on. It is good code, but contains a lot of extrainious stuff that is CYA kind of thing that may not do anything but execute w/o having any effect on the program.

## 203. Re: Action! language spec

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <928961744.612.52@news.remarQ.com>
Source record: 51750

James Hague <jhague@dadgum.com> wrote in message
news:Pine.LNX.3.96.990609074413.28961A-100000@babba.advancenet.net...
> Richard Cortese:
> >Can you explain to someone who is grinding their gears trying to get out
> >of neutral what you mean by language reference/specification? I should
> >know, but am just a bit slow today.
>
> :)
>
> I'm looking for something explaining what's legal in Action!, for example:
> a list of keywords and relevant syntaxes, a table of operators and
> precedences, etc.
>
> My goal is to put together a BNF description of Action! for a toy compiler
> project. I can come up with something close by sifting through Action!
> programs, but a nice document explaining "here's what consitutes the
> language" would be nicer.
>
> James Hague
> The Giant List of Classic Game Programmers
> http://www.dadgum.com/giantlist
>
OK, I know you are proficient in asm. What I would reccomend is just
downloading the PD runtime package from archive.umich.edu or whatever the
address is.

It doesn't give you everything you need, but you will get a full list of all
the keywords and the equivalent source code to implement them. A start IOW.

There is a slightly slow MoveBlock() routine that should be replaced, but
AFAIK everything works exactly as in the cartridge.

I have my two Action! manuals, I don't want to let either of them go<grin>,
but if you send me your address via email I will copy the parts you need.

I would also ask Kendrick for some of his source code. It is probably the
clearest code to read I have seen in the last 10 years: No tricky left
handed crosseyed stuff, just good form and function. You can write an
Action! program such that it is indistiguishable from spagetti code, but I
think for looking at how it should be done vs what you can do, Bill's code
is pretty good.

For interpreting what is going on in the code blocks, Action! just passes
parameters in A, X, and Y for the first 24 bits, after that it copies them
to page zero. All proc are JSR and end with an RTS.

## 204. Re: Atari 800 XL free

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: Erik Van den Broeck <erik.vandenbroeck@ping.be>
Message-ID: <375ED6B9.623390A7@ping.be>
Source record: 51751

I'm interested in your free offer and I will send you 20$ for shipping.
If you are interesed, I have the source code for Atari Basic, just tell
me.

Erik Van den Broeck
Elfde Julilaan 130
B8500 KORTRIJK
BELGIUM

dalibor5561@my-deja.com schreef:
>
> Hi,
>
> I have dead Atari 800XL + PS + TV cable. There are dead ROM most
> probably. When I switch ON, there are just red screen. As I have 5 other
> 8-bit Atari machines, I have no turn of mind to repair it and have big
> box of parts from others dead Ataris, so do not need them.
>
> This one is in original box, with PS and TV hook-up, (PAL version). Also
> looks was upgraded, because on top of case are 5 buttons. But who knows
> why, ROM not works.
>
> All I want for this stuff is shipping cost. Because it takes place for
> another items of my collection.
>
> Shipping cost are 20-22$ U.S. (ship-post, it's heavy).
> 18 $ Europe.
>
> If anybody interested, let me know...
>
> Dalibor
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

## 205. Re: Question for the hard

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <928968442@stackbbs.xs4all.nl>
Source record: 51752

Original Mail Date: Jun 9, 1999 Time: 11:25 pm
Allan,

>Building black-box and xegs in generic tower

This is already done. The ABBUC-BOX (German Atari 8-bit BBS) runs at an Atari 130XE with 1Mb newell, black-box, scsi harddisk, and a HDI 3.5" diskdrive. All of this is built into a big PC-tower, using the transkey-interface to use an ordinary PC-keyboard to do the thing...

To let a xegs keyboard work on an Atari 130XE is actually pretty simple. Just connect the xegs keyboard to the "other side" of the multiplexers into the 130XE. These are 13 wires IIRC. This does not provide connections for the SELECT/START/OPTION and RESET keys. You'll have to use an extra set of wires and keys to implement these also on the detachable keyboard...

Never tried this myself, but I don't see why it shouldn't work...

Sysop Fox-1 (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE, Pro-node 471
---

## 206. Re: FS: Electronic Games magazines (19 issues)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <375eee25.70584579@news.earthlink.net>
Source record: 51753
Body handling: HTML body converted to readable text

On 9 Jun 1999 12:53:53 GMT, swozniak@aol.comeGETsome (Swozniak) wrote:

>ssilicon@earthlink.net (Jon Melbo) wrote:
>
>make, which you it seems were unequipped to comprehend, was basically
>a commentary on the relative value of collectibles. I made the point
>that now, long after the content of the magazines is fresh, current
>and sought after by hoards of eager public, that it can get prices far
>higher than when it was. I also pointed out that to many they are
>worth next to nothing in these modern times which have moved past such
>interests. >>
>
>
>OK, I admit... I snapped a little. It seemed to me that you were trying to
>make it seem like I was pushing garbage on people. I apologize. I just didn't
>understand your comment about the magazine's "relevance" when Atari 8-bit
>computers (what this whole group is about) are even older than them. 99.9% of
>the population would think them landfill as well, but of course my post was
>directed at collectors. Again, sorry for the "jerk" comment but what was the
>point of your reply exactly?

Once again...

"I made the point that now, long after the content of the magazines is
fresh, current and sought after by hoards of eager public, that it can
get prices far higher than when it was. I also pointed out that to
many they are worth next to nothing in these modern times which have
moved past such interests."

Scott, are you reading the whole post or just going so far before
composing a response? Hmm.

## 207. Atari stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: Gene Ehrich <gene@ehrich.com>
Message-ID: <qOD73.36$N56.3673@news3.voicenet.com>
Source record: 51754

On my web site listed below:

--
http://pages.prodigy.net/garagesale

Video Games - PC MAC & 8-Bit Computer HW & SW

BETA VHS & CED Video's - Music CD's & Books

BRAIN TEASERS - RIDDLES - HTML Color Chart - Sports History & Trivia

## 208. The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: Sergey Zakharov <szakharov-eatmyspam@worldnet.att.net>
Message-ID: <375F370A.78F9A094@worldnet.att.net>
Source record: 51755

I'm having trouble finding the Atari OS rev A rom file...all of the other operating system ROMS like OS rev B, XL, & the 5200 roms are out there and easily found (I'm guessing that these OS ROMS are now in public domain...if not, there is that same thin line argument about the legality of posessing these ROMS and I don't want to start another thread digging all this up again). Has this OS version ever even been dumped and if not, why hasn't it? All the others have. I'm trying to get Ali Baba running on Atari 800 Win using my own dumped ATR image of the original floppy. I seem to remember it requiring OS rev A (either that or the CTIA chip) and that it had trouble running on the XL/XE or even the 800 rev B OS. I have my Atari hardware stored away so I'd really like to get Ali Baba running on the emulator. Any info on where the OS rev A rom is or any tips in getting Ali Baba running on Atari 800 Win (ver 2.5c) will be greatly appreciated.
--
Sergey Zakharov

remove "-eatmyspam" to reply via email

## 209. Re: FS: Electronic Games magazines (19 issues)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <375ec147.356994756@news.earthlink.net>
Source record: 51976

On 8 Jun 1999 13:22:03 GMT, swozniak@aol.comeGETsome (Swozniak) wrote:

>I just picked up another large lot of ELECTRONIC GAMES magazines so now I have
>lots of doubles. I'm selling 19 different issues, all in good, complete shape
>for $110 shipped. This is a *great* deal and works out to about $5 an issue.
>You can't beat that. Start off your own collection with a bang! First
>response takes them all. I'll only accept a USPS money-order as payment. You
>can check my eBay feedback here:

That's more than they were worth back when they were actually
relevant. To a collector it might be great, to others it's probably
land fill.

## 210. Re: FS: Electronic Games magazines (19 issues)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990608215332.17051.00002440@ng-cm1.aol.com>
Source record: 51977

ssilicon@earthlink.net (Jon Melbo) wrote:

<<That's more than they were worth back when they were actually
relevant. To a collector it might be great, to others it's probably
land fill. >>

You have no idea what you're talking about. They're not relevant now?
Individual issues of this magazine have gone for up to $46 on eBay. They're
not easy to come by and they're a *great* source of classic information.
Within an hour of my post, I got 7 replies. You're a jerk.

- S c o t t W o z n i a k
**********
Check out my Videogame Want / Trade list here:
http://members.aol.com/swozniak/page1.html
**********

## 211. Can we blame the architecture (6502) for poor compiler performance ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: dustydeck@aol.comQjnkfilQ
Message-ID: <19990609022933.24127.00001957@ng-cs1.aol.com>
Source record: 51978

I think its a little simplistic to say that we can entirely blame the 6502 architecture
for bad code generation by compilers. It may not be as easy as a nice stack based machine (e.g. Burroughs type) but it's do-able.

On the other hand there are some very good cases of high performance architectures never reaching decent performance levels with even relatively modern compiler techniques. The Intel 860 springs to mind. Whilst the peak performance of this CPU was really good, the performance from compiled code rarely saw it, and the market for it died.

We dont have to worry about the market for the 6502 dying. It's already somewhat dead, but we are here, and you are reading this.

Seeing as I started this debate by expressing how I wanted to write my software with a decent optimizing high level compiler, I may as well let you all know what I was thinking when I said that.

I've spent a fair time considering exactly what I want/need from a compiler for the atari 8 bit.

Stuff I want/need

- Block structured (somewhat)
- Explicit memory allocation
- Ability to inline assembler
- Tuned to low level and Atari/6502 development

Stuff I dont need

- Object Oriented
- A full C, Pascal or Eiffel
- Stack based variables
- Recursion (Nice, but I can live without)

Heres an example of a PASCALish type language that would be great:

```
PROGRAM EXAMPLE1;
CONST
PORT0 : WORD MEM=$D800; { Word pointer at $D800 }
VAR
COUNTER1:WORD ZP[0]; { ZP[0] means allocate explicitly in Zero Page at $00}
STATE: BYTE ZP[4]; { Just like the last one, but allocate a byte }

PROCEDURE DOIT;
BEGIN
FOR COUNTER1:=0 TO 3000 DO
BEGIN
```

```
STATE := (BYTE) COUNTER1 MOD 230;

END;
END;
```

Peter Laing | Software Engineer & Atari 8 bit fan | dusty<jnkfil>deck@aol.com | Please remove <jnkfil> to reply. For those who wont reply to an aol address, p_laing<junkfil>@ee.cit.ac.nz autoforwards.

## 212. Fixed example for atari language

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: dustydeck@aol.comQjnkfilQ
Message-ID: <19990609030002.28516.00002129@ng-ff1.aol.com>
Source record: 51979

Heres an example of a tiny PASCAL type language that would be great:

```
PROGRAM EXAMPLE1;
CONST
PORT0 : WORD MEM=$D800; { Word pointer at $D800 }
VAR
COUNTER1 : WORD ZP[0]; { ZP[0] means allocate explicitly in Zero Page at
$00}
STATE : BYTE ZP[4]; { Just like the last one, but allocate a byte }
ANOTHERVAR: BYTE MEM; { Automatic allocation in memory }
YETANOTHER: INTEGER ZP; { Automatic allocation in Zero page }

PROCEDURE DOIT;
BEGIN
FOR COUNTER1:=0 TO 3000 DO
BEGIN
STATE := (BYTE) COUNTER1 MOD 230;
PORT0 := STATE;
END;
END;

BEGIN
DOIT;
END.
```

Some of the things this language lacks:

Local variables
Stack based allocations of variables/procedure entry and exit
Structures or Records

By not trying to use a stack or allow recursion, and allowing
explicit data structure allocation you give the compiler much
less to worry about.

A language like this would allow me to write 99% of the code I
need for the Atari 8 bit. If you added inline assembler you
could use asm whenever the compiled output was too slow or inefficient.

Why not action! ? I dont think its freeware is it ?

Peter Laing | Software Engineer & Atari 8 bit fan | dusty<jnkfil>deck@aol.com
| Please remove <jnkfil> to reply. For those who wont reply to an aol
address, p_laing<junkfil>@ee.cit.ac.nz autoforwards.

## 213. Re: apx classics on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-SunY5Gvfurzn@di06-ks.cth.com.au>
Source record: 51980

On Mon, 7 Jun 1999 12:51:38, "Richard Cortese" <ricortes@netmagic.net>
wrote:

> <sup8pdct@mail.cth.com.au> wrote in message
> news:olg28mVLDrMR-pn2-R0dj5Px9RipH@localhost...
> > On Sun, 6 Jun 1999 14:51:01, "Richard Cortese" <ricortes@netmagic.net>
> > wrote:
> >
> > >
> > > But my point was mainly that at high degrees of complexity, it becomes
> > > pointless. Kind of, what difference does it make if you have an 8k image
> > > stored in ram some where, or 8 character sets to display that image on a
> > > graphics 12 screen. At best, you are saving a few bytes.
> >
> > It's not so much the bytes saved if any but the speed increase you get
> > when you use Character set modes as opposed to bit map modes. Antic
> > doesn't interupt the processor so much when displaying the charactor
> > set modes.
> >
> > James.
> Yes, but you just gave all that speed back by having 8 DLIs to switch
> character sets on the fly. Since you are using the DLI for stuffing new chr
> sets, you run low on time to do other useful things likes changing color
> registers or P/M positions.

8 dli's for a full screen is still much better then a bitmap of the
same resulation

James.

## 214. Re: Can we blame the architecture (6502) for poor compiler performance ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <375f35dc.23400009@news.earthlink.net>
Source record: 51981

On 9 Jun 1999 06:29:33 GMT, dustydeck@aol.comQjnkfilQ (Dustydeck)
wrote:

>I've spent a fair time considering exactly what I want/need from a compiler
>for the atari 8 bit.
>
>Stuff I want/need
>
>- Block structured (somewhat)
>- Explicit memory allocation
>- Ability to inline assembler
>- Tuned to low level and Atari/6502 development
>
>Stuff I dont need
>
>- Object Oriented
>- A full C, Pascal or Eiffel
>- Stack based variables
>- Recursion (Nice, but I can live without)

What you want then is Action! Unless you need floating point
integrated right into the language syntax itself. Action! only
supports floating point through an add on library. The syntax of and
the language itself are ignorant of it. You didn't mention floating
point so I thought I would bring it up. Otherwise it sounds like
Action! is exactly what you are looking for.

## 215. Re: FS: Electronic Games magazines (19 issues)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <375e33bf.22858655@news.earthlink.net>
Source record: 51982

On 9 Jun 1999 01:53:32 GMT, swozniak@aol.comeGETsome (Swozniak) wrote:

>ssilicon@earthlink.net (Jon Melbo) wrote:
>
><<That's more than they were worth back when they were actually
>relevant. To a collector it might be great, to others it's probably
>land fill. >>
>
>You have no idea what you're talking about. They're not relevant now?
>Individual issues of this magazine have gone for up to $46 on eBay. They're
>not easy to come by and they're a *great* source of classic information.
>Within an hour of my post, I got 7 replies. You're a jerk.

I take offense to your insult. Nowhere in my post did I insult you.
I did not even say you were asking too much money. The point I did
make, which you it seems were unequipped to comprehend, was basically
a commentary on the relative value of collectibles. I made the point
that now, long after the content of the magazines is fresh, current
and sought after by hoards of eager public, that it can get prices far
higher than when it was. I also pointed out that to many they are
worth next to nothing in these modern times which have moved past such
interests.

## 216. Atari 800 XL free

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: dalibor5561@my-deja.com
Message-ID: <7jlggl$g8p$1@nnrp1.deja.com>
Source record: 51983

Hi,

I have dead Atari 800XL + PS + TV cable. There are dead ROM most probably. When I switch ON, there are just red screen. As I have 5 other 8-bit Atari machines, I have no turn of mind to repair it and have big box of parts from others dead Ataris, so do not need them.

This one is in original box, with PS and TV hook-up, (PAL version). Also looks was upgraded, because on top of case are 5 buttons. But who knows why, ROM not works.

All I want for this stuff is shipping cost. Because it takes place for another items of my collection.

Shipping cost are 20-22$ U.S. (ship-post, it's heavy).
18 $ Europe.

If anybody interested, let me know...

Dalibor

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 217. WTB: Action

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: msmith@aol.com
Message-ID: <19990609083416.17052.00002367@ng-cm1.aol.com>
Source record: 51984

I am looking to buy a copy of Action and all associated documentation. Please email me your price. Also, are there different revisions to Action, and if so, what is the latest?

Thanks,
Mark Smith
MSmith@aol.com

## 218. Re: FS: Electronic Games magazines (19 issues)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990609085353.24863.00002229@ng-fa1.aol.com>
Source record: 51985
Body handling: HTML body converted to readable text

ssilicon@earthlink.net (Jon Melbo) wrote:

<>

OK, I admit... I snapped a little. It seemed to me that you were trying to make it seem like I was pushing garbage on people. I apologize. I just didn't understand your comment about the magazine's "relevance" when Atari 8-bit computers (what this whole group is about) are even older than them. 99.9% of the population would think them landfill as well, but of course my post was directed at collectors. Again, sorry for the "jerk" comment but what was the point of your reply exactly?

- S c o t t W o z n i a k
**********
Check out my Videogame Want / Trade list here:
http://members.aol.com/swozniak/page1.html
**********

## 219. Bounty Bob Strikes Back (and other stuff)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: paul.barker@orange.co.uk
Message-ID: <7jls8b$k9g$1@nnrp1.deja.com>
Source record: 51986

Last night I got one of the emulators going on my PC at home and
managed to play Bounty Bob !!!!!!!!!

I have not seen this game in 10 years. I very stupidly sold my copy
along time ago.

For the guy who wanted to know what was so special about this game, you
just had to be 15 in the 80's !!! This is one of my favourite games of
ALL time. I have a PII 350 PC with Voodoo graphics and have been
playing Half Life / Unreal etc and Bounty Bob still beats them hands
down.

Ahh, well --- must go to my parents this weekend and retrieve my 800XL
XC12 (sometimes works), touch tablet and all my sw.

BTW thanks to Richard Daley for mailing me his h/w list. I might soon
have a 1050 (at last !). I have seen on a site info for building a
clone US doubler. Has anyone tried this ?

Also, does anyone have on Disk, Tape or ATR a game called Arena 3000 ?
It was a Robotron type afair and my father and I would play it for
HOURS. If you have it I would love either the APR or even better a
working disk or tape copy. (I'll pay money !!!)

After a long absence I am back on the Atari scene. Watch out for my
Atari homepage coming soon !

--

################################################################################
# Paul Barker - Senior Systems Engineer (Technical) - Orange PLC - UK #
# The opinions expressed here are my own and may be incorrect. #
################################################################################



Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 220. Re: Looking for Atari Hard/Software

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-09 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <FD2Boz.Eq8@cix.compulink.co.uk>
Source record: 51987

In article <7jjg4s$p8o$1@nnrp1.deja.com>, paul.barker@orange.co.uk ()
wrote:

> Hi
>
> I'm currently looking for Atari 8bit hardware and software.
>
> Top of my wish list is a working disk drive (preferably with UK PSU)
> Also tape / cart software (disk too if I get a drive !!!)
>
> I'd really like to find UK items but I'd consider US if shipping costs
> aren't prohibitive.

Try Richard.Daley@tesco.net who has a good range of items for sale.

**********
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**********
* Analyst Programmer/ Freelance IT writer *
**********

## 221. Re: The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: Sergey Zakharov <szakharov-eatmyspam@worldnet.att.net>
Message-ID: <37605C39.D37DB25D@worldnet.att.net>
Source record: 51688

Isaac Davis wrote:

> Sergey,
> I too have the original disk, and cannot get a copy of it to work.
> But there is an atr that works. Evidently it has been cracked to
> disable the protection.

Sheesh...

> I think your
> problem lies in the copy protection on the original disk not the os
> version.

Well, looking back on my cracking notes from -way-back-when- (good thing I saved these), seems AliBaba is indeed protected...something that slipped my mind after all these years. Since it was one of the earlier protected titles, I think all it used was a bad sector (but I could be mistaken). My notes don't include the -type- of protection...just the code needed to either bypass it or the code needed to create a totally new boot sequence. This was all done using Omnimon and many hours of picking code apart. Looking back on these notes, I'm amazed that I could actually sit and do this...my own notes now look like a totally different language...6502 assembly code and arcane Omnimon commands that I haven't seen for years.
For those interested, here's what I have written down for the AliBaba crack (these are Omnimon commands mixed in with plain english for clarity; seemed clear to me at the time but now I see I should've just written down the exact Omnimon commands)...if you've used Omnimon, you'll know what these commands are...if you haven't, this will be complete garbage to you...note that R% is Omnimon for "read sector", W% is "write sector", mxxxx-xxxx to xxxx" moves code starting from xxxx and ending at xxxx to xxxx. Fun stuff, I tell ya. 8)

```
R%1 to 400
R%f9 to 6e00 4 sectors
R%17b to 6c00 2 sectors
m6000-6c12 to 9000
add RTS at 9013
j9000
save code at 6c00-6cff 2 sectors
add RTS to 6c41
j 6c13
save code at 480 to sector 15f
save code at 6b00 to sector 160
R%f9 to 6e00 4 sectors
change 6f21 to JMP 6c13
```

W%f9 at 6e00 4 sectors

--
Sergey Zakharov

remove -eatmyspam to reply via email

## 222. AliBaba & Heracles now working on Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: Sergey Zakharov <szakharov-eatmyspam@worldnet.att.net>
Message-ID: <37606C97.25B5C2BC@worldnet.att.net>
Source record: 51689

Well, it indeed was the copy protection on my original floppies that was preventing the ATRs that I dumped from running on Atari800Win...these both work using Atari OS "B". Thanks go to Isaac Davis for jarring my memory and causing me to remember that "AliBaba" & "The Return of Heracles" were both copy protected. Checking my cracking notes from many years ago verified this. Pulling out my original floppies of both games and checking the flip side of each revealed copies of the game just as I had cracked them years ago...I almost always put the cracked version on the flip side of the original floppy for safe keeping (and so I wouldn't have to do it again). For a bit of info on the rather strange "art" of cracking these protected games using Omnimon, read my post in "The search for Atari OS "A"" thread...I'd still like to see the Atari OS "A" dumped and it sounds like James R. Gilbert just may be the one who has the means to do it.
--
Sergey Zakharov

remove -eatmyspam to reply via email.

## 223. Re: Fixed example for atari language

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: dustydeck@aol.comQjnkfilQ
Message-ID: <19990609202838.24121.00002465@ng-cs1.aol.com>
Source record: 51756

Hi Jeff

Thanks for the code snipet of Action!, and
general comments about it.

I'm stuck in a bit of a quandry here, I
am using an emulator in replacement
for my physical atari hardware which
lives back in New Zealand (I'm in Texas nowadays) Even if I physically got my
hands
on an Action! cartridge, I wouldnt be able to
make an image of it :(

Life goes on, I've enjoyed reading the comments on this thread.

Cheers

Peter Laing | Software Engineer & Atari 8 bit fan | dusty<jnkfil>deck@aol.com
| Please remove <jnkfil> to reply. For those who wont reply to an aol
address, p_laing<junkfil>@ee.cit.ac.nz autoforwards.

## 224. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: williaj@interlog.com
Message-ID: <N.060999.211824.11@alf350>
Source record: 51757

FWIW, there's some good reasons Action! doesn't output ASM code. Chiefly it's space, the cartridge is packed very tightly and outputting text wouldn't likely fit. Another has to do with the way it does optimizations in memory. For example, on most math operations the compiler will generate a final store to a temporary variable. When the last operation is detected, it goes back and alters the previous store with the true target variables address and then deletes any following instructions. So you get

```
; a=b+c
LDA a LDA a
CLC rather than CLC
ADC b ADC b
STA c STA z
LDA z
STA c
```

It does that sort of thing a lot, which is good, but if it had already spit out the text, it can't go back and delete it. Yes, I suppose it could be done better, but the author was working in a very constrained space. A lot of things were dropped, presumably because there was simply no room left in the ROM. For example, there is some code in the compiler to handle floating point as a data type, but it was never fully implemented.

There are a lot of tricks it uses to do what it does, and outputting text would negate most of them. I've thought about it, for the reasons you list, but it really would involve a total rewrite of the compiler. One might as well just start from scratch.

```
> That is my only real
> complaint with the Action! language, I would prefer it have an option to
> output .asm files so I could hand optimize after the fact. Kind of a hassle
> disassembling the .obj and going from there.
>
```

## 225. Re: FS: Electronic Games magazines (19 issues)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990609215212.14302.00001183@ng35.aol.com>
Source record: 51758

ssilicon@earthlink.net (Jon Melbo) wrote:

<<"I made the point that now, long after the content of the magazines is fresh, current and sought after by hoards of eager public, that it can get prices far higher than when it was. I also pointed out that to many they are worth next to nothing in these modern times which have moved past such interests."
Scott, are you reading the whole post or just going so far before composing a response? Hmm. >>

Yes, I read the whole post. You still didn't answer my question... Oh, forget it. :)

- S c o t t W o z n i a k
**********
Check out my Videogame Want / Trade list here:
http://members.aol.com/swozniak/page1.html
**********

# 226. NEW/IMPROVED ATARI BBS LIST June 9,1999

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <375F6CA5.7210@geocities.com>
Source record: 51759
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I am pleased to announce this is the most up to date list that I have
put together. All the numbers that could be found on www.holyoak.com
were recompiled into the following. This is sent to you to update your
records so that innocent people aren't called in the middle of the night
due to wrong numbers. (Like I've been doing all day. ;) )

Take care fellow Atarians,

Doctor Clu / Greg Goodwin

PS: For updated information on this list, since I publish it every so
often, please write to:

clu-da-bard@geocities.com

||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

Atari BBS List 6/09/99

Maintained by Trevor Holyoak <trevor@holyoak.com>

Please keep me informed with updates to the list and I'll post revisions
as necessary. In particular, if one of the BBS's is within your local
calling area, please give them a call and let me know whether they're
currently operational.

All boards are assumed to be operational 24 hours a day, 7 days
a week unless otherwise noted.

The format of the individual entries is below.
Note that each entry uses at least five lines (all of which are
less than 40-columns in order to make this easily 8bit readable):
"Type" indicates the type of hardware used to run the board.
"Status" is whether the board was up or not the last time it was
checked.
"Status Date" tells you when the entry was last updated.
--
There can be one or more lines of "Notes".

An asterisk (*) next to the board's phone number indicates that entry
has been updated since the last version of this list.

*****************************
* Atari 8bit Support BBS's *
* (With a definate pulse) *

```
* Last update: 99-06-09 *
* *
*****************************

## <BBS name> : <phone number> [*]
<location>
<type> : <status> : <status date>
--
<notes>

-------------------------------------
18 Systems Listed
-------------------------------------

01 ? : 604-873-1131 *
Vancouver BC Canada
Atari-8 : OK : 99-06-09
--
130XE/BBS Express Pro
Node #86/300-14.4k bps

02 ABACUS : 415-564-8062
San Francisco, California, USA
Atari-16 : OK : 99-06-09
--
ST Express

03 ABBUC Box : +49-5439-3265
Bersenbrueck (?), Germany
Atari-8 : OK : 96-03-13
--
M-F 19:00-07:00; S-S 15:00-08:00 MET

04 ASB Zan Sweeds : +46-3145-8807
?
? : ? : 96-03-10
--
ProNode 463

05 Atari Inside : +31 (0) 182-352755 *
The Netherlands
Atari-8 : OK : 97-09-22
--
Marius Diepenhorst:pokey@dds.nl
800XL/BBS Express Professional 5.0b
Node: X_476/1200-14400 baud
21:00 - 06:00 (GMT)
http://huizen.dds.nl/~pokey/

06 Beco Tel : +31-2063-26859 *
Amsterdam, The Netherlands
Atari-8 : OK : 96-11-24
--
```

Bernard Kok. Hours - 17:00-06:00 GMT
http://www.becotel.demon.nl/
Apparently down, but is supposed to be
returning on an Amiga soon.

07 Closer to Home : 419-368-4413 *
telnet://cth.tzo.com
Jeromesville, Ohio, USA
Atari-8 : ? : 99-06-09 [Busy]
--
While the number is uncertain, it is
currently the world's first Atari 8-bit
TELNETABLE BBS.

08 Computer World : 716-247-8355 *
Rochester, New York, USA
Atari-8 : OK : 99-06-09
--
Bob Puff. 14.4kbps

09 CSS : 716-247-7157 *
Rochester, New York, USA
? : OK : 99-06-09
--
<no notes>

10 DarkForce! : 606-886-9014
Prestonsbrug, Kentucky, USA
Atari-16 : OK : 99-06-09
--
Ronald Hall
Monthly cash/prizes!!
Gemini CD-ROM online.

11 JACS : 609-346-1224
Somerdale, New Jersey, USA
Atari-16 : OK : 99-06-09
--
Jersey Atari Computer Society
1040ST, <Fnord>adel 3.51
Citadel network
No restrictions, many discussion
areas

12 The Jail : 416-762-9316 *
Toronto, Ontario, Canada
Atari-8: OK : 99-06-09
--
ProNode 335
International Message Relay

```
13 Precinct : 225-766-3315
?
? : OK : 99-06-09
--
ProNode 207

14 Revelstone : 717-263-9689
?
? : OK : 99-06-09
--
ProNode 227

15 Simplicity : +643-352-0688
Christchurch, New Zealand
Atari-8 : OK : 96-03-19
--
Oasis 4.8 - Total 8-bit support

16 Slidell Express : 504-649-7921
?
? : OK : 99-06-09
--
ProNode 181

17 TAF : 416-421-8999
Toronto, Ontario, Canada
Atari-16 : OK : 99-06-09 [Busy both tries, club still active]
--
Toronto Atari Federation
Forem, 28.8K, 8/16 support
Fidonet, USENET news
Sysop: Dave Lee

18 Dallas' very own Atari BBS gone internet....
||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

*****************************
* Atari 8bit Support BBS's *
* ( Big List ) *
* Last update: 99-06-09 *
* *
*****************************

## <BBS name> : <phone number> [*]
<location>
<type> : <status> : <status date>
--
<notes>

-------------------------------------
39 Systems Listed
-------------------------------------
```

01 ? : 604-873-1131 *
Vancouver BC Canada
Atari-8 : OK : 99-06-09
--
130XE/BBS Express Pro
Node #86/300-14.4k bps

02 ABACUS : 415-564-8062 *
San Francisco, California, USA
Atari-16 : OK : 99-06-09
--
ST Express

03 ABBUC Box : +49-5439-3265
Bersenbrueck (?), Germany
Atari-8 : OK : 96-03-13
--
M-F 19:00-07:00; S-S 15:00-08:00 MET

04 ACUTE : 610-261-0620 *
?
? : Down : 99-06-09 (No Answer)
--
Atari Computer Users Technical
Exchange, ProNode 330

05 ASB Zan Sweeds : +46-3145-8807
?
? : ? : 96-03-10
--
ProNode 463

06 Atari Inside : +31 (0) 182-352755 *
The Netherlands
Atari-8 : OK : 97-09-22
--
Marius Diepenhorst:pokey@dds.nl
800XL/BBS Express Professional 5.0b
Node: X_476/1200-14400 baud
21:00 - 06:00 (GMT)
http://huizen.dds.nl/~pokey/

07 Atari Nest : 516-783-4634 *
Wantagh, New York, USA
Atari-8 : Down : 99-06-09 [No Answer]
--
130XE/MIO/14.4K ProNode 218
Formerly called New Nest
Long Island Atari User Group
and Old Hackers Atari User
Group
Patrick Mulvey: pmulvey@li.net

08 Atari Scene : 502-456-4292 *
Louisville, Kentucky, USA
Atari-16 : Down : 99-06-09 [No answer]
--
Atari Exchange of Louisville
user group.

09 Atari XE Group : 613-225-0901 *
Ottawa, Ontario, Canada
Atari-8 : Down : 99-06-09 [No Answer]
--
Dave Brown. X_232, IAN net soon
14.4 kbps

10 BAAUG : 408-986-0215 *
San Leandro, California, USA
Atari-16 : Down : 99-06-09 [No Answer]
--
MichTron

11 Barvarian Gaus : 303-367-5877 *
?
? : Down : 99-06-09 [No Answer]
--
ProNode 108

12 Beco Tel : +31-2063-26859 *
Amsterdam, The Netherlands
Atari-8 : OK : 96-11-24
--
Bernard Kok. Hours - 17:00-06:00 GMT
http://www.becotel.demon.nl/
Apparently down, but is supposed to be
returning on an Amiga soon.

13 Carnival : 810-235-0158 *
?
? : Down : 99-06-09 [No Answer]
--
ProNode 349

14 Closer to Home : 419-368-4413 *
telnet://cth.tzo.com
Jeromesville, Ohio, USA
Atari-8 : ? : 99-06-09 [Busy]
--
While the number is uncertain, it is
currently the world's first Atari 8-bit
TELNETABLE BBS.

15 Computer World : 716-247-8355 *
Rochester, New York, USA
Atari-8 : OK : 99-06-09

--
Bob Puff. 14.4kbps

16 CSS : 716-247-7157 *
Rochester, New York, USA
? : OK : 99-06-09
--
<no notes>

17 DarkForce! : 606-886-9014 *
Prestonsbrug, Kentucky, USA
Atari-16 : OK : 99-06-09
--
Ronald Hall
Monthly cash/prizes!!
Gemini CD-ROM online.

18 Hard Core : 203-871-1842 *
?
? : ? : 99-06-09 "First three numbers not valid"
--
ProNode 317

19 Inside 8bit West : 510-895-8022 *
?
? : Down : 99-06-09 [No Answer]
--
<no notes>

20 JACS : 609-346-1224 *
Somerdale, New Jersey, USA
Atari-16 : OK : 99-06-09
--
Jersey Atari Computer Society
1040ST, <Fnord>adel 3.51
Citadel network
No restrictions, many discussion
areas

21 The Jail : 416-762-9316 *
Toronto, Ontario, Canada
Atari-8: OK : 99-06-09
--
ProNode 335
International Message Relay

22 Menzobarranzen : 504-649-4194 *
?
? : Down : 99-06-09
--
ProNode 415

23 MOOSE : 716-381-5139 *
?
? : Down : 99-06-09
--
<no notes>

24 Owl's Nest : 510-276-6394 *
?
? : Down : 99-06-09
--
ProNode 430

25 Part Time : 216-582-1196 *
Cleveland, Ohio, USA
Atari-8 : ? : 99-06-09 "Cannot be completed as entered"
--
ProNode 7 version 2.1a

26 Pot Hole : 250-642-6795 *
Sooke, British Columbia, Canada
Atari-8 : ? : 99-06-09 [Answering Machine]
--
May be temporarily down.
ProNode 365. 300-14.4/24hr. Off-line
at 2300, 0000, and 0400 (PT) for 25
minute periods for networking with
North America and Europe. Excellent
selection of 8-bit utilities.
International Message Relay
Sysop: Boomer (Bob Nex)

27 Precinct : 225-766-3315 *
?
? : OK : 99-06-09
--
ProNode 207

28 Repair Shop : 801-967-8738 *
Salt Lake City, Utah, USA
? : ? : 99-06-09 [Bob Klass' Answering Machine]
--
Bob Klaas
ProNode 53
300-19.2 baud Hayes Ultra
International Message Relay
BBS Express Pro support BBS

29 Revelstone : 717-263-9689 *
?
? : OK : 99-06-09
--
ProNode 227

30 Simplicity : +643-352-0688 *
Christchurch, New Zealand
Atari-8 : OK : 96-03-19
--
Oasis 4.8 - Total 8-bit support

31 Slidell Express : 504-649-7921 *
?
? : OK : 99-06-09
--
ProNode 181

32 SPACE : 612-427-4317 *
St. Paul, Minnesota, USA
Atari-8 : Down : 99-06-09 [No Answer.. though club is still active]
--
1Meg XE, 1Meg MIO, 40MB HD, 14.4K

33 Star NET : 407-281-6132 *
Orlando, Florida, USA
Atari-8 : Down : 99-06-09
--
ProNode 449-Multinode Pro V50b_m
500MB - One of the biggest 8bit
BBS's in the country.

34 System Reset! : <none>
Hamilton, Ontario, Canada
Atari-8 : DOWN : 96-11-22
--
USF net, IAN net, ProNode 59
Probably back up in a year...

35 TAF : 416-421-8999 *
Toronto, Ontario, Canada
Atari-16 : OK : 99-06-09 [Busy both tries, club still active]
--
Toronto Atari Federation
Forem, 28.8K, 8/16 support
Fidonet, USENET news
Sysop: Dave Lee

36 Underdog : 508-820-3089 *
?
? : Down : 99-06-09 [Answering Machine]
--
ProNode 102

37 Wall : 904-730-8659 *
?
? : Down : 99-06-09 [No Answer]
--
ProNode 287

38 Wayne's World : 614-761-1891 *
Columbus, Ohio, USA
? : ? : 99-06-09 [No Answer]
--
Wayne Arenz

39 Westex : 610-776-7495 *
?
? : ? : 99-06-09 [Westex Answering Machine]
--
ProNode 169

## 227. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <929004830.692.33@news.remarQ.com>
Source record: 51760

Jeff Williams <williaj@interlog.com> wrote in message
news:N.060999.211824.11@alf350...
> FWIW, there's some good reasons Action! doesn't output ASM code. Chiefly
it's
> space, the cartridge is packed very tightly and outputting text wouldn't
likely
True, no contest, but it was originally developed ~16 years ago. Would have
been nice to have an update to it. I would guess adding a few modern perks
like like in line assembly and outputing a .asm could be done in another 8k
or so for sure.
> fit. Another has to do with the way it does optimizations in memory. For
> example, on most math operations the compiler will generate a final store
to a
> temporary variable. When the last operation is detected, it goes back and
> alters the previous store with the true target variables address and then
> deletes any following instructions. So you get
I was thinking more along the lines of, since it keeps the variable name
table in memory while it is compiling to calculate all the targets for the
PROC, it could output a variable name table, memory location of them, maybe
even use the same same exact names and locations for a labeling a
disassembly.
>
> ; a=b+c
> LDA a LDA a
> CLC rather than CLC
> ADC b ADC b
> STA c STA z
> LDA z
> STA c
>
> It does that sort of thing a lot, which is good, but if it had already
spit out
> the text, it can't go back and delete it. Yes, I suppose it could be done
> better, but the author was working in a very constrained space. A lot of
things
> were dropped, presumably because there was simply no room left in the ROM.
For
> example, there is some code in the compiler to handle floating point as a
data
> type, but it was never fully implemented.
There are specific reason I sometimes have to go back and hand code the
output.

Most of it is pretty simple stuff that people would recognize as expedient vs efficient.
For example, the standard PROC calls always stuff [A, X, Y]<or was it Y, X?> for the first 24 bits of parameters passed.

The typical way to get around it for things like CIOV where IOCB is expected in the X register is to call it with CIOV(0, Chan) for example, to stuff A reg with a filler byte to get the channel to the X reg.

Nitpicking here, but the LDA #0 the compiler adds before it does the JSR is just two wasted bytes and a few extra ticks that are completely uneccessary. Actually, I am not even sure that is the code it generates, I think it may actually use a ,Y index type of instruction: Been too long.

I seem to recall finding something odd like that from a disassembly anyway. Initialized Y reg to ZERO, then used the actual address of the variable with an offset via the Y reg of nothing.

Ditto for several of the routines in the procedures: AFAIK, the first thing some of them do is swap the registers around to allow for the standard parameter passing.

Be much better code if you could just get an .asm output file to clean it up.
>
> There are a lot of tricks it uses to do what it does, and outputting text
> would negate most of them. I've thought about it, for the reasons you list, but
> it really would involve a total rewrite of the compiler. One might as well just
> start from scratch.
>
Or maybe attempt to write an optimizer. I love the language, but I do ack that it only about 70% as fast as assembly and probably 10-30% larger then the equivalent assembly program. Probably the way I do it now is going to have to suffice

## 228. Wanted: Crystal Castles XE cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <7jo5gp$mli$1@nnrp02.primenet.com>
Source record: 51761

If anyone has one I will trade something for it or buy it for probably whatever you ask. Let me know if you even know where I can order one. Thanks. -Satcom2

## 229. TwH's games cover archive!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: Thomas Havemeister <twh@bigfoot.de>
Message-ID: <7jo5iv$gum$1@piggy.rz.tu-ilmenau.de>
Source record: 51762

Howdy!

I'm proud to present my new originial games-cover archive in web:

I've collected about 40 game title pictures for download. The picture quality varies but I hope you still have fun with it!

Sorry for some language mistakes on my page, I'm german and my english is poor.

see YOU on my page : http://members.tripod.de/twh1st

-thomas!

## 230. Re: The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <375FA719.8298A1B8@erols.comX>
Source record: 51763

You can run the Translator disk to run Ali Baba on the XL/XE Roms

Sergey Zakharov wrote:

> I'm having trouble finding the Atari OS rev A rom file...all of the
> other operating system ROMS like OS rev B, XL, & the 5200 roms are out
> there and easily found (I'm guessing that these OS ROMS are now in
> public domain...if not, there is that same thin line argument about the
> legality of posessing these ROMS and I don't want to start another
> thread digging all this up again). Has this OS version ever even been
> dumped and if not, why hasn't it? All the others have. I'm trying to get
> Ali Baba running on Atari 800 Win using my own dumped ATR image of the
> original floppy. I seem to remember it requiring OS rev A (either that
> or the CTIA chip) and that it had trouble running on the XL/XE or even
> the 800 rev B OS. I have my Atari hardware stored away so I'd really
> like to get Ali Baba running on the emulator. Any info on where the OS
> rev A rom is or any tips in getting Ali Baba running on Atari 800 Win
> (ver 2.5c) will be greatly appreciated.
> --
> Sergey Zakharov
>
> remove "-eatmyspam" to reply via email

--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

Remove the 'X' for email replies

## 231. Boot loader code

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <375FBBCE.B45E3C83@asw.cz>
Source record: 51764

Hello!

Is it possible to boot from other than D1: drive? If so, how then load
other sectors from bootloader?
I mean, what to put to DDEVIC/DUNIT variables before calling SIOV?

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

## 232. 15 more ATARI 8-BIT CARTS available!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990610093108.10451.00000020@ng-fj1.aol.com>
Source record: 51765

Due to somebody backing out of a deal, these 15 carts are still available:

Kaboom!
River Raid
3D Tic-Tac-Toe
Caverns Of Mars
Dark Chambers
Ace Of Aces
Pole Position
Desert Falcon
Super Breakout
Flight Simulator II
Bug Hunt
Asteroids
Star Raiders
Missile Command
Tennis

All carts are in GREAT shape. Take all 15 for $100 shipped via Priority Mail!
I only accept USPS money-orders as payment. Thanks for looking!

- S c o t t W o z n i a k
**********
Check out my Videogame Want / Trade list here:
http://members.aol.com/swozniak/page1.html
**********

## 233. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: williaj@interlog.com
Message-ID: <N.061099.095838.80@alf350>
Source record: 51766

>True, no contest, but it was originally developed ~16 years ago. Would have
> been nice to have an update to it. I would guess adding a few modern perks
> like like in line assembly and outputing a .asm could be done in another 8k
> or so for sure.

I agree. Code blocks are ok as a workaround, but inline asm would better.
There's no way to put that in the current cart. Overall, out of the whole 16k
there is something like 200 free bytes. You couldn't even fit the mnemonics
into it. :( An SDX type cartridge would be ideal, but I doubt there's anyway
to get new ones.

> I was thinking more along the lines of, since it keeps the variable name
> table in memory while it is compiling to calculate all the targets for the
> PROC, it could output a variable name table, memory location of them, maybe
> even use the same same exact names and locations for a labeling a
> disassembly.

Now this *might* actually be possible. There's the code from the runtime part
which has the tracing stuff, and the code in the monitor which outputs avar
addresses to the screen. The actual compiler code is device independent, so it
might be possible to have it dump the global symbol table during the last
phase. Maybe something like an "EXPORT" statement with a filename.

> >
> Nitpicking here, but the LDA #0 the compiler adds before it does the JSR is
> just two wasted bytes and a few extra ticks that are completely uneccessary.
> Actually, I am not even sure that is the code it generates, I think it may
> actually use a ,Y index type of instruction: Been too long.
>

Yes, that CIO thing is annoying. If he'd only chosen to swap the parm
registers around it'd be fine. My guess is that Action! was originally written
for something else, like an Apple maybe and this is why that is. There are two
ways it passes parameters. If there are less than 3 bytes worth, you get the
LDA/LDX/LDY business. Otherwise it generates an inline call to a runtime
routine called SArgs. So you get code like:

```
JSR SArgs
.BYTE 5
.BYTE P1,P2,P3,P4,P5
JSR your-routine
```

Offhand, I think SArgs does the final LDA/LDX/LDY before it returns. Looking at
SArgs is probably what you're remembering.

> Or maybe attempt to write an optimizer. I love the language, but I do ack
> that it only about 70% as fast as assembly and probably 10-30% larger then

> the equivalent assembly program. Probably the way I do it now is going to
> have to suffice
>

Hmm, I think the size is worse than that. Maybe I'm not very proficient with it, but I usually found Action! code to be closer to twice the size of my assembly language code. I tried to use it for a couple of large projects but the code size always blew it out of the water.

The first step to fixing it up would be to release it from the constraints of the cartridge environment. I did get a version to run without the cart, but there's almost no memory left for anything else. At the time my thought had been to make it work with 130XE or 256K XL machines, but the way it generates code did me in, and I gave up on it.

## 234. Re: The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: Isaac Davis <idavis@my-deja.com>
Message-ID: <7joln3$kqc$1@nnrp1.deja.com>
Source record: 51767

In article <375F370A.78F9A094@worldnet.att.net>,
Sergey Zakharov <szakharov-eatmyspam@worldnet.att.net> wrote:
> I'm having trouble finding the Atari OS rev A rom file...all of the
> other operating system ROMS like OS rev B, XL, & the 5200 roms are out
> there and easily found (I'm guessing that these OS ROMS are now in
> public domain...if not, there is that same thin line argument about
the
> legality of posessing these ROMS and I don't want to start another
> thread digging all this up again). Has this OS version ever even been
> dumped and if not, why hasn't it? All the others have. I'm trying to
get
> Ali Baba running on Atari 800 Win using my own dumped ATR image of the
> original floppy. I seem to remember it requiring OS rev A (either that
> or the CTIA chip) and that it had trouble running on the XL/XE or even
> the 800 rev B OS. I have my Atari hardware stored away so I'd really
> like to get Ali Baba running on the emulator. Any info on where the OS
> rev A rom is or any tips in getting Ali Baba running on Atari 800 Win
> (ver 2.5c) will be greatly appreciated.
> --
> Sergey Zakharov
>
> remove "-eatmyspam" to reply via email
>
Sergey,
I too have the original disk, and cannot get a copy of it to work.
But there is an atr that works. Evidently it has been cracked to
disable the protection. On the other note, I have an 800 and an 800xl,
and it will not run on the xl without the translator. I think your
problem lies in the copy protection on the original disk not the os
version.
isaac

--
isaac davis
indavis@juno.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 235. Re:Ridiculous Prices on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <7jorpn$ngk$1@nnrp1.deja.com>
Source record: 51768

And here's the latest from the eBay nuthouse,
after already buying 2 action! carts from James
for big bucks, the guy buys all 5 from the Dutch
auction for $375 EACH!

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=115174222

Probably never learned to share as a kid...

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

## 236. Re: The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7jon2t$hu9$1@pale-rider.INS.CWRU.Edu>
Source record: 51769

```
(Wants 800 OS B)
Somebody says Ali Baba runs with 'translator' disk. There
was a translator 'A' and translator 'B'. I don't have the
translator 'A' any more, lost it somehow. I do have an
OS A ROM card for the 800 and could dump it. But I don't
remember/know which bytes to dump. A 800 rom dump is
10240 bytes, I know, starts at $C000 to $FFFF and skips
some I/O areas for PORT A, B. So what I'm asking is what
would be the areas to dump it? And where would I send
it so it would be available to people?
Russg
```

## 237. Re: NEW/IMPROVED ATARI BBS LIST June 9,199

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7jonst$co0$2@news.campuscwix.net>
Source record: 51770

```
On 10 Jun 1999 03:43:33 , Doctor Clu wrote:
->I am pleased to announce this is the most up to date list that I have
->put together. All the numbers that could be found on www.holyoak.com
->were recompiled into the following. This is sent to you to update your
->records so that innocent people aren't called in the middle of the night
->due to wrong numbers. (Like I've been doing all day. ;) )

->10 DarkForce! : 606-886-9014
-> Prestonsbrug, Kentucky, USA
-> Atari-16 : OK : 99-06-09
-> --
-> Ronald J. Hall (DarkChyld)
-> Monthly Prizes! (we give
-> away ST+Fanzine and Atari
-> Computing!)
-> Gemini, Crawly Crypt 1
-> and 2 CD-ROMs online.

I updated the entry above... ;-)

->08 Atari Scene : 502-456-4292 *
-> Louisville, Kentucky, USA
-> Atari-16 : Down : 99-06-09 [No answer]
-> --
-> Atari Exchange of Louisville
-> user group.

I'm sorry to report that the Atari Scene is no more. I talked to the
Sysop, right before he closed it down. Seems the number of callers each
day wasn't enough to justify the cost of keeping the BBS up and running.

Sad, but happens a lot anymore-with the 'Net and all...

Later...

_____________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

## 238. Re: The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7joog8$l8a$1@pale-rider.INS.CWRU.Edu>
Source record: 51771

(Wants OS A, not B)
I think I just dump $d000 to $d6ff, skip $d700-$dfff, then
shit. skip $d700-$d7ff, then dump $d800-$FFFF.
Is that right? Then I could put it on my web site, but a
better place would be umich. Oh, I'd just put it on my site.
Am I right?
$Russg

## 239. Re: The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7joou2$m9i$1@pale-rider.INS.CWRU.Edu>
Source record: 51772

```
(Russg babbling to himself about dumping OS A).
dump $d800-$FFFF. skip $d000 to $dfff. THat's it, I think.
Simple as that. Right?
Russg
```

## 240. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <929032717.812.65@news.remarQ.com>
Source record: 51773

Jeff Williams <williaj@interlog.com> wrote in message
news:N.061099.095838.80@alf350...
> LDA/LDX/LDY business. Otherwise it generates an inline call to a runtime
> routine called SArgs. So you get code like:
>
> JSR SArgs
> .BYTE 5
> .BYTE P1,P2,P3,P4,P5
> JSR your-routine
>
> Offhand, I think SArgs does the final LDA/LDX/LDY before it returns.
Looking at
> SArgs is probably what you're remembering.
I never bought the OSS runtime package, always used the PD one so I don't
know if the SArgs worked exactly the same. I think in the PD RT the author
called it CPY_PARMS or something close to that.
I kind of found out about an error with the docs for parms passing the ugly
way. Apparently it uses the X reg as an index for copying the parms to page
zero, but doesn't restore the X reg when it finishes. Action! knows it
fooled with the X reg, but my code blocks didn't<grin>. I think it does save
the AXY regs to the 3 bytes immediately preceeding the >24 bits of
parameters so it isn't a problem if you know about the quirk. Only took me
about 40 hours of rewriting my asm routines before I figured it out! I don't
qualify as the world greatest debbuger when it comes to that kind of stuff.
> Hmm, I think the size is worse than that. Maybe I'm not very proficient
with
> it, but I usually found Action! code to be closer to twice the size of my
> assembly language code. I tried to use it for a couple of large projects
but
> the code size always blew it out of the water.
>
> The first step to fixing it up would be to release it from the constraints
of
> the cartridge environment. I did get a version to run without the cart,
but
> there's almost no memory left for anything else. At the time my thought
had
> been to make it work with 130XE or 256K XL machines, but the way it
generates
> code did me in, and I gave up on it.
Actually did fool around with this. After seeing Russ Wetmore's HomePak with
loaded modules, I burned a few brain cells trying to figure this one out.

Of course it involved the knowledge gained though various stupid mistakes. I didn't have a clue as to how the RT package worked, so I was compiling my programs and setting the start location. Number of stupid assumptions, #1, I compiled the RT package alone and saved the file to see how large it was. Then I says to myself, "Let's see, it is about 4k, so if I set my program counter to $4000 I should be safe.

Sure enough, it worked and the programs ran. I then saved the compiled programs to disk and tried to load them from DOS. Another 40 hours of debugg'n as they crashed. Must of looked at everything before I noticed that my saved program was smaller then the RT pack alone.

DOH! Only saves the code generated from where you have the program counter set, so while the code for the RT was in memory, it was not saved to disk. I couldn't even claim senility on that one it was so long ago.

But with the insight it gave me, I was able to make modules that fit into and ran from my banks in my Rambo XL.

Just always included the same exact RT compiled at $2000 and made all the modules start at $4000. The main for my program would just pick the modules off disk and load them into different banks. Kept a record from the DOS init vector for each module, then would just switch to the bank of the module I wanted and stuff the init vector into a PROC address.

Worked out a lot easier then the explaination anyway. Not hard to have several large modules, each running in its own bank.

This is one place where an output of a variable name table output would have helped a ton. I was compiling the RT every time for every module. Would have been better I think if I had just included the RT proc addresses in a header.

But that does bring up another feature that would have been nice to build in vs loading a utility: Compile to disk! I used the PD one and it was pretty good, would have been nice to have it as a monitor command.

Ah well, just not enough sales of the cart to justify the expense of an update I would guess. Most of the features I would like would end up making the cart cost over $100 if you paid someone to do them.

## 241. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: Jeff Williams <williaj@interlog.com>
Message-ID: <375FEA41.20A924F1@interlog.com>
Source record: 51774

I don't know, I'd tend to disagree. Most of the programmers that I knew then, including myself, were pretty anal about speed and size. For several years, I used to talk to Bob Puff almost every night for 3-4 hours at a time as we both cranked out our code. We constantly were picking at each others brains for the shorter code, the faster loop. Cycle counting was second nature, almost done without even thinking. Bob excels at it, working on the Black Box code with him was a real eye opener in how he thinks, programmingwise, heh.

> I don't think that most 6502 coders were as hardcore as you think. I
> remember reading the source to one of ANALOG's classic games (Livewire?)
> and the display memory offset table wasn't even precomputed. Each time a
> line was drawn, a multiply by 40 routine was called to get the starting
> address. I never felt like I had to go nuts with inlining subroutines and
> unrolling loops in order to get performance. I almost always just tried
> to write clean, short code.

## 242. Re: Wanted: Crystal Castles XE cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <5dS73.363$q97.3486@news1.online.no>
Source record: 51775

I have a loose cart! Haven't checked the condition of it in a while, but let me know if you got anything to trade. I am located in Norway and my home page is at : http://home.sol.no/~olavese/

Satcom2 <svenhard@primenet.com> wrote in message news:7jo5gp$mli$1@nnrp02.primenet.com...
> If anyone has one I will trade something for it or buy it for probably
> whatever you ask. Let me know if you even know where I can order one.
> Thanks. -Satcom2
>
>

## 243. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: Jeff Williams <williaj@interlog.com>
Message-ID: <375FF9ED.6033B1B5@interlog.com>
Source record: 51776

> I kind of found out about an error with the docs for parms passing the ugly
> way. Apparently it uses the X reg as an index for copying the parms to page
> zero, but doesn't restore the X reg when it finishes. Action! knows it
> fooled with the X reg, but my code blocks didn't<grin>. I think it does save
> the AXY regs to the 3 bytes immediately preceeding the >24 bits of
> parameters so it isn't a problem if you know about the quirk. Only took me
> about 40 hours of rewriting my asm routines before I figured it out! I don't

I'm not clear what you mean here. There's no error that I know of
wherein the regs passed are incorrect somehow. Yes, the commercial RT
pkg which has a different SArgs than the cart copy, uses X to copy to
zero page. But A/X/Y on entry to a PROC/FUNC is always correct that I've
ever seen. Using X in inline code though is, you're right, risky
business. Action! actually only tracks the use of the Y register. This
is why you likely often see INY or DEY instructions prior to STY. The
code generator tries to use Y anytime it needs a zero or a 1 value and
will insert the appropriate code to make Y the proper value.

>
> Just always included the same exact RT compiled at $2000 and made all the
> modules start at $4000. The main for my program would just pick the modules
> off disk and load them into different banks. Kept a record from the DOS init
> vector for each module, then would just switch to the bank of the module I
> wanted and stuff the init vector into a PROC address.
>

What I did was basically the same, except I added a proc to the main
code at the end, which printed out the RT addresses to a file. Then for
all other files, I would just include the text file which had those
addresses.

>
> This is one place where an output of a variable name table output would have
> helped a ton. I was compiling the RT every time for every module. Would have
> been better I think if I had just included the RT proc addresses in a
> header.
>

At the time, I was using the Six Forks Assembler, which is a linker
based system. Another idea I had was to make Action! spew out object
code, thereby letting me combine the assembler and the compiler into a
more useful programming system. It would also have had the benefit of
eliminating those pesky RT header files. Just another idea that never
saw the light of day.

> But that does bring up another feature that would have been nice to build in
> vs loading a utility: Compile to disk! I used the PD one and it was pretty
> good, would have been nice to have it as a monitor command.
>
> Ah well, just not enough sales of the cart to justify the expense of an
> update I would guess. Most of the features I would like would end up making
> the cart cost over $100 if you paid someone to do them.

Well I think the possibility of a new cart is remote. Zero chance
really. I'm not sure anyone makes the cartridges anymore. SDX type carts
are the only possibility for expansion and I never heard of anyone that
sold the boards. ICD had the little injection press for the shells but
that was it. I suppose a new board could be designed and manufactured,
but I'm doubtful anyone would fork out the money for it. I wouldn't,
mostly because I don't like cartridges, I hate the insert/removal. Disk
all the way for me. :)

There's always the possibility of improvements though. I just don't
know that enough people are left who would use it if the time was spent
on it. I've always kind of thought that the way to go would be to:

1. Convert it to a disk based version. Make sure it works correctly.
This would
mainly consist of converting it from the eccentric ICD assembler
format to
something a little more useful.
2. Break it into 3 modules: Monitor, Editor, Compiler, loading either
from
disk or using XE memory.
3. Either: hide the compiler in XE memory, thereby freeing up more main
bank ram
for generated code/symbols OR
Store generated code in XE memory, thereby removing code size limits.
4. Rewrite the code generator, producing either assembler text or some
kind of
intermediate pseudo-code which would lend itself to optimizing, and
use in
a linker based system.

The first one is not too hard, and the second only moderately more so.
The last two would be quite difficult. Doing the last has the benefit of
eliminating the third step, but I still wouldn't look forward to it,
heh.

## 244. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <929041737.16463.0.pluto.d4ee0f47@news.demon.nl>
Source record: 51777

```
>
> Ah well, just not enough sales of the cart to justify the expense of an
> update I would guess. Most of the features I would like would end up
making
> the cart cost over $100 if you paid someone to do them.
>
>

Yes I agree on that, but I still want to pay that amount of money for a NEW
ACTION that could run from DISK or CART and with support for extra-memory
and so....

Who's interessted in making such program ? Maybe we can make a pool with
money for the developer that will be payed after the product is being
released....

I'm in for $ 100 USD.

I like to see the following options:

Compiling from/to disk
Editor stays in memory or ramdisk
Supports code up-to 128K/256K
Bigger command-list and support for LONG-INT and longer STRINGS..
Code optimizer
Compiling and saving code as assembler MAC65/AMAC format
Use in-line assembler code not only the hex-code like I can do now....
Support for STREAMS

Gtx,
Sysop*TXG
```

## 245. ATR files

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: Rob Hewitt <rhewitt@coagulus.freeserve.co.uk>
Message-ID: <7jp320$de7$1@news4.svr.pol.co.uk>
Source record: 51778

I have a 130XE and 800 XL both with disk drives.

I Have a PC with loads of .ATR files for Atari 8-bit emulators.

I have a 5 1/4 drive for my PC. Is there any way I can get the ATR files back on to floppy to use on my real Ataris. The games play and feel so much better on the real thing!

Cheers

Rob H

## 246. Possible New Atarian due :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <3769fb74.2926834@news.freeserve.net>
Source record: 51779

Just a quick note..

Just found out today that I am going be a daddy..

Due in Jan/Feb... :)

And of course the child will be trained in the ways of Atari :)
--
Paul Irvine

mclane@dellos.freeserve.co.uk

mclane@womp-rat.in2home.co.uk

ICQ 105793

## 247. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: williaj@interlog.com
Message-ID: <N.061099.155604.24@alf350>
Source record: 51780

```
>I like to see the following options:
>
> Compiling from/to disk
> Editor stays in memory or ramdisk

> Supports code up-to 128K/256K
What's this about ? Are you talking about XE ram upgrades or what ?

> Bigger command-list and support for LONG-INT and longer STRINGS..
> Code optimizer
> Compiling and saving code as assembler MAC65/AMAC format
> Use in-line assembler code not only the hex-code like I can do now....
> Support for STREAMS

What are STREAMS ?
```

## 248. Re: The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: "David J. Firth" <david@signus.demon.co.uk>
Message-ID: <IM9+LCATVCY3EwkJ@signus.demon.co.uk>
Source record: 51781

```
In article <7joou2$m9i$1@pale-rider.INS.CWRU.Edu>, James R. Gilbert
<cb541@cleveland.Freenet.Edu> writes
>
>(Russg babbling to himself about dumping OS A).
>dump $d800-$FFFF. skip $d000 to $dfff. THat's it, I think.
~~~~~~~~~~~~~~~~~~ ?

Just dump $d800 - $ffff into a file.

--
David J. Firth
```

# 249. Re: LOCAL: YAC, Yolo Atari Club - Meeting June 26th, Davis CA

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7jpb4u$32d$6@ultra.sonic.net>
Source record: 51782
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.atari,alt.atari.2600,alt.atari-jaguar.discussion

```
William Kendrick (nbs@sonic.net) wrote:
: WHAT:
: -----
: YAC: Yolo Atari Club
:
: WHEN:
: -----
: Saturday, June 26th, 1999

Oops - this meeting will be on June 19th, not the 26th!

: 1:00pm
:
: WHERE:
: ------
: Lamppost Pizza
: 1260 Lake Blvd # 113
: Davis, CA 95616
: 530-758-1111
:
: WHY:
: ----
: Demonstrations will include:
:
: * Atari Jaguar Games

We will also hopefully have some Lynxes. :)

:
: HOW:
: ----
: For more (albeit old) information about YAC, visit the YAC website:
: http://vme.net/dvm/yac/
:
: If you have questions, please contact Bill Kendrick at:
: bill@newbreedsoftware.com
:

-bill!
```

## 250. Re: Re:Ridiculous Prices on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: Graham C Thornton <graham.thornton@ln.ssw.abbott.com>
Message-ID: <7jp8o0$ao5@news.abbott.com>
Source record: 51783

danver@halcyon.com wrote in message <7jorpn$ngk$1@nnrp1.deja.com>...
>And here's the latest from the eBay nuthouse,
>after already buying 2 action! carts from James
>for big bucks, the guy buys all 5 from the Dutch
>auction for $375 EACH!
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=115174222
>
>Probably never learned to share as a kid...
>
>
>--== Sent via Deja.com http://www.deja.com/ ==--
>---Share what you know. Learn what you don't.---

Somebody help me to understand this one....

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=112400829

So this guy pays $400 for a SpartaDOS X cart, but the bid history
shows that the second highest bid was $175. Does that mean that
he bid against himself, or is my understanding of E-bay missing a
few details??

Just curious

Graham

## 251. Re: Re:Ridiculous Prices on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990610185415.09792.00000210@ng-fk1.aol.com>
Source record: 51784

"Graham C Thornton" wrote:

<<So this guy pays $400 for a SpartaDOS X cart, but the bid history
shows that the second highest bid was $175. Does that mean that
he bid against himself, or is my understanding of E-bay missing a
few details?? >>

The reserve price was $400 so this guy met it. The second highest bidder only
bid $175. When you're bidding on a reserve price auction, if you meet the
reserve it doesn't matter what the second highest bid was. If this guy was
the *only* bidder on this auction he still would have had to bid $400 or more
in order to get the item.

- S c o t t W o z n i a k
**********
Check out my Videogame Want / Trade list here:
http://members.aol.com/swozniak/page1.html
**********

## 252. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <929056168.661.33@news.remarQ.com>
Source record: 51785

Jeff Williams <williaj@interlog.com> wrote in message
news:375FF9ED.6033B1B5@interlog.com...
> > I kind of found out about an error with the docs for parms passing the
ugly
> > way. Apparently it uses the X reg as an index for copying the parms to
page
> > zero, but doesn't restore the X reg when it finishes. Action! knows it
> > fooled with the X reg, but my code blocks didn't<grin>. I think it does
save
> > the AXY regs to the 3 bytes immediately preceeding the >24 bits of
> > parameters so it isn't a problem if you know about the quirk. Only took
me
> > about 40 hours of rewriting my asm routines before I figured it out! I
don't
>
> I'm not clear what you mean here. There's no error that I know of
> wherein the regs passed are incorrect somehow. Yes, the commercial RT
> pkg which has a different SArgs than the cart copy, uses X to copy to
> zero page. But A/X/Y on entry to a PROC/FUNC is always correct that I've
> ever seen. Using X in inline code though is, you're right, risky
Not with the PD one, can't remeber if the one in the cart had the same
problem.

Do a CIOV() procedure with some filler bytes if you want to check your
cart/system for the error. It may have been my particular version of the
cart and RT package.

i.e. CIOV(0, chan, a_card)
such that the the cpy_parms SArg is called.

On my system, no matter what you use for chan, after the SArg is called, it
comes back with either 0 or $FF in the X reg which caused me fits. This is a
rigged example of course, I found out about it writing actual code block
procedures where I assumed the X reg would have the right value. A and Y
ended up fine IIRC.
> At the time, I was using the Six Forks Assembler, which is a linker
> based system. Another idea I had was to make Action! spew out object
I claim near complete and total ignorance in the field of linkers<grin>.

> There's always the possibility of improvements though. I just don't
> know that enough people are left who would use it if the time was spent
> on it. I've always kind of thought that the way to go would be to:
<snip>
I think we are in complete agreement here. I actually got as far as phoning
up ICD and offering $2000 for the Action! code/rights, but in hindsight that

was probably a laughable offer to them. My master plan was along the same lines with a shareware disk version that just took up 16k, and continued cart sales for those that wanted them.

The 'cracked' version that I have seen on disk is laughable. I hope nobody that tries to use the language with that hack thinks it represents what the real thing runs like.

## 253. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <929056077.422.56@news.remarQ.com>
Source record: 51786

Jeff Williams <williaj@interlog.com> wrote in message
news:375FF9ED.6033B1B5@interlog.com...
> > I kind of found out about an error with the docs for parms passing the
ugly
> > way. Apparently it uses the X reg as an index for copying the parms to
page
> > zero, but doesn't restore the X reg when it finishes. Action! knows it
> > fooled with the X reg, but my code blocks didn't<grin>. I think it does
save
> > the AXY regs to the 3 bytes immediately preceeding the >24 bits of
> > parameters so it isn't a problem if you know about the quirk. Only took
me
> > about 40 hours of rewriting my asm routines before I figured it out! I
don't
>
> I'm not clear what you mean here. There's no error that I know of
> wherein the regs passed are incorrect somehow. Yes, the commercial RT
> pkg which has a different SArgs than the cart copy, uses X to copy to
> zero page. But A/X/Y on entry to a PROC/FUNC is always correct that I've
> ever seen. Using X in inline code though is, you're right, risky
Not with the PD one, can't remeber if the one in the cart had the same
problem.

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cart/system for the error. It may have been my particular version of the
cart and RT package.

i.e. CIOV(0, chan, a_card)
such that the the cpy_parms SArg is called.

On my system, no matter what you use for chan, after the SArg is called, it
comes back with either 0 or $FF in the X reg which caused me fits. This is a
rigged example of course, I found out about it writing actual code block
procedures where I assumed the X reg would have the right value. A and Y
ended up fine IIRC.
> At the time, I was using the Six Forks Assembler, which is a linker
> based system. Another idea I had was to make Action! spew out object
I claim near complete and total ignorance in the field of linkers<grin>.

> There's always the possibility of improvements though. I just don't
> know that enough people are left who would use it if the time was spent
> on it. I've always kind of thought that the way to go would be to:
<snip>
I think we are in complete agreement here. I actually got as far as phoning
up ICD and offering $2000 for the Action! code/rights, but in hindsight that

was probably a laughable offer to them. My master plan was along the same lines with a shareware disk version that just took up 16k, and continued cart sales for those that wanted them.

The 'cracked' version that I have seen on disk is laughable. I hope nobody that tries to use the language with that hack thinks it represents what the real thing runs like.

## 254. US Doubler rom dump

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-10 00:00:00 UTC
From: "not on your life!"
Message-ID: <37601255.38941073@news.apex2000.net>
Source record: 51787

awhile back I found a web page that had the rom dump of the US Doubler. I can't find it in my bookmarks and apparently the rom was erased from my computer. Could someone point me to it and any other hardware dumps that might be of interest. Thanks.

## 255. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-11 00:00:00 UTC
From: eparent@reply.here.net
Message-ID: <37605400.8846262@207.106.92.52>
Source record: 51690

On Thu, 10 Jun 99 01:18:24 GMT, williaj@interlog.com (Jeff Williams)
wrote:

>; a=b+c
> LDA a LDA a
> CLC rather than CLC
> ADC b ADC b
> STA c STA z
> LDA z
> STA c

of course both sets of code would be for
c=a+b not a=b+c

## 256. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-11 00:00:00 UTC
From: williaj@interlog.com
Message-ID: <N.061099.200134.54@alf350>
Source record: 51691

>I think we are in complete agreement here. I actually got as far as phoning
> up ICD and offering $2000 for the Action! code/rights, but in hindsight that
> was probably a laughable offer to them. My master plan was along the same
> lines with a shareware disk version that just took up 16k, and continued
> cart sales for those that wanted them.
>

I guess it would have depended on when you offered. When I was talking to Tom,
I was thinking more along the lines of $1500 which he might have accepted but
for one thing. He really wanted to dump all the OSS stuff, and I wasn't willing
to do that. At the time, I think DataQue was making noises about acquiring the
stuff, but in the end Mike bought it all out. I did however, get a copy of the
source code from ICD prior to that, just for my own to fiddle with. Later, I
got copies of pretty much everything that Mike had received, Mac/65, SDX, etc.
but he still owns it AFAIK.

## 257. Re:Ridiculous Prices on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-11 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990610204425.00160.00000369@ng-fz1.aol.com>
Source record: 51692

```
>buys all 5 from the Dutch
>auction for $375 EACH!

I don't think that's what it says. It
says for quantity 5, so I think that's a
single bid for all for $375. ($75 ea.)

Larry White
```

## 258. Re: The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-11 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7jpn2h$dd$1@pale-rider.INS.CWRU.Edu>
Source record: 51693

(Sergey looks for OS A, David Firth confirms how to dump it.)
Thanks.
D. Firth is author of atari800 emulator, I think.
I tried to test my dump with atari800 0.9.7 in Win98.
It did run, but did a protected mode fault error and crashed
out of atari800. I dumped $d800-$ffff. Checked to see
my file was same as the peeks. I'm pretty sure I have a good
dump.
I did a search for atariosa.rom on Bill Kendrick xl search.
I found atariosb.rom, but not atariosa.rom, at spud something
mirror of Tom Hunt's previous archive on CTH (Tom's archive
is no longer available from CTH, I think.)
If David Firth doesn't have OS A, or know where to get it,
I don't know if my assumption it was somewhere around is wrong.
atari800 and xlit say to get the rom dumps from xformer
tryware, as only Michoka got permission or something.
My computer crashed with atari800 using my OS A dump. But
my computer (pc) is crashing a lot and I have to do something.
Probably start from a scratch install of win98 and build
everything back. My HTML program also crashed, so I can't
right now add my dump to my website so easy.
Certainly if Mr. Firth doesn't have OS a and would be
kind enough to check my dump, I'd be glad to send it
to him.
Somebody should check to see the dump works, I think.
RUssg

## 259. Re:Ridiculous Prices on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-11 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <7jpuua$4fg$1@nnrp1.deja.com>
Source record: 51694

In article <19990610204425.00160.00000369@ng-fz1.aol.com>,
lwhite6497@aol.com (LWhite6497) wrote:
> >buys all 5 from the Dutch
> >auction for $375 EACH!
>
> I don't think that's what it says. It
> says for quantity 5, so I think that's a
> single bid for all for $375. ($75 ea.)
>

Its a "Dutch Auction" which means each item (in this
case EACH of the 5 Action carts) goes for the lowest
winning bid. So if 5 people bid $25 and 1 person bid $50,
then the auction price would be $25, and one of the four
people who bid $25 wouldn't be getting a cart (the latest
bidder chronologically among them).
In Dutch auctions the price listed is always the price
for a single item of the listed quantity. So for this
auction, that comes to a grand total of $1875.00.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 260. Re: Question for the hardware hackers & buffs

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-11 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7jqcea$spt$1@nets3.rz.RWTH-Aachen.DE>
Source record: 51695

Howdy folks

> Just get a 128K memory upgrade for an XEGS from B&C, it would be alot
>easier.
>That's what i plan to do.
>
>BGarvey

If money isn't burning a hole in you pocket, you might wanna wait. I'm
working on a 1MB upgrade that I hope will work on the XEGS too.

CU Mathy van Nisselroy

## 261. 1MB (30 pin SIMM) XE(GS) upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-11 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7jqdtm$o$2@nets3.rz.RWTH-Aachen.DE>
Source record: 51696

Howdy folks

I've developed/am developing a new memory-upgrade for the Atari XL/XE.

Advantages:

-Separate CPU and ANTIC bank access.
-Full control over BASIC, OS RAM (, Missile Command) and Selftest.
-BASIC, OS RAM (, Missile Command) and Selftest are not switched around while memory is being switched.
-Uses one (30 pin) SIMM. (read: low power consumption)
-1MB of RAM.

Disadvantages:

-Not compatible to software that does not test which upgrade is present.
-If you do not use a small piece of circuit board, you'll have to solder approx. 115 connections. And that's not counting chip to chip soldering.
-You might have to desolder one chip (without damaging it). For those in the know, it's the MMU.

But having a PCB etched costs money. The more PCB's I order, the cheaper the upgrade gets.

So I have a couple of question for you. Please read all of them before you start answering them. My snail mail address is on the bottom. Please do not return this form in any other way than via snail mail. (If that's too much to ask, how can I be sure you're really interested.)

Are you interested in a new memory upgrade?

O Yes O No

Do you think you can desolder a chip without damaging it? (might not be necessary on some computers)

O Yes O No

If not, do you know somebody who can?

O Yes O No

What type of Atari 8 bit computer would you install this memory upgrade in? (e.g. 600XL, 130XE, XEGS, etc)

Type(s):

Is this computer already upgraded? (memory, OS, Gumby Stereo, etc.)

Type: Upgrade:

Have you ever opened your computer?

O Yes O No

If yes, are the chips socketed or soldered?

O Socketed O Soldered

(Computer type: )

Once totally finished (it runs on my 800XE, with the software I normally use. But not flawlessly on my XEGS yet. This does not mean that it runs on your system with your choice of software. Or that is does not. It does seem to work with TurboDOS and Sparta, but I don't really use them much.) I will release the plans to the public. But without PCB it's a heck of a lot of soldering. Especially if you do not have a 130XE or European 65XE or 800XE. (Please note that it says 800 EX EEEE!!!!)

Do you think you can realise this upgrade if you have the plans/schematics (but no PCB)?

O Yes O No

Would you be interested in ordering a small PCB from me?

O Yes O No

Please mark the maximum price you'ld be willing to pay for this PCB

a) $24 b) $36 c) $48 d) $60

You answer has NO influence on the price. It only determines if there will be a PCB or not. BTW this is without postage in United States Dollars.

Would you be willing to solder the chips to the PCB yourself?

O Yes O No

Would you be willing to buy the chips yourself?

O Yes O No

(the most expensive chip cost $10 at Best Electronics. The rest you can buy at your local electronics store for approx. $5.00 )

Would you order the PCB with or without 1MB 30 pin SIMM?

O With O Without

As I already mentioned, I only use certain utilities. So I don't know what is and what isn't compatible. Most software should be. Bobterm is (1MB is great to save you capture buffer to. And it's FAST!), RAMDRIVE 1.0 by Rafael J. Espino is too, MyDOS has this little bug when using BASIC, which can be bypassed by using RAMDRIVE 1.0, TurboBasic seems to work, Sparta 3.2x seems to work, but I haven't tested any RAMdrivers for it though. Some demo's aren't (yet). It works with my BlackBox and Floppyboard. It does NOT loose the

contents of it's RAM after a while, like some other memory expansions do.

So maybe I need some test persons.

Would you be willing to be a test person?

O Yes O No

What have you done with your Atari 8 bit computer? (e.g. playing games, controlling robots, painting, etc...)

Which type(s) of Atari computers do you use?

What DOSses do you use? And how much?

Do you often use files/utilities that use OS RAM, like TurboBasic, etc.?

O Yes O No

If yes, which ones?

How often do you use your Atari 8 bit computer?

Please enter your name, address, Email address:

How did this questionair reach you?

Please send your answers to:

Mathy van Nisselroy
Caumerboord 61a
6418 BL Heerlen
the Netherlands, Europe

As long as this questionair stays within the Atari 8bit community, you are free to spread it around/print it. If you do print it, I'd love to receive a copy of the magazin.

BTW if you think I didn't give you enough space to write down you stuff or if there is something you think I should know/forgot to ask, please feel free to enlarge the given space or add your text somewhere else.

CU Mathy

PS for the programmers among you:

My upgrade uses PB0, PB1, PB2, PB3, PB6 and PB7 to control memory. If either PB4 or PB5 or both go low, PB0, PB1, PB6 and PB7 control RAM. If both are high, they function as usual. The status of BASIC, OSRAM, Missile Command and Selftest does not change while memory is being switched.

## 262. Re: Question for the hardware hackers & buffs

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-11 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7jqdfn$o$1@nets3.rz.RWTH-Aachen.DE>
Source record: 51697

Howdy folks, Chuck

>Heres what I am hoping for:
>
>1088XE

Wait till in through developing :-)

> with a detachable keyboard,

Try to recreate the hardware the XEGS uses to get the signals from
the keyboard to the motherboard. Inside the keyboard case are the same chips
as in the 130XE (only those needed for keyboard control ofcourse).

>mouse interface,

Just plug the St mouse in the joystick port. To use the right mouse button,
you either have to insert a resistor inside the mouse somewhere or use
something like the "Porttronic" by Armin Stuermer. Unfortunately, Armin died a
while ago (seems like his new loung had a tumor in it. Talk about bad luck.)
Maybe one of the German guys and girls here can tell us who's selling them now,
or else you could contact the ABBUC. (they have a site on the net. I don't
know what it's called, but an internet search will get you there)

>stereo sound,

Try the GUMBY Upgrade. Don't know where you could find that one.

>speech synthesis,

Maybe Tom Hunt can help you there. He did a couple of amezing thing a couple a
years ago. Like READ IT, which would read a text file out load.
Pronounciation ofcourse only sounds well with ENGLISH texts. Or Sound_U a WAV
and DIG player.

>MIDI interface,

You can buy or built them

>80 columns,

I want that too!!!!!

>3 1/2" floppy disk
>drive, Hard Drive, CD ROM drive

Get a BlackBox and you are halveway there. (you'll also need a floppy board
for the 3.5", or get a 3.5" conversion kit from CSS for your XF551. Single or
dual drive. Dual drive can also do two 3.5" mechs.)

CU Mathy van Nisselroy

## 263. FREE Atari Catalogs by E-Mail, FTP & the Web!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-11 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7jqgnu$neu$1@user2.teleport.com>
Source record: 51698
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

At Bravo Sierra Computers you'll find Used and New Atari. Items you've been searching for. Item's new to you and Classic Atari long lost. Have you got Hardening of the Ataris? Check out Bravo Sierra Computers! Have you hugged your Atari today? Buy your Atari & yourself a present today! Buy from someone with 16 years of Atari experience. Buy from someone personable, polite & passionate about His Atari! And if I don't have what you want to buy or I don't know the answer to your question, I'll refer you to someone who does. That's the nice thing about the Atari community and my colleauges in the Atari business. We would rather send our business to a fellow competitor to get what they need than have someone abandon their Atari due to lack of support. For myself, I only use Atari! I get on the InterNet with my Atari ST, I use PageSTream for all my DeskTop Publishing, my DataBase is DataManager ST & besides playing games on my Atari ST I play games on my Atari Jaguar with my collection of Jaguar Games! I won't own neither a PC or a Mac. So buy from someone with a servant's Heart & someone who'll be around to offer you Atari support!

<h3><a href="http://www.atari.benjamin.net">Click for WebSite!</a></h3>

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Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--

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at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

## 264. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-11 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3763c458.190973572@news.earthlink.net>
Source record: 51699

On Thu, 10 Jun 1999 15:47:27 -0000, "Richard Cortese"
<ricortes@netmagic.net> wrote:

>The 'cracked' version that I have seen on disk is laughable. I hope nobody
>that tries to use the language with that hack thinks it represents what the
>real thing runs like.

I own the Action! cart and I have that hack you are talking about.
You're right, the hack is a laugh. Unfortunately, until I find a way
to use a ROM image in an emulator the hack is what has to be used in
an emulator.

## 265. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-11 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3764c504.191145065@news.earthlink.net>
Source record: 51700

On Thu, 10 Jun 1999 20:55:08 +0200, "Rene de Bie"
<Rene@underground.demon.nl> wrote:

>
>>
>> Ah well, just not enough sales of the cart to justify the expense of an
>> update I would guess. Most of the features I would like would end up
>making
>> the cart cost over $100 if you paid someone to do them.
>>
>>
>
>Yes I agree on that, but I still want to pay that amount of money for a NEW
>ACTION that could run from DISK or CART and with support for extra-memory
>and so....
>
>Who's interessted in making such program ? Maybe we can make a pool with
>money for the developer that will be payed after the product is being
>released....
>
>I'm in for $ 100 USD.
>
>I like to see the following options:
>
>Compiling from/to disk
>Editor stays in memory or ramdisk
>Supports code up-to 128K/256K
>Bigger command-list and support for LONG-INT and longer STRINGS..
>Code optimizer
>Compiling and saving code as assembler MAC65/AMAC format
>Use in-line assembler code not only the hex-code like I can do now....
>Support for STREAMS

Hi. The compiling to and from disk is already possible with the cart.
I have a program which enables that capability. Also some other handy
little do-dads.

## 266. Re: US Doubler rom dump

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-11 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3766c707.191660638@news.earthlink.net>
Source record: 51701

On Thu, 10 Jun 1999 19:32:13 GMT, not on your life! (8-bit fan!)
wrote:

>awhile back I found a web page that had the rom dump of the US
>Doubler. I can't find it in my bookmarks and apparently the rom was
>erased from my computer. Could someone point me to it and any other
>hardware dumps that might be of interest. Thanks.

It's too bad you hide your identity and email address. I was going to
email you the dump.

## 267. Re: QUICK

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-11 00:00:00 UTC
From: David Hopcroft <davidh@cdex.ericsson.se>
Message-ID: <01beb3f4$4f2e9e80$60cb30a4@etlcolpc23.ericsson.se>
Source record: 51702

William Forbes <wforbes@mail.third-wave.com> wrote in article
<375DB79C.A4CFD4D2@mail.third-wave.com>...
> Who sold the Quick language? Is it still available?

Try:

http://www.dgs.clara.net/

they are base in the UK

## 268. Re: ATR files

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-11 00:00:00 UTC
From: paul.barker@orange.co.uk
Message-ID: <7jqsto$dib$1@nnrp1.deja.com>
Source record: 51703

In article <7jp320$de7$1@news4.svr.pol.co.uk>,
"Rob Hewitt" <rhewitt@coagulus.freeserve.co.uk> wrote:

> I have a 5 1/4 drive for my PC. Is there any way I can get the ATR
files
> back on to floppy to use on my real Ataris. The games play and feel
so much
> better on the real thing!
>

Sorry no info from me, but if you find a way I would be most interested
to hear about it !

Paul

--
##########################################################################
# Paul Barker - Senior Systems Engineer (Technical) - Orange PLC - UK #
# The opinions expressed here are my own and may be incorrect. #
##########################################################################

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 269. Re: Possible New Atarian due :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-11 00:00:00 UTC
From: vinnie5757@aol.comNoSpam
Message-ID: <19990611065959.24145.00000190@ng-fs1.aol.com>
Source record: 51704

```
10 Print "CONGRATULATIONS!"
20 GOTO 10

Paul.......... type 'run' at the prompt!!!!!!
B'rgds,
Vinnie

"Can't means don't want to!"
```

## 270. WANTED:

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-11 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <376118A2.3072D363@agnld.uni-potsdam.de>
Source record: 51705

Hi Folks !

I'm looking for some older Atari 8-Bit games. Diskette based complete games would be fine and are preferred !

Assault on the Astral Rift, Omnitrend's Universe, Lucifer's Realm, Labyrinth (Broderbund), Montezumas Revenge, Spelunker, Bounty Bob Strikes Back, Boulder Dash (Fisrt Star releases only, please), Aerobics, Nadral, Dan Strikes Back, Elektra Glide, Dragonriders of Pern (Epyx), Amaurote (Mastertronic), Knight Orc (Level 9), Whistler's Brother (Broderbund), Spare Change (Broderbund), Cosmic Balance (SSi), Imperium Galactum (SSi), Phantasie I (SSi)

Please make your offers (trade possible of course too). Thanks !

Cheers from Germany,

Andre

## 271. WTB - Ultima 1: The Original from Sierra Online

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-11 00:00:00 UTC
From: fortran@earthlink.net
Message-ID: <MPG.11cadbebd2aff28298a36b@news.alt.net>
Source record: 51706

I'm looking for the Atari 400/800 game, Ultima: The Original by
Sierra Online. I'm a collector of Ultima games so I would like to
add this game to my permanent collection. While I am interested in the
complete game, I'm also willing to buy a partial copy.

Please email me if you would be willing to sell your game.

Thanks,
Edward

--

Edward Franks
<fortran@earthlink.net>
-=[MT]=-

## 272. Re: ATR files

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-11 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7jr7u3$aun$1@alexander.INS.CWRU.Edu>
Source record: 51707

(how get .atr to A8 from pc.)
I used Charles Marslett's 'Util', before I got a APE cable.
I wrote my own pc<->a8 program also.
Util will only work on double density disks, so if you don't
have a dble dens drive for the a8, you can't use it.
Russg

## 273. wtb: DUST COVERS for all Classic Systems!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-11 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <fN983.423$xJ.13508@newse3.tampabay.rr.com>
Source record: 51708

Please email me if you have a Dust Cover designed for *any* Classic Game system (including all Atari consoles & Atari Computers, Vectrex, ColecoVision, Intellivision, Odyssey, Sega Master System, NEO GEO, Sinclair 1000, and Nintendo).
Please include a complete description of the cover, and also your asking price for the cover.
Thanks,
Mark

## 274. Nashville Atarians?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-11 00:00:00 UTC
From: moore@ruth.mc.vanderbilt.edu
Message-ID: <7jrcir$iuo$1@news.vanderbilt.edu>
Source record: 51709

Hello,

Just wondering if there are any fellow Nashville, TN Atari folks out there.
Drop me a line sometime. -Jason

moore at phg dot mc dot vanderbilt dot edu

## 275. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-11 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <377b3f3f.1968750@news.freeserve.net>
Source record: 51710

What is it with this hunt for the A rom, people only need to ask or I
can put it on the site?
--
Paul Irvine

mclane@dellos.freeserve.co.uk

mclane@womp-rat.in2home.co.uk

ICQ 105793

## 276. Where Can I Get Diamond OS?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-11 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <929148496mnewsX_velcro_X@netunlimited.net>
Source record: 51711

Where can I purchase the old Atari Diamond OS cart, with docs if available?

vs

To email me just remove the X's and underline marks from my address.

## 277. Where Can I get an Ultima IV Ankh?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-11 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <929148677mnewsX_velcro_X@netunlimited.net>
Source record: 51712

Back in the great days where Ultima IV was the rage for Atari 8bit, the Ultima IV package came with a cloth map and a metal ankh. Maybe it also had a dwarf with an axe...

Anyhow, where can I get the ankh? Lost mine!

vs

To email me just remove the X's and underline marks from my address.

## 278. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-11 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3763997b.50941898@news.earthlink.net>
Source record: 51713

On Fri, 11 Jun 1999 17:23:06 GMT, mclane@dellos.freeserve.co.uk (Paul "Mclane" Irvine) wrote:

>
>What is it with this hunt for the A rom, people only need to ask or I
>can put it on the site?

Why don't you put it in the binaries newsgroup.

## 279. Re: US Doubler rom dump

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-11 00:00:00 UTC
From: "not on your life!"
Message-ID: <37625978.28314381@news.apex2000.net>
Source record: 51714

It's cool. I found it here: http://www.trideja.com/ryan/8bit/ in case anybody else is interested. Also here is the Arabic rom for the 65XE: http://www.savetz.com/vintagecomputers/arabic65xe/

If anybody has anything else, please share them.

Thanks!

On Fri, 11 Jun 1999 08:22:10 GMT, ssilicon@earthlink.net (Jon Melbo) wrote:

>On Thu, 10 Jun 1999 19:32:13 GMT, not on your life! (8-bit fan!)
>wrote:
>
>>awhile back I found a web page that had the rom dump of the US
>>Doubler. I can't find it in my bookmarks and apparently the rom was
>>erased from my computer. Could someone point me to it and any other
>>hardware dumps that might be of interest. Thanks.
>
>It's too bad you hide your identity and email address. I was going to
>email you the dump.
>
>

## 280. atari computers wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-12 00:00:00 UTC
From: David Matthews <mathu@indigo.ie>
Message-ID: <5Sg83.6194$yr2.2546@news.indigo.ie>
Source record: 51715

```
Hi,I am looking for 400,800,xl,or even a 600xl,must be a pal system,or does
anybody know how to get a US system to work on a pal
television.....................please reply.............or please
help.............................................
# thank you
mathu #
```

## 281. Re: The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-12 00:00:00 UTC
From: Jason Duerstock <jasond@cdc.net>
Message-ID: <D456B55C3F40CDB7.FF6C88C7643A1CF5.5BA7A66A02F371A8@lp.airnews.net>
Source record: 51716

James R. Gilbert <cb541@cleveland.Freenet.Edu> wrote:

> (Wants OS A, not B)
> I think I just dump $d000 to $d6ff, skip $d700-$dfff, then
> shit. skip $d700-$d7ff, then dump $d800-$FFFF.
> Is that right? Then I could put it on my web site, but a
> better place would be umich. Oh, I'd just put it on my site.
> Am I right?

$C000-CFFF == unused
$D000-D7FF == memory-mapped HW chips
$D800-FFFF == ROM

So all you should need to dump is $D800-FFFF.

Jason

## 282. Re: Possible New Atarian due :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-12 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37620AE0.7DE@geocities.com>
Source record: 51717

Ah... will he be born with a silver Fuji in his mouth?

... or a joystick in hand like I practically was. ;)

Congrats!

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

## 283. FS/FT: Atari Software/Books/Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-12 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@home.com>
Message-ID: <Tpt83.3828$GT.6000@news.rdc1.mi.home.com>
Source record: 51718

For Sa;e/Trade:

4-Button Joystick $2
Atari Keyboard Controllers Set (w/box) $2
SVI Quickshot I Joystick $2
Atari Astroids Cart. Manual $3
Atari AtariWriter Cart. Manual & Quick Reference Card $5
Atari Basic Quick Reference Guide by John Wiley & Sons $2
Atari DOS 3 Intro & Ref. Manuals $1
Compute!'s First Book of Atari $3
Analog Movie Themes Cassette (requires Atari Music Composer) $1
APX Three Holiday Games Cassette (w/manual) $1
Atari BASIC Cart. $2
Atari Bug Hunt Cart. $3
Atari Bug Hunt Cart. (w/o case) $1
Atari Centipede Cart. $3
Atari E.T. Phone Home Cart. (unopened) $5
Atari Eastern Front (1941) Cart. $2
Atari Flight Simulator II Cart. $4
Atari Football Cart. $4
Atari Graph It Cassettes (w/manual) $5
Atari Music Composer Cart. (w/manual) $5
Atari Pac-Man Cart. $3
Atari Star Raiders Cart. $3
Atari Star Raiders Cart. w/box $3.50
Atari Super Breakout Cart. $2
EA One On One Cart. $5
EA One On One Disk (w/manual) $5
Sublogic Flight Simulator II Disk (w/manuals & box) $5
Synapse Protector II Cassette (w/manual & package artwork) $5

Buyer pays shipping/insurance.

I will consider trades for other carts., but the main item I am looking for
is a M.U.L.E. packaging w/original docs that are in like-new condition.
--

The Collectaholic's Page - http://members.home.net/mkusz

Sports Memorabilia, Non-Sports Cards & Other Collectibles

## 284. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-12 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37689080.1459431@news.freeserve.net>
Source record: 51719

The other Day ssilicon@earthlink.net (Jon Melbo) wrote:

>On Fri, 11 Jun 1999 17:23:06 GMT, mclane@dellos.freeserve.co.uk (Paul
>"Mclane" Irvine) wrote:
>
>>
>>What is it with this hunt for the A rom, people only need to ask or I
>>can put it on the site?
>
>Why don't you put it in the binaries newsgroup.
>
Done... :)
--
Paul Irvine

mclane@dellos.freeserve.co.uk

mclane@womp-rat.in2home.co.uk

ICQ 105793

## 285. Re: Possible New Atarian due :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-12 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <3769909d.1488011@news.freeserve.net>
Source record: 51720

The other Day Doctor Clu <clu-da-bard@geocities.com> wrote:

>Ah... will he be born with a silver Fuji in his mouth?

Can't vouch for the 'He' bit as yet..
>
> ... or a joystick in hand like I practically was. ;)
>
> Congrats!
>
> Doctor Clu

Classic gaming will be a required subject for the infant :)

Cheers...
--
Paul Irvine

mclane@dellos.freeserve.co.uk

mclane@womp-rat.in2home.co.uk

ICQ 105793

## 286. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-12 00:00:00 UTC
From: seagtgruff@aol.com
Message-ID: <19990612153024.00930.00000935@ng-ff1.aol.com>
Source record: 51721

mclane@dellos.freeserve.co.uk (Paul "Mclane" Irvine) wrote:

> The other Day ssilicon@earthlink.net (Jon Melbo) wrote:
>
> >On Fri, 11 Jun 1999 17:23:06 GMT, mclane@dellos.freeserve.co.uk (Paul
> >"Mclane" Irvine) wrote:
> >
> >>
> >>What is it with this hunt for the A rom, people only need to ask or I
> >>can put it on the site?
> >
> >Why don't you put it in the binaries newsgroup.
> >
> Done... :)

Okay, now to ask a stupid question... WHAT is the name of "the binaries newsgroup"? I've searched the AOL newsgroups listing for "binaries," and can't find one that contains a posting of the A rom.

Michael Rideout

## 287. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-12 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <3765c1d0.14085596@news.freeserve.net>
Source record: 51722

The other Day seagtgruff@aol.com (SeaGtGruff) wrote:

>mclane@dellos.freeserve.co.uk (Paul "Mclane" Irvine) wrote:
>
>> The other Day ssilicon@earthlink.net (Jon Melbo) wrote:

>> >Why don't you put it in the binaries newsgroup.
>> >
>> Done... :)
>
>Okay, now to ask a stupid question... WHAT is the name of "the binaries
>newsgroup"? I've searched the AOL newsgroups listing for "binaries," and can't
>find one that contains a posting of the A rom.
>
>Michael Rideout

Ooops..Fair point...

alt.binaries.comp.atari8bit

AOL in their wisdom might not carry it but if that's the case just email
me and I will send it to you..
--
Paul Irvine

mclane@dellos.freeserve.co.uk

mclane@womp-rat.in2home.co.uk

ICQ 105793

## 288. Re: WTB: Action

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-12 00:00:00 UTC
From: Andre Bullock <avb6567@worldnet.att.net>
Message-ID: <3762C89B.A500B8F2@worldnet.att.net>
Source record: 51723

ACTION! from OSS, has been a topic of discussion for a few weeks here. It may be tough given the last retailer had been out of them recently. You should probably call:

B&C Computervisons: http://www.myatari.com/

AB

MSmith wrote:

> I am looking to buy a copy of Action and all associated documentation. Please
> email me your price. Also, are there different revisions to Action, and if so,
> what is the latest?
>
> Thanks,
> Mark Smith
> MSmith@aol.com

## 289. Name this game...

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-12 00:00:00 UTC
From: Chad Hendrickson <chadh@REMOVEmediaone.net>
Message-ID: <RUA83.8357$s%1.17533454@rmnws01.ce.mediaone.net>
Source record: 51724

I remember playing a game on my Atari 800 that was loaded off of cassette.
I think you were a lady bug. You climbed up and down a tree and along the
branches. There is not much more I can remember.

Any guesses?

## 290. *MYSTERY* LIGHT PEN!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-12 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <jEA83.676$xJ.20434@newse3.tampabay.rr.com>
Source record: 51725

I need help identifying which game system works with this Light Pen I found.
At least, I'm assuming it's a Light Pen....it looks like one to me!
To begin with, it has a 9-pin Atari-joystick-type plug at the end of its
4'6" cord. The pen is *not* a Vectrex pen, and it is *not* the Atari CX-70
or CX-75 Light Pen. The Pen I have is solid BLACK, and it's ROUNDED head
(the place where the pen "writes") is similar to those old "four-color" BIC
pens that we all had as children (the ones where you "clicked" down the
color tab at the top of the pen, and the corresponding pen tip would emerge
from the bottom of the pen). Well, at the bottom of *this* pen, there is a
short (1/8") black plastic cylindrical tip that emerges from its head (by
"head" I am referring to the "writing" end). This plastic "point" is
similarly shaped to those tiny "cocktail" straws that come in your favorite
alcoholic mixed drink, only extremely shorter, and much thicker. This tiny
cylinder retracts into the pen when you apply pressure onto a surface, then
pops back out when you lift the pen.
I know this isn't a great description, but does anyone have any ideas on
which game system or computer that this "Light Pen" (if I have categorized
it correctly -- what other pen has an "Atari-joystick" type plug??) might
belong?

Thanks,
Mark

PS: Believe me, this "Light Pen" is *not* of the types I mentioned above --
unless I found some kind of rare variation (I know because I found .jpeg
pics of the above pens, and none of them were a match).

## 291. Re: The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-12 00:00:00 UTC
From: admnelson@my-deja.com
Message-ID: <7juqhm$jnj$1@nnrp1.deja.com>
Source record: 51726

Hello James! Curiosity makes me ask: What is the URL
of your Web site? :) See Ya!
Ed Shepherd

> I think I just dump $d000 to $d6ff, skip $d700-$dfff, then
> shit. skip $d700-$d7ff, then dump $d800-$FFFF.
> Is that right? Then I could put it on my web site, but a
> better place would be umich. Oh, I'd just put it on my site.
> Am I right?
> $Russg
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 292. Re: *MYSTERY* LIGHT PEN!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-12 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <ldB83.679$xJ.20506@newse3.tampabay.rr.com>
Source record: 51727

PS: It looks like it might at one time have had a narrow "band" (similar to
a cigar band) encircling it around the middle of the pen.

## 293. Re: FS: "The Communicator" modem for 400/800 series

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-12 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990612183947.16428.00002163@ngol03.aol.com>
Source record: 51728

In article <Pine.GSO.3.96.990531142308.2307A-100000@shell1>, david moeser <erasmus@iglou.com> writes:

> By the way, that's a 300 baud modem. 300 baud modems aren't
>useable anywhere today. The 850 interface may be worth $20 to $30,
>but everything else you listed is worthless.

It might be "worthless", but it's fun to play with....
badbob1952@aol.com

## 294. Re: Need a good 130XE emu (a prog, not a 6-foot tall chicken :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-12 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990612183948.16428.00002164@ngol03.aol.com>
Source record: 51729

In article <19990530013943.02740.00002028@ng-bg1.aol.com>,
sskakarrot@aol.computer (SSKakarrot) writes:

>And one more question: Is there any kind of prog that can compile/convert
>Atari
>BASIC and the 6502 instruction set to something my PC can understand without
>the use of a emu?
>
>

Are you thinking of something that would allow you to just click on an Atari program and allow Windows to run it without starting the emulator first? That can probably be done with a current emulator with minor modifications. Maybe atr files could be registered as an Atari800win filetype, then Atari800win could auto-install the atr file as the boot disk before launching. Hmmm. Sounds good.
badbob1952@aol.com

## 295. ATR files

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-12 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <929227556@stackbbs.xs4all.nl>
Source record: 51730

```
-=> Quoting Rhewitt@coagulus.freeserv to All <=-

Rh> I have a 130XE and 800 XL both with disk drives.

Rh> I Have a PC with loads of .ATR files for Atari 8-bit emulators.

Rh> I have a 5 1/4 drive for my PC. Is there any way I can get the ATR
Rh> files back on to floppy to use on my real Ataris. The games play and
Rh> feel so much better on the real thing!
```

You need Nick Kennedy's SIO2PC interface box and software for this.
It can be bought from the A.B.B.U.C. for around $25 or so.
You can also built it yourself though if you have the
neccessary soldering skills.
Together with a pc modem cable and a SIO Atari 8 bit cable,
you're set up to exchange the data.
The pc behaves like a standard Atari 8 bit disk drive (i.e. 1050).
Just boot up your Atari with a real 1050, after loading the
.ATR disk image using the SIO2PC software on the pc.
From that point on you can copy a disk (image) from the
imaginary 1050 (pc) disk drive to the real Atari 1050 disk drive.

Search on the Internet for SIO2PC, and you're set.
Bo.

```
___ Blue Wave/386 v2.30
```

## 296. Re: Can we blame the architecture (6502) for poor compiler performance ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-12 00:00:00 UTC
From: dustydeck@aol.comQjnkfilQ
Message-ID: <19990612194403.00805.00001049@ng-xa1.aol.com>
Source record: 51731

Sorry Bob :)

Let me try and explain my thinking...

Just because the 6502's stack implementation has limitations (most severe probably being that it's only
one page / 256 bytes deep) compared to other processors doesnt mean it's impossible to write a decent compiler for it.

I guess I was making a mental comparison between the 6502 and the 6809. The 6809 has a bunch of
features that make writing a compiler much easier,
but I dont think the 6502 is impossible.

As for classification of the 6502 in terms of architecture (stack/register/load store) I would just
categorize it as 'Accumulator based'. :) to avoid
too much mental strain. I'm sure somebody who
has done some recent architecture classification course could be _MUCH_ more accurate.

The interesting thing here is that you are hitting on
the topic that got me thinking about writing a compiler
for the Atari.

Most compilers I've seen for the atari use a stack
for passing arguments. There's nothing wrong with this, but I started thinking about using the zero page
as a big set of 256 registers for allocation.

I'm still checking out GNU Bison at the moment (looking for tools to write tools)

When I'm not reading material I'm thinking about
crazy optimizations:

Consider the following code snipet

WORD A MEM; { Automatic allocation in memory

Peter Laing | Software Engineer & Atari 8 bit fan | dusty<jnkfil>deck@aol.com | Please remove <jnkfil> to reply. For those who wont reply to an aol address, p_laing<junkfil>@ee.cit.ac.nz autoforwards.

## 297. Re: US Doubler rom dump

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-12 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3762FD6E.10293D83@sisna.com>
Source record: 51732

The U.S. Doubler, rom and upgrade is still available. Not a history item, I have the rights to distribute it. No wonder FTE went pennieless and into hiding???

The price of the U.S. Doubler Rom Upgrade is $20.00 shipping included available from
K-Products
P.O. Box 22122 A.M.F.
Salt Lake City, Ut. 84122 or

Bob Klaas
4267 W. Midway Dr.
Salt Lake City, Ut. 84120

## 298. Atari XF551 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-12 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3762FE76.1C70D668@sisna.com>
Source record: 51733

1 Ea Atari XF 551 Atari disk drive, power supply and sio cable $41.00
shipping included.

2 Ea. Atari 300 baud Acustical modems, you have to put the phone in the
cups. $15.00 for both shipped.

1Ea. Track disk drive, double density, with power supply and sio
cable..Will if possible locate a Trak power suply for it. $30.00
shipping included.

boib

## 299. FS: Atari Computers

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-12 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3762FF4F.2CD786D7@sisna.com>
Source record: 51734

2 ea Atari 130XE's, power supply and video cable price $35.00 shipping included each.

2ea Atari 800XL's power supply and video cable Price $25.00 each..

1Ea Atari 800 48k computer, power supply and video cable $25.00 ea shipped

1Ea. Atari 400 computer upgraded to 48k, with metal keyboard power supply and video cable included. Price $25.00 shipped,

Will gurantee the above items 30 days.

bob

## 300. Re: Name this game...

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-12 00:00:00 UTC
From: Chad Hendrickson <chadh@REMOVEmediaone.net>
Message-ID: <t9D83.8361$s%1.17589235@rmnws01.ce.mediaone.net>
Source record: 51735

No, that's not it. Thanks for the guesses.

I wish I could remember something more specific about it. I think your character ate leaves? And the playing field covered more than one screen. It had to be one of the earlier games because it was one of the first ones I bought for my Atari 800.

Hmmmm...
Chad Hendrickson

Vidar "Hawk" Olavesen <olavese@online.no> wrote in message news:ppB83.526$g4.2023@news1.online.no...
> Could it be Monkey Spell or something ? Or perhaps Amphibian ?
>
>
> Chad Hendrickson <chadh@REMOVEmediaone.net> wrote in message
> news:RUA83.8357$s%1.17533454@rmnws01.ce.mediaone.net...
> > I remember playing a game on my Atari 800 that was loaded off of cassette.
> > I think you were a lady bug. You climbed up and down a tree and along the
> > branches. There is not much more I can remember.
> >
> > Any guesses?
> >
> >
> >
>
>

## 301. Re: Name this game...

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-13 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <ppB83.526$g4.2023@news1.online.no>
Source record: 51736

Could it be Monkey Spell or something ? Or perhaps Amphibian ?

Chad Hendrickson <chadh@REMOVEmediaone.net> wrote in message
news:RUA83.8357$s%1.17533454@rmnws01.ce.mediaone.net...
> I remember playing a game on my Atari 800 that was loaded off of cassette.
> I think you were a lady bug. You climbed up and down a tree and along the
> branches. There is not much more I can remember.
>
> Any guesses?
>
>
>

## 302. Re: Can we blame the architecture (6502) for poor compiler performance ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-13 00:00:00 UTC
From: dustydeck@aol.comQjnkfilQ
Message-ID: <19990612203355.10465.00000800@ng-fl1.aol.com>
Source record: 51737

Sorry Bob :)

Let me try and explain my thinking...

Just because the 6502's stack implementation has limitations (most severe probably being that it's only one page / 256 bytes deep) compared to other processors doesnt mean it's impossible to write a decent compiler for it.

I guess I was making a mental comparison between the 6502 and the 6809. The 6809 has a bunch of features that make writing a compiler much easier, but I dont think the 6502 is impossible.

As for classification of the 6502 in terms of architecture (stack/mem-register/load store) I would just categorize it as 'Accumulator based'. :) to avoid too much mental strain. I'm sure somebody who has done some recent architecture classification could be _MUCH_ more accurate.

The interesting thing here is that you are hitting on the topic that got me thinking about writing a compiler for the Atari.

Most compilers I've seen for the atari use a stack
for passing arguments. There's nothing wrong with this, but I started thinking about using the zero page as a big set of 256 registers for allocation.

I'm still checking out GNU Bison at the moment (looking for tools to write tools)

When I'm not reading material I'm thinking about crazy optimizations:

Consider the following code snipet

```
program simp_optimize;
var
a:byre mem; { automatic allocation, non zero page }
b:byte mem;
c:byte mem;
begin
for a:=0 to 255 do
begin
b:=a mod 27;
if b=0 then
for c:=1 to b do
{ Imagine something useful here }
end; { for }
end.
```

I would like the optimizer to move the variables a,b,c to the zero page if its possible. We arent allowing recursion in this langiage...

so register allocation should be easier. The next obvious step
is moving the values to a,x,y again if possible. We can also
consider loop unrolling.

If I can figure out a basic framework for the compiler, I'm looking
forward to seeing what sort of optimizations the experienced
6502 code bummers can come up with. Anyway back to Bison
and context free grammars :)

If anyone wants to ask any questions, or make observations, feel free to email
me. I am a strong believer in egoless programming&design

Peter Laing | Software Engineer & Atari 8 bit fan | dusty<jnkfil>deck@aol.com
| Please remove <jnkfil> to reply. For those who wont reply to an aol
address, p_laing<junkfil>@ee.cit.ac.nz autoforwards.

## 303. Re: *MYSTERY* LIGHT PEN!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-13 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <37638cfe.1070292@news.wxs.nl>
Source record: 51788

On Sat, 12 Jun 1999 21:52:15 GMT, "Bowling" <mbowlin1@tampabay.rr.com>
wrote:

>I need help identifying which game system works with this Light Pen I found.
>At least, I'm assuming it's a Light Pen....it looks like one to me!
>To begin with, it has a 9-pin Atari-joystick-type plug at the end of its
>4'6" cord. The pen is *not* a Vectrex pen, and it is *not* the Atari CX-70
>or CX-75 Light Pen. The Pen I have is solid BLACK, and it's ROUNDED head
>(the place where the pen "writes") is similar to those old "four-color" BIC
>pens that we all had as children (the ones where you "clicked" down the
>color tab at the top of the pen, and the corresponding pen tip would emerge
>from the bottom of the pen). Well, at the bottom of *this* pen, there is a
>short (1/8") black plastic cylindrical tip that emerges from its head (by
>"head" I am referring to the "writing" end). This plastic "point" is
>similarly shaped to those tiny "cocktail" straws that come in your favorite
>alcoholic mixed drink, only extremely shorter, and much thicker. This tiny
>cylinder retracts into the pen when you apply pressure onto a surface, then
>pops back out when you lift the pen.
>I know this isn't a great description, but does anyone have any ideas on
>which game system or computer that this "Light Pen" (if I have categorized
>it correctly -- what other pen has an "Atari-joystick" type plug??) might
>belong?
>
>Thanks,
>Mark
>
>PS: Believe me, this "Light Pen" is *not* of the types I mentioned above --
>unless I found some kind of rare variation (I know because I found .jpeg
>pics of the above pens, and none of them were a match).

You ask on what computer this pen might belong. How about Atari?
An answer you might expect in this newsgroup.
And *no* I do not believe you. Atari did make black pens.
As a matter of fact, I have never seen the pens that you find pictures
of in catalogs and magazines with the old 800 style colors and such.
They have never been available in Europe I think, although I might
be wrong. Anyway, the black ones were available, in original Atari
packaging. I have one. The tip replaces the push button that other
light pens have. If you need to press the button to select something
that you are pointing at, press the pen on the screen and then the
thing you describe as a straw will act as a button.
It dawns on me that there is no picture of our lightpens on our
Pooldisk Too CD. You might have compared it then.
I do not have the packaging anymore, and I cannot recall the
model number, but I am sort of sure that it was CX70 or CX75 or

something like that,

## 304. Re: The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-13 00:00:00 UTC
From: Gareee <gareee@earthlink.net>
Message-ID: <7k08fr$fuf$1@oak.prod.itd.earthlink.net>
Source record: 51789

too late.. I already sent it to him.. ;)

Real atarians HAVE os-a.. ;)

--
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@earthlink.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info ):
http://www.fortunecity.com/tattooine/ellison/86/index.html
(REMOVE NOSPAM to reply)
Jason Duerstock <jasond@cdc.net> wrote in message
news:D456B55C3F40CDB7.FF6C88C7643A1CF5.5BA7A66A02F371A8@lp.airnews.net...
> James R. Gilbert <cb541@cleveland.Freenet.Edu> wrote:
>
> > (Wants OS A, not B)
> > I think I just dump $d000 to $d6ff, skip $d700-$dfff, then
> > shit. skip $d700-$d7ff, then dump $d800-$FFFF.
> > Is that right? Then I could put it on my web site, but a
> > better place would be umich. Oh, I'd just put it on my site.
> > Am I right?
>
> $C000-CFFF == unused
> $D000-D7FF == memory-mapped HW chips
> $D800-FFFF == ROM
>
> So all you should need to dump is $D800-FFFF.
>
> Jason

## 305. Re: *MYSTERY* LIGHT PEN!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-13 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990613084713.01263.00001268@ng-fb1.aol.com>
Source record: 51790

Hi Michael-
I have a Koala Lightpen that sounds
identical to what you have described.
Additionally, near the "business end"
of the pen, there are three flattened
sides in a triangle fashion for easier
gripping. Sound like yours?
Larry

## 306. Commodore 1084 Monitor & Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-13 00:00:00 UTC
From: msmith@aol.com
Message-ID: <19990613105152.28966.00000691@ng38.aol.com>
Source record: 51791

Does anyone know if the 1084 monitor had seprate luminance and chroma signals.?
I would like to know if I can use it with an Atari 8 bit. I know about the
other Commodore monitors (1702, 1080, etc.)

Thanks,
Mark Smith
MSmith@aol.com

## 307. Re: *MYSTERY* LIGHT PEN!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-13 00:00:00 UTC
From: Gareth <dial.pipex.com_.nospam@garethd.com>
Message-ID: <7k0h7j$5q5$1@lure.pipex.net>
Source record: 51792

A *very* similar pen to the one you describe was supplied with a "Koala" pad. I can't remember the pen actually having connections but it was a long time ago!

Gareth.

## 308. SOLVED!!! It's a Koala Light Pen!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-13 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <8nQ83.927$xJ.23761@newse3.tampabay.rr.com>
Source record: 51793

```
It's a Koala Light Pen!
Thanks to all who helped identify it, esp. LWhite, who correctly noted the
three "indentations" toward the "point" of the pen, which served as a
triangular-shaped "grip" with which to grasp the pen!
--mb
```

## 309. Re: *MYSTERY* LIGHT PEN!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-13 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <kqQ83.931$xJ.23648@newse3.tampabay.rr.com>
Source record: 51794

Ernest R. Schreurs wrote in message <37638cfe.1070292@news.wxs.nl>...

>And *no* I do not believe you. Atari did make black pens.

I never said Atari didn't make black pens. I am quite that the CX-75 was
primarily manufactured as a black pen.
The pen has been identified as a Koala Light Pen.
Thanks,
Mark

## 310. Re: The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-13 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <3767be47.1565535@news.freeserve.net>
Source record: 51795

The other Day "Gareee?" <gareee@earthlink.net> wrote:

>too late.. I already sent it to him.. ;)
>
>Real atarians HAVE os-a.. ;)

I remember putting it on the binaries group about 6 months back.

Yet to find an OS A only game...Used to remember a few but the memory
isn't as good as it used to be :)
--
Paul Irvine

mclane@dellos.freeserve.co.uk

mclane@womp-rat.in2home.co.uk

ICQ 105793

## 311. Re: Action! language spec

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-13 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <FrR83.8002$To2.135942@nnrp3.clara.net>
Source record: 51796

Don't forget that the QUICK programming language is an excellent alternative
to Action! and is still available from me. Check out
http://www.dgs.clara.net for details and latest prices via the Catalogue
option. Some tutorials are also available on the site via the Articles
option.

Dean Garraghty

James Hague wrote in message ...
>Is there an Action! language reference anywhere on the web? I haven't had
>any luck in finding one. I'm more interested in the specification of the
>language, rather than how to use the cartridge.
>
>--
>James Hague
>The Giant List of Classic Game Programmers
>http://www.dadgum.com/giantlist
>

## 312. atari8-l mailing list

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-13 00:00:00 UTC
From: krap@zwieracz.ideefixe.nom.pl
Message-ID: <7k0pqq$om5$1@zwieracz.ideefixe.nom.pl>
Source record: 51797

echlo

i'd like to invite all of you to atari8-l mailing list.

it's probably the biggest atari 8 bit related mailing list in the world -
- connected bidirectionally to old list at MARIST, and gatewayed to the
FidoNet(tm) international ATARI8-L echo.

for now it has over a 100 subscribers, from all around the world. the list
is free from all the F/S messages, and other off-topic discussions, so
you can find there pure atari8 related stuff... all the messages comes right
to your email account, so there is no need to contact a newsserver, there
is no old-messages deleting, and so on... my wish is that every atari user
would be subscribed, so the atari community stay together and grow in
strenght.

if you maintain an atari8 related WWW site, please put some informations
about the list on it - i'll help others - not everyone has access to
usenet.

to subscribe, please send the message to majordomo@zwieracz.ideefixe.nom.pl
with the following line in the body (not the subject) of your message:

subscribe atari8-l

the language we use is, of course, english. the list is fast, reliable,
regularily maintained.

please, share this message with all people that are interested in atari8
topics you know, and help make this mailing list wide known.

--
= krap@ideefixe.nom.pl = phone +48-602-339173 = InterNIC: MKG5 =
= 2:480/70 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
= finger me or mail a message with subject: 'get-pgpkey' for pgp key =

## 313. OT:Atari Video Game Machines

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-13 00:00:00 UTC
From: hajjej@aol.comnospam
Message-ID: <19990613163020.14225.00001324@ng-fx1.aol.com>
Source record: 51798

Hey all,

I'm looking in to buying an Atari Video Game machine to keep my 1200 XL company :) My question is, are 2600 games compatible with the 5200 and 7800 machines, or vice versa? Also, which is the best one? Although I've been an Atari 8-bit user for some time, I don't know much about their game machines. Any help would be appreciated.

Thanks,
john

## 314. Re: OT:Atari Video Game Machines

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-13 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <376417FA.560912AB@ix.netcom.com>
Source record: 51799

The 7800 plays its own games and those for the 2600. The 5200 played it own games and, with a hardware adapter, played 2600 games. The 2600 played only its own games.

You should probably look for a 7800. It plays the most games, and the parts aren't as scarce/flaky as those for the 5200 (Talking sticks and switchbox here).

Jeff

just another john wrote:

> Hey all,
>
> I'm looking in to buying an Atari Video Game machine to keep my 1200 XL
> company :) My question is, are 2600 games compatible with the 5200 and 7800
> machines, or vice versa? Also, which is the best one? Although I've been an
> Atari 8-bit user for some time, I don't know much about their game machines.
> Any help would be appreciated.
>
> Thanks,
> john

## 315. Atari monitor DIN -connectors pin outputs

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-13 00:00:00 UTC
From: Tony Cav&#65533;n <ferrara@surffi.net>
Message-ID: <7k15bh$62a$1@news.koti.tpo.fi>
Source record: 51800

```
Which pins on the DIN -connector for monitor outputs which signal ?
(chroma, luma, audio and composite)
Atari 800XL is the computer.
```

--
- Tony Cav&#65533;n aka Ferrara / phObos www.surffi.net/~ferrara/

## 316. Atari, Coleco, Intellivision, Odyssey Stuff for trade

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-13 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <7k1oaq$t91$1@msunews.cl.msu.edu>
Source record: 51801
Cross-posted to: alt.atari.2600,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600.vcs

```
Here is a list of Classic Video Game stuff I have for trade. I'm looking for
anything thats not on my list (games and manuals) at:

http://www.msu.edu/user/reicher6/2600.txt

I'm also looking for the following label variations

Slot Racers (yellow text label)
Sky Diver (red text label)
Flag Capture (green text label)
Video Chess (purple text label)
Hangman (red text label)
Brain Games (red text label)
Bowling (blue text label)
Basic Math (text label, no number)
Checkers (picture label)
Black Jack (picture label)
Code Breaker (two words 1986 release)
12 street racer (silver border)
21 video olympics (silver border)

If you have something that you think will interest me email me at

reicher6@pilot.msu.edu

I will (grumble, grumble) pay cash if need be, but I would rather trade for
stuff. If you have some manuals for trade that I already have, try me
anyway, I may need a certain style for my collection.

THE STUFF FOR TRADE
-------------------------------------
All Items are in good condition unless noted.

Atari 2600
---------------
Four switch model (left joystick port may not work) says "For Promotional
Use Only" on the bottom
2600 jr. with instructions
2 atari joysticks

Raft Rider (no end label, faint name written on main label)
Sorcerers Apprentice
Sorcerers Apprentice (plaque on end label)
Final Approach (end label ware)
Taz (holes in tope corners of main label)
Road Runner (PAL, indentations on top corners of main label)
```

Sea Hawk (dirty label, name written in pink marker on main label)
Krull (holes in top corners of main label, end label peeling)
Backgammon (picture label, marker on end label)
Black Jack (green text label)
Combat (text label)
Indy 500 (picture label)
Oink (faded end label)
River Raid (blue label)
Othello (picture label)
Sky Diver (blue text label)
Basic Programming (red text label)
Surround (picture label, plaque)
Golf (gold text label)
Maze Craze (red text label)
Space Invaders (red text label)
Missle Command (lowercase letters)
Riddle of the Sphinx
Bridge
Seaquest
Tennis (screw holes)
Spider Fighter (plaque)
Dark Cavern
Astroblast

Atari 5200
---
Ball Blazer (complete)
Counter Measure
Q-Bert
Pole Position
Cenipede (complete, bad box top)
Qix
Qix
Star Raiders (with instructions)
Defender
Pac-Man

Atari 7800
---
Midnight Mutants (complete)
2 Joysticks

Atari Home Computers
---
Atari XE System (Plays in Black and White, fixable?) with power supply and keyboard

Pac-man
Missle Command
Centipede
Basic (version C)

Q-Bert (no end label)
Final Legacy
Flip Flop and Frenzy (tape, complete)

Colecovision
-------------------
Colecovision system with 2 working controllers and power supply
Colecovision system (no sound) with 2 controllers (not working) and power
supply
Adam (white) controller (wont go up, fixable?)
Venture
Cosmic Avenger
Donkey Kong Jr. (minor label ware)

Odyssey2
---------------
Odyssey2 system in box with two working controllers and power supply
KC Munchkin (complete)
Speedwat Spinout Cryptologic (complete)
Cosmic Conflict (complete)
Pickaxe Pete
Alien Invaders Plus

Intellivision
----------------
O = overlay

Intellivision II system with 2 controllers and power supply
Triple Action (white) OO
Tron Deadly Discs (minor plaque) OO
Burger Time (major plaque) OO
Snafu O
Astrosmash (white) OO
Kool-Aid Man (major plaque) O
Lock N Chase (medium plaque) OO
Star Strike OO
Frogger (Parker Brothers)
Sharp Shot (minor plaque) OO
Bump N Jump (Major plaque)
Space Battle
Baseball (white) OO
Space Armada O
Beauty and the Beast OO
Night Stalker (Shrinkwrapped, but crushed)

Instructions
-----------------
Barn Storming
Starmaster
2 Golf (booklet)
Air Sea Batlle (booklet)
Video Olympics (booklet)

Dodge em (booklet)
Combat (booklet)
Bowling (booklet)
Moon Patrol (B&W, multi-languages)
Defender
Sprint Master (minor tear, fixed with tape)
Asteroids
Bowling
Raiders of the Lost Ark
Midnight Magic
Alpha Beam wiht Ernie (overlay only)
Tutankham
Frogger
Robotron 2084 (7800)
One on One (7800)
4 Atari Catalogs (red, Rev. D)
Personal Computing on the Vic-20 (booklet)

Tempest
reicher6@pilot.msu.edu

## 317. FS: Atari 400 Modem

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-13 00:00:00 UTC
From: "O. Alan Jones" <oajones@bright.net>
Message-ID: <376463E8.C66FAE60@bright.net>
Source record: 51802

For Sale: Atari 400 Modem with power supply - $3 plus shipping

If interested please send email to oajones@bright.net

## 318. FS: Atari 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-13 00:00:00 UTC
From: "O. Alan Jones" <oajones@bright.net>
Message-ID: <3764643F.541AF6B7@bright.net>
Source record: 51803

For Sale: Atari 1050 Disk Drive with power supply - $8.00 plus shipping

If interested please send email to oajones@bright.net

## 319. Atari 130 xe, 800 xl computers and more for trade

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-14 00:00:00 UTC
From: cgo2541273@aol.combeer
Message-ID: <19990613210107.00930.00001433@ng-ff1.aol.com>
Source record: 51804

Please check out my trade and want list here.

http://members.aol.com/cgo2541273/INDEX.HTM

I really need an xegs keyboard and the atari dos didkette. Also any kind of classic console or 8 bit computer games along with much other stuff.

## 320. Action! Reference Appendix A (Was Re: Action! language spec)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-14 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7k1ppu$mt8$1@ultra.sonic.net>
Source record: 51805

James Hague (jhague@dadgum.com) wrote:
: I'm looking for something explaining what's legal in Action!, for example:
: a list of keywords and relevant syntaxes, a table of operators and
: precedences, etc.

I haven't gotten around to uploading this to UMich yet, but here's a copy.
Hopefully I didn't typo anything. If you have questions, please e-mail me
and I'll try to help.

action-appendix-a.txt

---

This document is an ASCII text transcript of pages 191 through 196
(Appendix A) of the Action! programming language documentation,
"A Reference Manual For The ACTION! System," copyright 1982, 1983
by Optimized Systems Software, Inc.

Typed by Bill Kendrick, bill@newbreedsoftware.com, June, 1999.

---

Appendix A: ACTION! Language Syntax
---

The following is the syntax of the ACTION! language in
Backus-Naur form. This form has a couple of special
characters:

Symbol Meaning
------ -------
::= "is defined as"
| "or"
{} "optional"

The appendix is set up to allow you easy access to the
particular information you want, with subsections as
follows:

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## A.1 ACTION! Constants

### Numeric Constant

```
<num const> ::= <dec num> | <hex num> | <char>
<dec num> ::= <dec num><digit> | <digit>
<hex num> ::= <hexnum><hex digit> | $<hex digit>
<char> ::= '<any printable character>
<hex digit> ::= <digit> | A | B | C | D | E | F
<digit> ::= 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9
```

### String Constant

```
<str const> ::= "<string>"
```

```
<string> ::= <string><str char> | <str char>
<string char> ::= <all printable characters, except " >

Compiler Constant
-----------------
<comp const> ::= <comp const>+<base comp const> |
<base comp const>
<base comp const> ::= <identifier> | <num const> |
<ptr ref> | *

A.2 Operators and Fundamental Data Types
----------------------------------------

Operators
---------
<special op> ::= AND | OR | & | %
<rel op> ::= XOR | ! | = | # | <> | < | <= | > | >=
<add op> ::= + | -

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<mult op> ::= * | / | MOD | LSH | RSH
<unary op> ::= @ | -

Fundamental Data Types
----------------------
<fund type> ::= CARD | CHAR | BYTE | INT

A.3 ACTION! Program Structure
-----------------------------

ACTION! Program
---------------
<program> := <program> MODULE <prog module> |
{MODULE} <prog module>
<prog module> ::= {<system decls>} <routine list>

A.4 Declarations
----------------

System Declarations
-------------------
<system decls> ::= <DEFINE decl> | <TYPE decl> |
<var decl>

DEFINE Directive
----------------
<DEFINE decl> ::= <DEFINE> <def list>
<def list> ::= <def list>,<def> | <def>
<def> ::= <identifier>=<str const>

TYPE Declaration (for records)
------------------------------
<TYPE decl> := TYPE <rec ident list>
```

```
<rec ident list> ::= <rec ident list> <rec ident> |
<rec ident>
<rec ident> ::= <rec name>=[<field init>]
<rec name> ::= <identifier>
<field init> ::= <fund var decl>

Variable Declarations
---------------------
<var decl> ::= <var decl> <base var decl> | <base var decl>
<base var decl> ::= <fund decl> | <POINTER decl> |
<ARRAY decl> | <record decl>

Variable Declaration for Fundamental Data Types
-----------------------------------------------
<fund decl> ::= <fund decl> <base fund decl> |
<base fund decl>
<base fund decl> ::= <fund type> <fund ident list>
<fund type> ::= CARD | CHAR | BYTE | INT
<fund ident list> ::= <fund ident list>,<fund ident> |
<fund ident>
<fund ident> ::= <identifier>{=<init opts>}

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<init opts> ::= <addr> | [<value>]
<addr> ::= <comp const>
<value> ::= <num const>

Variable Declaration for Pointers
---------------------------------
<POINTER decl> ::= <ptr type> POINTER <ptr ident list>
<ptr type> ::= <fund type> | <rec name>
<ptr ident list> ::= <ptr ident list>,<ptr ident> |
<ptr ident>
<ptr ident> ::= <identifier>{=<value>}

Variable Declaration for Arrays
-------------------------------
<ARRAY decl> ::= <fund type> ARRAY <arr ident list>
<arr ident list> ::= <arr ident list>,<arr ident> |
<arr ident>
<arr ident> ::= <identifier>{(<dim>)}{=<arr init opts>}
<dim> ::= <num const>
<arr init opts> ::= <addr> | [<value>] | <str const>
<addr> ::= <comp const>
<value list> ::= <value list><value> | <value>
<value> ::= <comp const>

Variable Declaration for Records
--------------------------------
<record decl> ::= <identifier> <rec ident list>
<rec ident list> ::= <rec ident list>,<rec ident> |
```

```
<rec ident>
<rec ident> ::= <identifier>{=<address>}
<address> ::= <comp const>

A.5 Variable References
-----------------------

Memory References
-----------------
<mem reference> ::= <mem contents> | @<identifier>
<mem contents> ::= <fund ref> | <arr ref> | <ptr ref> |
<rec ref>
<fund ref> ::= <identifier>
<arr ref> ::= <identifier>(<arith exp>)
<ptr ref> ::= <identifier>^
<rec ref> ::= <identifier>.<identifier>

A.6 ACTION! Routines
--------------------

Routines
--------
<routine list> ::= <routine list> <routine> | <routine>
<routine> ::= <proc routine> | <func routine>

--194--

Procedure Structure
-------------------
<proc routine> ::= <PROC decl> {<system decls>}
{<stmt list>}{RETURN}
<PROC decl> ::= PROC <identifier>{=<addr>}({<param decl>})
<addr> ::= <comp const>

Function Structure
------------------
<function routine> ::= <FUNC decl> {<system decls>}
{<stmt list>}{RETURN (<arith exp>)}
<FUNC decl> ::= <fund type> FUNC <identifier>{=<addr>}
({<param decl>})
<addr> ::= <comp const>

Routine calls
-------------
<routine call> ::= <FUNC call> | <PROC call>
<FUNC call> ::= <identifier>({<params>})
<PROC call> ::= <identifier>({<params>})

Parameters
----------
<param decl> ::= <var decl> NOTE: max. of 8 parameters allowed
```

```
A.7 Statements
--------------
<stmt list> ::= <stmt list> <stmt> | <stmt>
<stmt> ::= <simp stmt> | <struc stmt> | <code block>

<sim stmt> ::= <assign stmt> | <EXIT stmt> | <routine call>
<struc stmt> ::= <IF stmt> | <DO loop> | <WHILE loop> |
<FOR loop>

Assignment Statement
--------------------
<assign stmt> ::= <mem contents>=<arith exp>

EXIT Statement
--------------
<EXIT stmt> ::= EXIT

IF Statement
------------
<IF stmt> ::= IF <cond exp> THEN {stmt list}
{|:ELSEIF exten:|}{ELSE exten} FI
<ELSEIF exten> ::= ELSEIF <cond exp> THEN {stmt list}
<ELSE exten> ::= ELSE {stmt list}

DO - OD Loop
------------
<DO Loop> ::= DO {<stmt list>} {<UNTIL stmt>} OD

--195--

UNTIL Statement
---------------
<UNTIL stmt> ::= UNTIL <cond exp>

WHILE Statement
---------------
<WHILE loop> ::= WHILE <cond exp> <DO loop>

FOR Loop
--------
<FOR loop> ::= FOR <identifier>=<start> TO <finish>
{STEP <inc>}<DO loop>
<start> ::= <arith exp>
<finish> ::= <arith exp>
<inc> ::= <arith exp>

Code Blocks
-----------
<code block> ::= [<comp const list>]
<comp const list> ::= <comp const list> <comp const> |
<comp const>

A.8 Expressions
---------------
```

```
Relation Expressions
--------------------
<complex rel> ::= <complex rel><special op><simp rel exp> |
<simp rel exp><special op><simp rel exp>
<simple rel exp> ::= <arith exp><rel op><arith exp>

Arithmetic Expressions
----------------------
<arith exp> ::= <arith exp><add op><mult exp> |
<mult exp>
<mult exp> ::= <mult exp><mult op><value> | <value>
<value> ::= <num const> | <mem reference> | (<arith exp>)

--196--

------------------------------------------------------------------------

-bill!
bill@newbreedsoftware.com
```

## 321. Re: Action! Reference Appendix A (Was Re: Action! language spec)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-14 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7k1ps0$mt8$2@ultra.sonic.net>
Source record: 51806

William Kendrick (nbs@sonic.net) wrote:
: James Hague (jhague@dadgum.com) wrote:
: : I'm looking for something explaining what's legal in Action!, for example:
: : a list of keywords and relevant syntaxes, a table of operators and
: : precedences, etc.
:
: I haven't gotten around to uploading this to UMich yet, but here's a copy.
: Hopefully I didn't typo anything. If you have questions, please e-mail me
: and I'll try to help.
<snip>

BTW, I hope to make a cross-referenced, hyperlinked HTML version of
that document some time soon, too. :)

-bill!

## 322. Re: The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-14 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-i1JgGYmfU2go@di10-ks.cth.com.au>
Source record: 51807

On Thu, 10 Jun 1999 03:54:50, Sergey Zakharov
<szakharov-eatmyspam@worldnet.att.net> wrote:

> I'm having trouble finding the Atari OS rev A rom file...all of the
> other operating system ROMS like OS rev B, XL, & the 5200 roms are out
> there and easily found (I'm guessing that these OS ROMS are now in
> public domain...if not, there is that same thin line argument about the
> legality of posessing these ROMS and I don't want to start another
> thread digging all this up again). Has this OS version ever even been
> dumped and if not, why hasn't it? All the others have. I'm trying to get
> Ali Baba running on Atari 800 Win using my own dumped ATR image of the
> original floppy. I seem to remember it requiring OS rev A (either that
> or the CTIA chip) and that it had trouble running on the XL/XE or even
> the 800 rev B OS. I have my Atari hardware stored away so I'd really
> like to get Ali Baba running on the emulator. Any info on where the OS
> rev A rom is or any tips in getting Ali Baba running on Atari 800 Win
> (ver 2.5c) will be greatly appreciated.

Just ask anyone who is lucky/unlucky enough to have a PAL 400/800
(like me). They ONLY had rev A os roms. I have no idea why atari never
did rev B roms for PAL. The only difference between PAL and NTSC roms
is in the cassette timing.

James.

## 323. Re: Action! Reference Appendix A (Was Re: Action! language spec)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-14 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7k2ftr$s41$1@ultra.sonic.net>
Source record: 51808

William Kendrick (nbs@sonic.net) wrote:
:
: BTW, I hope to make a cross-referenced, hyperlinked HTML version of
: that document some time soon, too. :)
:

I must have no life. :) Whew... my fingers hurt:

http://www.newbreedsoftware.com/action-reference/

Enjoy. I hope to eventually expand it to contain the _entire_ manual.

-bill (16-year-old-copyright-breakin') kendrick
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/bill/

## 324. memory test screen

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-14 00:00:00 UTC
From: blaiseh@dircon.co.uk
Message-ID: <9A94F896840090B1.FF3215F1FE5E2BDC.F9D3C3B2AFAD8F2A@lp.airnews.net>
Source record: 51809

Have just bought a second hand 800xl and 130xe, both of which produce the memory test screen with
some red squares. Does anyone know what this means - I assume it's bad, but how bad?

Cheers,

Bob.

## 325. Re: Atari monitor DIN -connectors pin outputs

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-14 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990614022735.16919A-100000@vtn1>
Source record: 51810

On Sun, 13 Jun 1999, Tony Cavén wrote:

> Which pins on the DIN -connector for monitor outputs which signal ?
> (chroma, luma, audio and composite)

Looking into the jack on the computer:

```
/----v----\ 1: Composite Luminance
/ 3 1 \ 2: Ground
| | 3: Audio Output
| 5 4 | 4: Composite Video
\ 2 / 5: Composite Chroma
\-------/
```

> Atari 800XL is the computer.
>
Connections are the same for all models though it is possible the 800XL
does not support split Chroma/Luma without an internal modification.

John

## 326. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-14 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3765cac1.2248278@news.earthlink.net>
Source record: 51811

On Thu, 10 Jun 99 13:58:38 GMT, williaj@interlog.com (Jeff Williams)
wrote:

>> I was thinking more along the lines of, since it keeps the variable name
>> table in memory while it is compiling to calculate all the targets for the
>> PROC, it could output a variable name table, memory location of them, maybe
>> even use the same same exact names and locations for a labeling a
>> disassembly.
>
>Now this *might* actually be possible. There's the code from the runtime part
>which has the tracing stuff, and the code in the monitor which outputs avar
>addresses to the screen. The actual compiler code is device independent, so it
>might be possible to have it dump the global symbol table during the last
>phase. Maybe something like an "EXPORT" statement with a filename.

I have a tool which allows Action! to output the symbol table when it
compiles. It's gotta be out there somewhere. Otherwise I will have
to dig.

>
>> >
>> Nitpicking here, but the LDA #0 the compiler adds before it does the JSR is
>> just two wasted bytes and a few extra ticks that are completely uneccessary.
>> Actually, I am not even sure that is the code it generates, I think it may
>> actually use a ,Y index type of instruction: Been too long.
>>
>
> Yes, that CIO thing is annoying. If he'd only chosen to swap the parm
>registers around it'd be fine. My guess is that Action! was originally written
>for something else, like an Apple maybe and this is why that is. There are two
>ways it passes parameters. If there are less than 3 bytes worth, you get the
>LDA/LDX/LDY business. Otherwise it generates an inline call to a runtime
>routine called SArgs. So you get code like:
>
> JSR SArgs
> .BYTE 5
> .BYTE P1,P2,P3,P4,P5
> JSR your-routine
>
>Offhand, I think SArgs does the final LDA/LDX/LDY before it returns. Looking at
>SArgs is probably what you're remembering.
>
>> Or maybe attempt to write an optimizer. I love the language, but I do ack
>> that it only about 70% as fast as assembly and probably 10-30% larger then
>> the equivalent assembly program. Probably the way I do it now is going to

>> have to suffice
>>
>
>Hmm, I think the size is worse than that. Maybe I'm not very proficient with
>it, but I usually found Action! code to be closer to twice the size of my
>assembly language code. I tried to use it for a couple of large projects but
>the code size always blew it out of the water.
>
>The first step to fixing it up would be to release it from the constraints of
>the cartridge environment. I did get a version to run without the cart, but
>there's almost no memory left for anything else. At the time my thought had
>been to make it work with 130XE or 256K XL machines, but the way it generates
>code did me in, and I gave up on it.

## 327. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-14 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3764ca3a.2113634@news.earthlink.net>
Source record: 51812

On 12 Jun 1999 19:30:24 GMT, seagtgruff@aol.com (SeaGtGruff) wrote:

>mclane@dellos.freeserve.co.uk (Paul "Mclane" Irvine) wrote:
>
>> The other Day ssilicon@earthlink.net (Jon Melbo) wrote:
>>
>> >On Fri, 11 Jun 1999 17:23:06 GMT, mclane@dellos.freeserve.co.uk (Paul
>> >"Mclane" Irvine) wrote:
>> >
>> >>
>> >>What is it with this hunt for the A rom, people only need to ask or I
>> >>can put it on the site?
>> >
>> >Why don't you put it in the binaries newsgroup.
>> >
>> Done... :)
>
>Okay, now to ask a stupid question... WHAT is the name of "the binaries
>newsgroup"? I've searched the AOL newsgroups listing for "binaries," and can't
>find one that contains a posting of the A rom.
>
>Michael Rideout

alt.binaries.comp.atari8bit

# 328. Re: Atari monitor DIN -connectors pin outputs

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-14 00:00:00 UTC
From: Alexej Sidorenko <matem@zmtes.kh.energy.gov.ua>
Message-ID: <01beb65d$82418ba0$0520790a@zmtes05.kh.energy.gov.ua>
Source record: 51813

In FAQ Atari 8-Bit described as follow:
3 1
5 4
2

1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)
~~~~~~
look here

I connect my 65XE to TV-set over 2 RCA cables Composite Video
and Audio and got good picture quality. Next step. I try to
connect through S-video and Luma/Chroma. Picture has a big grain
and little bit reduce quality. May be i do something wrong, may
be not, but i leave connection over RCA (composite video and
audio).

--
Best regards
Alexej Sidorenko

Tony Cav&#65533;n wrote:

> Which pins on the DIN -connector for monitor outputs which signal ?
> (chroma, luma, audio and composite)
> Atari 800XL is the computer.
>
> --
> - Tony Cav&#65533;n aka Ferrara / phObos www.surffi.net/~ferrara/
>
>
>
~~~~~~

## 329. Re: Action! Reference Appendix A (Was Re: Action! language spec)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-14 00:00:00 UTC
From: Isaac Davis <idavis@my-deja.com>
Message-ID: <7k37tr$rqp$1@nnrp1.deja.com>
Source record: 51814

In article <7k2ftr$s41$1@ultra.sonic.net>,
nbs@sonic.net (William Kendrick) wrote:
> William Kendrick (nbs@sonic.net) wrote:
> :
> : BTW, I hope to make a cross-referenced, hyperlinked HTML version of
> : that document some time soon, too. :)
> :
>
> I must have no life. :) Whew... my fingers hurt:
>
> http://www.newbreedsoftware.com/action-reference/
>
> Enjoy. I hope to eventually expand it to contain the _entire_ manual.
>
> -bill (16-year-old-copyright-breakin') kendrick
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/bill/
>
Awesome Bill.. Thanks. This reminds me of the time when we had mail
ordered my first atari, and all I had were some magazines. I think I
figured out how to program before I even had the computer by reading
the type in programs over and over. Between the anticipation of getting
my first computer, and laying out in the street in front of the UPS
truck every day making the guy stop and double check all his packages,
I am surprised I am alive today.
--
isaac davis
indavis@juno.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 330. Re: OT:Atari Video Game Machines

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-14 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7k38gg$s29$1@nnrp1.deja.com>
Source record: 51815

Not to mention the fact that most 5200 carts have been converted to run
on the 8-bit anyway..

In article <376417FA.560912AB@ix.netcom.com>,
Jeff Jewell <jjewell@ix.netcom.com> wrote:
> The 7800 plays its own games and those for the 2600. The 5200 played
it own
> games and, with a hardware adapter, played 2600 games. The 2600
played only its
> own games.
>
> You should probably look for a 7800. It plays the most games, and
the parts
> aren't as scarce/flaky as those for the 5200 (Talking sticks and
switchbox
> here).
>
> Jeff
>
> just another john wrote:
>
> > Hey all,
> >
> > I'm looking in to buying an Atari Video Game machine to keep my
1200 XL
> > company :) My question is, are 2600 games compatible with the 5200
and 7800
> > machines, or vice versa? Also, which is the best one? Although I've
been an
> > Atari 8-bit user for some time, I don't know much about their game
machines.
> > Any help would be appreciated.
> >
> > Thanks,
> > john
>
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 331. Re: Where Can I get an Ultima IV Ankh?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-14 00:00:00 UTC
From: fortran@earthlink.net
Message-ID: <MPG.11cee0f14fe288a898a374@news.alt.net>
Source record: 51816

From the Void comes velcro_spy bearing this piece of Light...
> Back in the great days where Ultima IV was the rage for Atari 8bit, the
> Ultima IV package came with a cloth map and a metal ankh. Maybe it also had
> a dwarf with an axe...

No, Ultima IV didn't have a miniature. Just the ankh.

> Anyhow, where can I get the ankh? Lost mine!

Your best bet is to look on the auction sites (such as eBay
<http://www.ebay.com/>) or in the appropriate marketplace newsgroups
(such as <news:comp.sys.apple2.marketplace> or
<news:comp.sys.ibm.pc.games.marketplace>). Unless you are very lucky I
imagine that you'll have to buy a complete Ultima IV in order to get the
ankh.

--

Fortran Dragon -==(UDIC)==- | "There isn't enough darkness in the world
-=[MT]=- | to quench the light of one small candle."
Hidalgo Trading Company: <http://home.earthlink.net/~fortran/>
rgcud FAQ: <http://home.earthlink.net/~fortran/faq/rgcudfaq.html>

## 332. Re: Action! Reference Appendix A (Was Re: Action! language spec)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-14 00:00:00 UTC
From: Jeff Williams <williaj@interlog.com>
Message-ID: <3765269D.F7D71D94@interlog.com>
Source record: 51817

I believe I have the entire Action! manual already typed in, done many
years ago. As I recall it's a couple of 140K text files. I can email it
to you if you want.

William Kendrick wrote:
>
> William Kendrick (nbs@sonic.net) wrote:
> :
> : BTW, I hope to make a cross-referenced, hyperlinked HTML version of
> : that document some time soon, too. :)
> :
>
> I must have no life. :) Whew... my fingers hurt:
>
> http://www.newbreedsoftware.com/action-reference/
>
> Enjoy. I hope to eventually expand it to contain the _entire_ manual.
>
> -bill (16-year-old-copyright-breakin') kendrick
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/bill/

## 333. Re: FS: Atari 400 Modem

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-14 00:00:00 UTC
From: "not on your life!"
Message-ID: <3764f2ad.13302420@news.apex2000.net>
Source record: 51818

Atari 400 modem?

On Sun, 13 Jun 1999 22:07:37 -0400, "O. Alan Jones"
<oajones@bright.net> wrote:

>For Sale: Atari 400 Modem with power supply - $3 plus shipping
>
>If interested please send email to oajones@bright.net

## 334. Atari 8-bit list of web pages

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-14 00:00:00 UTC
From: "not on your life!"
Message-ID: <3765f3b5.13566611@news.apex2000.net>
Source record: 51819

I want to make an up-to-date list of Atari 8-bit web pages. So if you have one and would like to be on the list, please post you webpage here or email it to csumner@brooksdata.net

-Chuck

## 335. Re: The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-14 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7k3i77$ep3$1@news7.svr.pol.co.uk>
Source record: 51820

Hi James,

>Just ask anyone who is lucky/unlucky enough to have a PAL 400/800
>(like me). They ONLY had rev A os roms....

Pardon???

I have two 400s and two 800s, all of them contain rev B ROMs - AFAIK Atari
never produced a PAL rev A ROM.

I had a devil of a job getting hold of the rev B ROM listing in 1983; the one
shipped as standard with the technical reference pack was rev A, the rev B
listing was sold separately (at least here in the UK).

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

## 336. Re: The outer fringes of Action!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-14 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <929387605.425.99@news.remarQ.com>
Source record: 51821

James Hague <jhague@dadgum.com> wrote in message
news:Pine.LNX.3.96.990614114829.29357A-100000@babba.advancenet.net...
> A number of features in the spec jumped out at me because they were never
> used in any of the listings I've seen: TYPE, RECORD, and POINTER. They're
> obviously standard imperative language features, but perhaps they weren't
> used much because:
>
> 1. A sizable percentage of Atari programmers only knew BASIC, assembly,
> and Action!, so they weren't familiar with standard C and Pascal
> conventions.
Very true in many cases. I have seen some Action! programs that were almost
indistinguishable from BASIC.
>
> 2. The same end could be accomplished in a more direct manner using other
> features. For example, it might be viewed as simpler to just use the PEEK
> and POKE variants rather than going through the trouble of declaring
> pointers and dereferencing them.
Also true, there were some articles around as to just exactly good form
would be, but it was always a cheap out for people to use what was familiar
and I never get on someone for style: It is either good as in my ref to
Bills work, or your own style. Anyone that critisizes someone for just doing
the job differently is pond scum.
>
> 3. There was a code generation overhead. Records aren't often used in
> 6502 assembly because they aren't something the 6502 excels at
> manipulating.
Actually, I have used the record feature of Action!, specifically because I
wrote a lousy Rogue type game and I wanted an easy way to edit stats for the
monsters. It was hands down the easiest way to do data records I have ever
encountered. If someone asked me what language they should use to implement
anything from a stamp collecting aid to an employee data base, it would be
Action!
>
> 4. These features weren't as fully implemented as they could have been.
> Arrarys of records aren't allowed. Did pointer increments do C-style
> scaling? I don't know.
The heart of the matter. Pseudo code, yes that's the ticket.
Let's say you want to initialize a block of memory in a structured language.
Proper way would be something like

```
byte pointer bptr
for bptr = start to finish
do
bptr^=0
```

od

But this will run slower then using a command like zeroblock(start, finish), so it is used instead. Ditto for file I/O, CIOV jumps vs byte orientated I/O.

There is a reason why you want to do it right: Stand alone code w/o the runtime package.

For instance, lets say you just want to write a quick and dirty that fills your screen with zeros.

If you use the procedures that are in the cart, like Poke(), the code will not be stand alone. If you use the pointers such that you don't call the canned routines, the code can be run w/o the cart.
>
> Any hardcore Action! programmers care to comment?
I consider myself more former then hardcore. Even when I was coding in Action! I probably spent 1/2 my time doing code blocks for it vs staying with the language.
>
> James
>

## 337. Can we blame the architecture (6502) for poor compiler performance ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-14 00:00:00 UTC
From: "David J. Firth" <david@signus.demon.co.uk>
Message-ID: <m4f1mCAd7WZ3EwrN@signus.demon.co.uk>
Source record: 51822

```
In article <19990612203355.10465.00000800@ng-fl1.aol.com>, Dustydeck
<dustydeck@aol.comQjnkfilQ> writes
>
>I would like the optimizer to move the variables a,b,c to the zero page if its
>possible. We arent allowing recursion in this langiage...
>so register allocation should be easier. The next obvious step
>is moving the values to a,x,y again if possible. We can also
>consider loop unrolling.

Have a look at the compiler I wrote in the late 80s.

http://www.signus.demon.co.uk/Software/Atari/TCL/Index.html

You could declare a variable in several ways:-

VARIABLE A

declared a 16 bit variable at the current PC.

Things got quite interesting if you added certain 6502 Opcodes before
it. For instance:-

A = 53248
...
CODE AD
VARIABLE A

Hey presto, "LDA 53248" appears, self modifying code as long as you were
careful :-)

You could also define a variable as being located at an address:-

VARIABLE 106=RAMTOP

Again it was a 16 bit variable but this time located in P0. The low byte
could be accessed by <RAMTOP and the upper byte by >RAMTOP.

There are a few example programs at the same location:-

http://www.signus.demon.co.uk/Software/Atari/TCL/Breakout.lis
http://www.signus.demon.co.uk/Software/Atari/TCL/Music.lis
http://www.signus.demon.co.uk/Software/Atari/TCL/Scroll.lis

For a complete game written in the above language visit:-

http://www.reticuli.demon.co.uk/Enigmatix/Index.html

>If I can figure out a basic framework for the compiler, I'm looking
>forward to seeing what sort of optimizations the experienced
```

> 6502 code bummers can come up with. Anyway back to Bison
>and context free grammars :)

The parsers that either Bison or Yacc generates are much to large to run
on the Atari - I assume your thinking about a cross compiler.

If anyone is interested in the MAC/65 source code to TCL (no not the
Unix language of the same name) then I can upload it to my web site.

Regards
--
David J. Firth

## 338. Re: The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-14 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <376e62cb.11851711@news.freeserve.net>
Source record: 51823

The other Day "Peter Pachla" <my.name@vectrex.freeserve.co.uk> wrote:

>Hi James,
>
> >Just ask anyone who is lucky/unlucky enough to have a PAL 400/800
> >(like me). They ONLY had rev A os roms....
>
>Pardon???
>
>I have two 400s and two 800s, all of them contain rev B ROMs - AFAIK Atari
>never produced a PAL rev A ROM.

I'm pretty sure they did...

I seem to remember checking this out at the time for a customer.
--
Paul Irvine

mclane@dellos.freeserve.co.uk

mclane@womp-rat.in2home.co.uk

ICQ 105793

## 339. Re: Action! Reference Appendix A (Was Re: Action! language spec)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-14 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7k41gl$5tn$1@ultra.sonic.net>
Source record: 51824

Jeff Williams (williaj@interlog.com) wrote:
: I believe I have the entire Action! manual already typed in, done many
: years ago. As I recall it's a couple of 140K text files. I can email it
: to you if you want.

Oooh - that would be nice. I'd them HTMLize it and cross-link things
left and right. <mwahahahaha!>

Thanks! :)

-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/bill/

## 340. Re: The outer fringes of Action!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-14 00:00:00 UTC
From: williaj@interlog.com
Message-ID: <N.061499.192619.36@alf350>
Source record: 51825

```
> 3. There was a code generation overhead. Records aren't often used in
> 6502 assembly because they aren't something the 6502 excels at
> manipulating.
>
> 4. These features weren't as fully implemented as they could have been.
> Arrarys of records aren't allowed. Did pointer increments do C-style
> scaling? I don't know.
>
```

It's both of these that limit the use of the POINTER/RECORD features. First off, there's a bug involving the use of the OFFSET feature and RECORDS. So if you need to use OFFSET you run into problems.

Worse, there's a sizeable code penalty for using RECORD/POINTER. Each and every reference causes a LDA/STA pair to set it up.

```
BYTE bptr

bptr^=0
```

produces code like

```
LDA BPTR
STA $80
LDA BPTR+1
STA $81
LDY #0
LDA #0
STA ($80),Y
```

This sort of thing consumes a lot of code space. It's also not very fast. RECORDs do the same thing. The compiler does not do any sort of auto-increment, at least that I know of. To advance, you need to do it your self. It does do two optimizations, one is for small arrays. If it's a BYTE or WORD array, less than 256 bytes long, the compiler will use ,X rather than a zero page reference.

```
BYTE ARRAY small[120]
WORD ARRAY dsmall[20]

small[2]=12
dsmall[5]=33
```

will generate

```
LDX #2
LDA #12
STA small,X
LDA #5
```

```
ASL A
TAX
LDA #33
STA dsmall,x
LDA #0
STA dsmall+1,x
```

which isn't too bad. Much better than a LDA/STA pair to zero page type operation. I often used POINTER types, accepting the code size penalty, but I'd never use RECORD because the size penalties for referencing each element of the record would be horrendous.

## 341. Re: apx classics on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-14 00:00:00 UTC
From: Graham C Thornton <graham.thornton@ln.ssw.abbott.com>
Message-ID: <7k5jra$2m49@news.abbott.com>
Source record: 51826

Richard Cortese wrote in message <928521041.946.76@news.remarQ.com>...
>SeaGtGruff <seagtgruff@aol.com> wrote in message
>news:19990603232109.11922.00000265@ng-cr1.aol.com...
>> Lance Ringquist wrote:

<SNIP>

>
>It is just a character set editor. Only thing it does that others don't is
>work with the multi color mode character sets <Antic mode 4&5?> poorly vs
>not deal with them at all.

< SNIP >

Just an FYI, Magic Window from Quicksilva was a BASIC character designer
that
handled multi-color character mode reasonably well - although a slight hack
was required if you wanted to redefine the entire character set and be able
to save it back to tape - another hack was required if you wanted to save
it to disk, but it wasn't protected so it was trivial.

I have it on disk somewhere if anybody is interested.

Graham.

## 342. Re: The outer fringes of Action!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-15 00:00:00 UTC
From: dpeschel@u.washington.edu
Message-ID: <7k63tk$rrk$1@nntp6.u.washington.edu>
Source record: 51638

In article <Pine.LNX.3.96.990614222610.4946A-100000@babba.advancenet.net>,
James Hague <jhague@dadgum.com> wrote:

>And while I'm here :) could someone enlighten me as to what operations the
>following operators represent:
>
>& = binary and?
>% = remainder?
>! = not?
>⌿ = binary or?

I haven't used Action! but I've used C and Action seems to be based on C.
(The characters for these operators are the same except that or is | in C.)

You probably know how AND and OR and NOT work in BASIC. For AND, the result
is true (1) if both operands are true (non-zero). Similarly for OR, the
result is true (1) if either operand is true (non-zero). And finally for
NOT, the result is false (0) if the operand is true (non-zero).

The binary (or bitwise) versions of AND, OR, and NOT use the same logical
rules but they treat a number as a series of bits and work on all the bits.

Take 6 and 10: 0 1 1 0
1 0 1 0

6 & 10 = 2: 0 0 1 0
6 ⌿ 10 = 15: 1 1 1 0

In the leftmost column, 0 AND 1 is 0; 0 OR 1 is 1. In the third column,
1 AND 1 is 1 and 1 OR 1 is also 1. In the rightmost column, 0 AND 0 is 0
and 0 OR 0 is also 0.

NOT just reverses all the bits. NOT 6 would be 1 0 0 1 or 9. Here I've
assumed that numbers are four bits but on the Atari, they would be 8 or
maybe 16 bits.

These operators are rather bizarre but they do everything the BASIC method
does and more. (You can turn on and off selected bits in a byte, which is
very useful when you're working with hardware registers that use different
parts of a byte for different purposes.)

The remainder (or modulo) operator is the remainder after division. For
example, 9 divided by 2 is 4 with a remainder of 1, so 9 modulo 2 is 1. 47
modulo 6 is 5. Different languages treat negative numbers differently when
finding the remainder, so you'll have to experiment with Action! to see what
it does with negative numbers.

-- Derek

## 343. Re: The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-15 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7k6ar8$9m0$3@news5.svr.pol.co.uk>
Source record: 51639

Hi Paul,

>I'm pretty sure they did...
>
>I seem to remember checking this out at the time for a customer.

The thing is....ISTR that in late '83 several people at the computer club I used to attend (BUG) checked this out since we had some games from the US which would only run on OS rev A machines - due to the games in question using illegal/undocumented calls to the OS ROMs.

The response they got was that there was no PAL version of the "A" ROMs available.

Then again I suppose whoever they spoke to may not have known/was unwilling to release such ROMs. At least two of the people who looked into this did at the time work for Currys "MicroC" so I'd have expected them to have gotten a definitive answer.

In my experience I've never seen a rev "A" PAL machine, but then again that doesn't mean anything.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

## 344. Re: apx classics on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-15 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7k6ar8$9m0$2@news5.svr.pol.co.uk>
Source record: 51640

Hi Graham,

>Just an FYI, Magic Window from Quicksilva was a BASIC character designer
>that handled multi-color character mode reasonably well....

My first character designer, and well impressed with it I was.

>I have it on disk somewhere if anybody is interested.

Yes please, I came across my copy of it the other day and was considering
digging out a 410 to read it in.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

## 345. Re: The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-15 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7k6ar9$9m0$4@news5.svr.pol.co.uk>
Source record: 51641

Hi James,

>There was a magazine artical about the rev a and revb roms and how to
>tell them apart. Can someone shed some light on this and solve this?

See my previous response to Paul - I'd be happy to be proven wrong though
since I've believed since '83 that no PAL 'A' ROMs existed.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

## 346. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-15 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7k6ar7$9m0$1@news5.svr.pol.co.uk>
Source record: 51642

Hi James,

>....I think, though, that *most* 6502 code on "larger" systems
>like the Atari 8-bit computers (as opposed to the 2600) is fairly
>straighforward....

It depends how complex the game you're trying to put together is, for all but the simplest of games you soon find that you start running out of processor "time" so have to resort to various tricks and optimisations to get things done.

Even on the 7800 with it's extra graphics hardware you soon have problems getting the screen updated at 50 or 60Hz - if you don't update at this rate the game quickly becomes sluggish and unresponsive (personally I find even updating every other frame unacceptable).

>I don't think that most 6502 coders were as hardcore as you think. I
>remember reading the source to one of ANALOG's classic games
>(Livewire?)....

I well remeber "Livewire", I spent several days over Christmas 1983 typing in the BASIC loader for it into my 400....then I entered the assembly listing so I could fiddle with it myself.

>....and the display memory offset table wasn't even precomputed....

I mean no disrespect here at all, but you have to remember that many/most/all of the games published in ANALOG etc were written by people who were pretty new to the business of writing games in assembly language. Not that I'm going to pick holes in anyone else's code, but some things could have been done differently.

It takes years to learn all the tricks to get the last ounce of speed etc out of the 6502/Atari so you can't expect highly optimised code there. I must say I was (and still am) very impressed by the programs published in said magazine....they were a real help to me when I was learning 6502.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

## 347. Re: The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-15 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7k6ara$9m0$5@news5.svr.pol.co.uk>
Source record: 51643

Hi James,

>....I have OS A and OS B
>on the ROM modules, so I know they are real and correct,
>but just for NTSC, assuming there are also PAL versions,
>which is a new idea for me. Are there PAL A and B ROMs?

PAL "B" ROMs definitely exist, I have at least three sets.

Both my 800's and the 400 I bought in '83 contain rev "B" ROMs, that is certain. However as far as my poorly 400 is concerned I only briefly looked at the writing on the ROMs when I got the machine for spares a few years ago; at first glance they did appear to be rev "B" ROMs.

I'm going to dig the machine out and check again using the information given in a previous message, but I'm 99% certain they too are rev "B" ROMs.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

## 348. Re: The outer fringes of Action!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-15 00:00:00 UTC
From: williaj@interlog.com
Message-ID: <N.061599.164647.60@alf350>
Source record: 51644

From the manual:

& = bitwise AND
% = bitwise OR
! = bitwise XOR
# = NOT

> And while I'm here :) could someone enlighten me as to what operations the
> following operators represent:
>
> & = binary and?
> % = remainder?
> ! = not?
> # = binary or?
>
> James
>

## 349. Re: The outer fringes of Action!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-15 00:00:00 UTC
From: dpeschel@u.washington.edu
Message-ID: <7k6jgr$tc4$1@nntp6.u.washington.edu>
Source record: 51645

In article <Pine.LNX.3.96.990615062540.11131A-100000@babba.advancenet.net>,
James Hague <jhague@dadgum.com> wrote:

>I know how bitwise operators and the mod operator work, I just wanted to
>know which character in Action! stood for which operation :)

Oh. Sorry we all misunderstood you. I think your guess is probably correct
since (as I said) C uses the same characters for and, not, and modulo.

-- Derek

## 350. QUICK

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-15 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <rzA93.10642$To2.206335@nnrp3.clara.net>
Source record: 51646

There have been a lot of messages flying around regarding Action! recently. I just thought I'd take this opportunity to remind you that there is a very good alternative to Action! called QUICK which is still on sale from us here at DGS. Drop by http://www.dgs.clara.net and check out the details and prices via the Catalogue option. Articles about QUICK, including some tutorials are also available on the site via the Articles option.

Dean Garraghty

## 351. Re: Where Can I get an Ultima IV Ankh?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-15 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <929501588mnewsX_velcro_X@netunlimited.net>
Source record: 51647

Fortran Dragon wrote:

> I THINK I know where mine is.. I'll try to find it

Send me that, I'll send you five dollah! Five dollah for the ankh!

> > From the Void comes velcro_spy bearing this piece of Light...
> >
> > No, Ultima IV didn't have a miniature. Just the ankh.
> >
> > > Anyhow, where can I get the ankh? Lost mine!

There is some game I had that came with a dwarf wielding an axe. Maybe it
was an Amiga game...

vs

To email me just remove the X's and underline marks from my address.

## 352. Re: The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-15 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7k46j9$9k8$1@pale-rider.INS.CWRU.Edu>
Source record: 51827

```
(Talk about PAL and NTSC Rev A OS)
That explains it, possibly. Someone sent me a REV A OS.
It worked with the emulator. My dump also works with the
emulator. The thing is, the two REV A are different.
I presumed that the sent one was corrupt and discarded it ??!
I have a thing about using arc before uuencoding, to
provide a built in crc check that the file is non-corrupt.
So, I think I discarded the PAL A OS.
By the way. I can tell the two 10240 byte files are different
without doing a pc DOS 'comp' or anything. I use a crc16
program. My dump has crc16 $3a1f, for instance. I suppose
DOS comp will do the job. And you could write a quick
Atari BASIC program to GET byte, by byte from two files
and give indicator if any two bytes at the same offset
were different. It is just a bit more sophisticated IMO
to do a crc16 check of two files to compare them. And
a bit quicker.
In case you now want a crc16 checker for pc and A8
you can find them in my 'pcutil' package at:
http://www.en.com/users/russg.
You can ignore the pcutil and sioplus stuff and just
keep the two (or three) crc checking utilties.
RUssg
```

## 353. Re: The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-15 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-uX7ojGdwPhdd@localhost>
Source record: 51828

On Mon, 14 Jun 1999 13:08:23, "Peter Pachla"
<my.name@vectrex.freeserve.co.uk> wrote:

> Hi James,
>
> >Just ask anyone who is lucky/unlucky enough to have a PAL 400/800
> >(like me). They ONLY had rev A os roms....
>
> Pardon???
>
> I have two 400s and two 800s, all of them contain rev B ROMs - AFAIK Atari
> never produced a PAL rev A ROM.
>
> I had a devil of a job getting hold of the rev B ROM listing in 1983; the one
> shipped as standard with the technical reference pack was rev A, the rev B
> listing was sold separately (at least here in the UK).
>
Hmmmm. the only way to tell for sure is to look at the 3 roms on the
os card. 2 of them have C015x99 where x is either 1 or 2. the math rom
should be C012399B. I beleave the rev b roms have a B at the end of
the number.
There was a magazine artical about the rev a and revb roms and how to
tell them apart. Can someone shed some light on this and solve this?

James.

## 354. Re: FS: Atari 400 Modem

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-15 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7k5ku9$m8r$1@nnrp1.deja.com>
Source record: 51829

Geez, and all this time I thought my 400 was an actual computer. It's
really a modem with a keyboard! :)

In article <3764f2ad.13302420@news.apex2000.net>,
not on your life! (8-bit fan!) wrote:
> Atari 400 modem?
>
> On Sun, 13 Jun 1999 22:07:37 -0400, "O. Alan Jones"
> <oajones@bright.net> wrote:
>
> >For Sale: Atari 400 Modem with power supply - $3 plus shipping
> >
> >If interested please send email to oajones@bright.net
>
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 355. Re: Where Can I get an Ultima IV Ankh?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-15 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7k5l08$m9b$1@nnrp1.deja.com>
Source record: 51830

I THINK I know where mine is.. I'll try to find it

In article <MPG.11cee0f14fe288a898a374@news.alt.net>,
fortran@earthlink.net (Edward Franks) wrote:
> From the Void comes velcro_spy bearing this piece of Light...
> > Back in the great days where Ultima IV was the rage for Atari 8bit,
the
> > Ultima IV package came with a cloth map and a metal ankh. Maybe it
also had
> > a dwarf with an axe...
>
> No, Ultima IV didn't have a miniature. Just the ankh.
>
> > Anyhow, where can I get the ankh? Lost mine!
>
> Your best bet is to look on the auction sites (such as eBay
> <http://www.ebay.com/>) or in the appropriate marketplace newsgroups
> (such as <news:comp.sys.apple2.marketplace> or
> <news:comp.sys.ibm.pc.games.marketplace>). Unless you are very lucky
I
> imagine that you'll have to buy a complete Ultima IV in order to get
the
> ankh.
>
> --
>
> Fortran Dragon -==(UDIC)==- | "There isn't enough darkness in the
world
> -=[MT]=- | to quench the light of one small
candle."
> Hidalgo Trading Company: <http://home.earthlink.net/~fortran/>
> rgcud FAQ: <http://home.earthlink.net/~fortran/faq/rgcudfaq.html>
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 356. Re: The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-15 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7k5jc3$8q6$1@pale-rider.INS.CWRU.Edu>
Source record: 51831

(How to tell 800 OS A and B apart.)
Well. 'Mapping the ATari' the old standard. It says check
58383 ($e40f), if 56 then A, if 0 the B.
Another way is to look at the chips have an A or B
after the first code number on them, again from 'Mapping
the Atari'. Not in 'Mapping' is any mention of PAL vs NTSC
ROMs, in which case we may have 4 OS versions.
In practicality, I am 99.99% sure I made a good dump of
OS ROM A, NTSC
you can do a crc16 on it, the arc crc16 and it will
be $3a1f.
The point is various ROM images floating around, are
they correct? Or have some of them either been intentionally
patched or accidentally corrupted. I have OS A and OS B
on the ROM modules, so I know they are real and correct,
but just for NTSC, assuming there are also PAL versions,
which is a new idea for me. Are there PAL A and B ROMs?
Russg

## 357. Re: The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-15 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7k5lpe$88v$1@alexander.INS.CWRU.Edu>
Source record: 51832

(OS A and B.)
'Mapping' doesn't do a good description of the chip numbers.
Looking at my A and B OS, the three 24 pin chips are numbered:

A B
CO12399B (yes B) CO12399B (yes the same)
CO12499A CO12499-01
CO14599A CO14599B

So, if my examples are indication, but may differ of course
on somebody elses ROM module, the CO14599 seems to be
the easiest way to tell if OS A or B.
Russg

## 358. Re: The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-15 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7k5njs$c0j$1@alexander.INS.CWRU.Edu>
Source record: 51833

(More on OS A and B)
I did a dump on my OS B.
It is different from the OS B I got with either xlit or atari800
emulators.
Now, you may question my dump. I'm positive I did a good dump.
Dumped it, then opened the file and did a byte by byte comparison
of the dump and memory, $d800-$ffff.
So, I hope the difference is PAL vs NTSC. Possibly someone has
patched the OS B that came with xlit, but I'm sure the two
are different. My NTSC OS B, crc16 $5595, the one with xlit
crc16 $0f4c.
Russg

## 359. Action! for emulators

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-15 00:00:00 UTC
From: mjarek@ifa.amu.edu.pl
Message-ID: <37666489.64980848@news.amu.edu.pl>
Source record: 51834

Is there a version of Action! cart that would run on an emulator? If so, where can I find it?

Jabberwock

## 360. Re: WANTED:

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-15 00:00:00 UTC
From: Gene Ehrich <gene@ehrich.com>
Message-ID: <KPu93.165$ar6.22066@news3.voicenet.com>
Source record: 51835

Look at the Atari page on my web site where you will find a lot of older
Atari 8 bit items

--
http://pages.prodigy.net/garagesale

Video Games - PC MAC & 8-Bit Computer HW & SW

BETA VHS & CED Video's - Music CD's & Books

BRAIN TEASERS - RIDDLES - HTML Color Chart - Sports History & Trivia
Andre <stein@agnld.uni-potsdam.de> wrote in message
news:376118A2.3072D363@agnld.uni-potsdam.de...
> Hi Folks !
>
> I'm looking for some older Atari 8-Bit games. Diskette based complete
> games would be fine and are preferred !
>
> Assault on the Astral Rift, Omnitrend's Universe, Lucifer's Realm,
> Labyrinth (Broderbund), Montezumas Revenge, Spelunker, Bounty Bob
> Strikes Back, Boulder Dash (Fisrt Star releases only, please), Aerobics,
> Nadral, Dan Strikes Back, Elektra Glide, Dragonriders of Pern (Epyx),
> Amaurote (Mastertronic), Knight Orc (Level 9), Whistler's Brother
> (Broderbund), Spare Change (Broderbund), Cosmic Balance (SSi), Imperium
> Galactum (SSi), Phantasie I (SSi)
>
> Please make your offers (trade possible of course too). Thanks !
>
> Cheers from Germany,
>
> Andre
>

## 361. TCP/IP for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-15 00:00:00 UTC
From: Jeff Williams <williaj@interlog.com>
Message-ID: <376679C7.9AE1D3E4@interlog.com>
Source record: 51836

A long time ago I remember seeing a message that mentioned someone (a Bill somebody) was working on a version of TCP/IP for the 8-bit. Did anything ever come of that, or has anyone else produced anything that lets you net directly from the 8-bit ?

## 362. Re: Atari 8-bit list of web pages

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-15 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7ybteh9zf3.fsf@co.umist.ac.uk>
Source record: 51837

not on your life! (8-bit fan!) writes:
> I want to make an up-to-date list of Atari 8-bit web pages. So if you
> have one and would like to be on the list, please post you webpage
> here or email it to csumner@brooksdata.net

(shameless plug here, but...)
Well, 2 good places to start would be at my links pages:
http://www.geocities.com/SiliconValley/Lakes/7953/atari.html

Over 300 of them there, although I guess they won't all be current, as
I haven't checked them in a while (if you do find any that are out of
date, then please let me know and I'll update them).

Also, check out the Atari 8-bit webring:
http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

47 pages there at the last count.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

## 363. Re: Action! Reference Appendix A (Was Re: Action! language spec)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-16 00:00:00 UTC
From: james.shand@kerowyns-haven.com
Message-ID: <7k6sru$6jv$1@nnrp1.deja.com>
Source record: 51648

In article <3765269D.F7D71D94@interlog.com>,
Jeff Williams <williaj@interlog.com> wrote:
> I believe I have the entire Action! manual already typed in, done many
> years ago. As I recall it's a couple of 140K text files. I can email
it
> to you if you want.
>
Jeff,

If you could post those files to one of the Atari binary groups,
I believe it would be of interest to quite a few like me, who have
an Action cartridge, but no manual.

James Shand

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 364. Re: TCP/IP for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-16 00:00:00 UTC
From: eparent@reply.here.net
Message-ID: <37671b4e.20207011@207.106.92.52>
Source record: 51649

check out Ken Siders project ICE page at
http://home.columbus.rr.com/ksiders/ice.htm
and of course his Atari page at
http://home.columbus.rr.com/ksiders/atari.htm

i have downloaded his test program, but have yet to test it. :-(
he needs feedback so if you try it let him know your results.

On Tue, 15 Jun 1999 12:05:27 -0400, Jeff Williams
<williaj@interlog.com> wrote:

> A long time ago I remember seeing a message that mentioned someone (a
>Bill somebody) was working on a version of TCP/IP for the 8-bit. Did
>anything ever come of that, or has anyone else produced anything that
>lets you net directly from the 8-bit ?

## 365. Re: TCP/IP for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-16 00:00:00 UTC
From: williaj@interlog.com
Message-ID: <N.061699.003307.69@alf350>
Source record: 51650

Thanks for the tip. I tried his program and it doesn't work at all, but it's a start at least.

> i have downloaded his test program, but have yet to test it. :-(
> he needs feedback so if you try it let him know your results.
>

## 366. Re: The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-16 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-R86GXNZdjwe1@localhost>
Source record: 51651

On Mon, 14 Jun 1999 13:08:23, "Peter Pachla"
<my.name@vectrex.freeserve.co.uk> wrote:

> Hi James,
>
> >Just ask anyone who is lucky/unlucky enough to have a PAL 400/800
> >(like me). They ONLY had rev A os roms....
>
> Pardon???
>
> I have two 400s and two 800s, all of them contain rev B ROMs - AFAIK Atari
> never produced a PAL rev A ROM.
>
> I had a devil of a job getting hold of the rev B ROM listing in 1983; the one
> shipped as standard with the technical reference pack was rev A, the rev B
> listing was sold separately (at least here in the UK).
>
I have just dug out and looked at the 800 PAL roms I have and have
confirmed that they ARE rev A. The good bible for 8bits, Mapping the
atari says peeking $E40F gives either 56 or 0. mine has $F9. So I
looked at the routines themselves, where they start etc and found the
roms are Rev A. Looking up the best electronics catalog, The only PAL
roms available for the 400/800 are the same as the ones I have. So I
still say that Atari only made PAL rev A roms.
The number is CO15199 and 299. the math is CO12399B.

I to have the listing for rev B roms here. It is different to the
roms I have.

James.

## 367. Re: The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-16 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-blzp3lSpFTit@localhost>
Source record: 51652

On Tue, 15 Jun 1999 13:10:27, cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:

>
> (How to tell 800 OS A and B apart.)
> Well. 'Mapping the ATari' the old standard. It says check
> 58383 ($e40f), if 56 then A, if 0 the B.

Mine has $F9

> Another way is to look at the chips have an A or B

Only the Math rom has B. the other 2 are CO15199 and 299

> which is a new idea for me. Are there PAL A and B ROMs?

Not here. The only way we could get rev B roms was to buy a locally made monintor program that was on a plug in board.

James.

## 368. Re: The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-16 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-BVCpTih7vnSJ@localhost>
Source record: 51653

On Tue, 15 Jun 1999 13:51:42, cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:

> 
> (OS A and B.)
> 'Mapping' doesn't do a good description of the chip numbers.
> Looking at my A and B OS, the three 24 pin chips are numbered:
> 
> A B
> CO12399B (yes B) CO12399B (yes the same)
> CO12499A CO12499-01
> CO14599A CO14599B
> 
> So, if my examples are indication, but may differ of course
> on somebody elses ROM module, the CO14599 seems to be
> the easiest way to tell if OS A or B.
> Russg

mine are;
CO15199
CO15299
CO12399B

PAL

James

## 369. Re: QUICK

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-16 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990616064803.15719.00000121@ng-fp1.aol.com>
Source record: 51654

```
>there is a very good alternative to Action!
>called QUICK which is still on sale...

Does anyone know if QUICK will work
with one or more of the emulators?

Larry
```

## 370. Re: FS: Atari 400 Modem

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-16 00:00:00 UTC
From: "David A. Elliott" <delliott@nac.net>
Message-ID: <WzL93.64$Z.216@nntp1>
Source record: 51655

```
I don't think this guy has them... I e-mailed him on Monday and have not
heard back...
spearsk@mc-mc.com wrote in message <7k5ku9$m8r$1@nnrp1.deja.com>...
>Geez, and all this time I thought my 400 was an actual computer. It's
>really a modem with a keyboard! :)
>
>In article <3764f2ad.13302420@news.apex2000.net>,
> not on your life! (8-bit fan!) wrote:
>> Atari 400 modem?
>>
>> On Sun, 13 Jun 1999 22:07:37 -0400, "O. Alan Jones"
>> <oajones@bright.net> wrote:
>>
>> >For Sale: Atari 400 Modem with power supply - $3 plus shipping
>> >
>> >If interested please send email to oajones@bright.net
>>
>>
>
>
>Sent via Deja.com http://www.deja.com/
>Share what you know. Learn what you don't.
```

## 371. WTB- a working 1050 FDD

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-16 00:00:00 UTC
From: "David A. Elliott" <delliott@nac.net>
Message-ID: <uCL93.66$Z.249@nntp1>
Source record: 51656

After much assistance from the news group members, I have determined the 1050 drive I have doesn't work. Does anyone have a working one for CHEAP? Please e-mail me at delliott@nac.net and let me know. I really don't want to spend $100 plus from Best Electronics... I bought my 800XL with tape recorder and non-working fdd for 23.00, fer cryin' out loud....

## 372. SpartaDos X Rom & OmniView on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-16 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7k82l5$r2$1@news.xmission.com>
Source record: 51657

Just a heads up...

I have a SpartaDos X ROM (4.20) up for sale ($10.00 starting) on Ebay.

In addition, I have a OmniView 256 CDY Rom also.

Items: 118109892 and 118111195

If these sell, I have two more 4.21 ROMS that I'll put up.

Then, I'll be placing a complete MUX system (5 slaves) and cabling.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

## 373. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-16 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_929538288@rtfm.mit.edu>
Source record: 51658
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend,
several people volunteer their time and energies by maintaining Periodic
Informational Postings for this newsgroup. Please take a moment to refer to
these documents before posting to comp.sys.atari.8bit. The answer to your
question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
```

# 374. Re: QUICK

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-16 00:00:00 UTC
From: Jeff Williams <williaj@interlog.com>
Message-ID: <3767B35B.3F8742F5@interlog.com>
Source record: 51659

I read the articles and downloaded the demos. Unfortunately, I don't
speak or read German, so I didn't learn much. :(

Just a guess, but it looks like the .ZS files are some kind of runtime
library that each compiled program loads itself. Is that right ? That
would kind of limit this languages use, since it seems to be hardwired
to load from D1: only.

Dean Garraghty wrote:
>
> There have been a lot of messages flying around regarding Action! recently.
> I just thought I'd take this opportunity to remind you that there is a very
> good alternative to Action! called QUICK which is still on sale from us here
> at DGS. Drop by http://www.dgs.clara.net and check out the details and
> prices via the Catalogue option. Articles about QUICK, including some
> tutorials are also available on the site via the Articles option.
>
> Dean Garraghty

## 375. Re: Action! Reference Appendix A (Was Re: Action! language spec)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-16 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <7k8hmk$o3a$1@nnrp1.deja.com>
Source record: 51660

In article <3767B286.76F26759@interlog.com>,
Jeff Williams <williaj@interlog.com> wrote:
> Ok, I posted the manual to the 8-bit binaries.
>

Because many of us have no way to access the
binary newsgroups, could someone send the
action manual to Larry Richardson, as he
maintains an excellent manual site (where
the MAC/65 manual is incidentally)
Please ask Larry if he has it already before
you send though, to be polite.

Larry's Atari Doc/Solution site:
http://www.crestviewfl.com/~richard/atari-docs.htm

Larry's email:
larryr@cyou.com

Thank you!
-Dan

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 376. Atari Users List

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-16 00:00:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <3767C02E.6D66F046@holyoak.com>
Source record: 51661

Please add me.

Trevor Holyoak
trevor@holyoak.com
http://www.holyoak.com/atari
West Jordan, Utah

Thanks,
Trevor

# 377. Re: Atari 8-bit list of web pages

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-16 00:00:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <3767C0D4.A1490513@holyoak.com>
Source record: 51662

My web page is at http://www.holyoak.com/atari

- Trevor

"8-bit fan!" wrote:

> I want to make an up-to-date list of Atari 8-bit web pages. So if you
> have one and would like to be on the list, please post you webpage
> here or email it to csumner@brooksdata.net
>
> -Chuck

## 378. 800xl system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-16 00:00:00 UTC
From: rnl91998@aol.comRich
Message-ID: <19990616113033.28993.00000165@ng-cj1.aol.com>
Source record: 51663

I have (2) Atari 800xl keyboards (1 is missing the letter 'M'), 1010 recorder, 410 recorder, 1050 disk drive, and okidata10 dot-matrix printer for sale I also have several video and Infocom games.
The video games are as follows:
Qix
Donkey Kong
River Raid
Super Breakout
Star Raiders

## 379. 800Xl system for sale, part 2

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-16 00:00:00 UTC
From: rnl91998@aol.comRich
Message-ID: <19990616114016.28986.00000218@ng-cj1.aol.com>
Source record: 51664

I didn't finish listing everything I have. Here is the complete list:
Video Games:
star Raiders
Defender
Pac_man
Centipede
River Raid
Super Breakout
Donkey Kong
Qix
Soccer
Major League Hockey
Submarine Commander
Chess

Infocom Titles:
Enchanter
Suspended
Zork II, III, and Trilogy
Cutthroats
Plundered Hearts
Starcross
Seastalker
Stationfall
deadline
The Lurking Horror
Infidel
Hitchhiker's Guide to the Galaxy
Fooblitzky

## 380. Professional AKI board now available!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-16 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19990616115625.05875.00000068@ngol05.aol.com>
Source record: 51665

Theres a new professional maded board for the "AKI" (Atari Keyboard Interface)
available now !
Some of the features:

- connects any standard PC keyboard with your ATARI
- full plugable, only 4 soldering points needed (only if POKEY is socketed)
- option for a separate macro memory (up to 8Kbytes)
- output pin for switching several OS-Roms or Ramdisks
- the 'hanging key' software bug is removed

For some pictures and a short description of the new board look at:
http://www.macfalkner.de
-> atari projects -> AKI

bye, MacFalkner

## 381. Re: Professional AKI board now available!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-16 00:00:00 UTC
From: jamesk@news.hba.com
Message-ID: <7k8t1a$anh$1@news.xmission.com>
Source record: 51666

Outstanding! I've been waiting for a TransKey replacement for years! You've got a sale with me!

MacFalkner <macfalkner@aol.com> wrote in message news:19990616115625.05875.00000068@ngol05.aol.com...
>
> Theres a new professional maded board for the "AKI" (Atari Keyboard Interface)
> available now !
> Some of the features:
>
> - connects any standard PC keyboard with your ATARI
> - full plugable, only 4 soldering points needed (only if POKEY is socketed)
> - option for a separate macro memory (up to 8Kbytes)
> - output pin for switching several OS-Roms or Ramdisks
> - the 'hanging key' software bug is removed
>
> For some pictures and a short description of the new board look at:
> http://www.macfalkner.de
> -> atari projects -> AKI
>
> bye, MacFalkner
>

## 382. ATTN: Mark Bowling

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-16 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@home.com>
Message-ID: <TOV93.4711$GT.7149@news.rdc1.mi.home.com>
Source record: 51667

I have not received my refund yet. Please contact me. Thanks.

Mark Kusz

## 383. Re: The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-16 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <376c18c3.82456958@news.earthlink.net>
Source record: 51668

On 15 Jun 1999 14:22:52 GMT, cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:

>
>(More on OS A and B)
>I did a dump on my OS B.
>It is different from the OS B I got with either xlit or atari800
>emulators.
>Now, you may question my dump. I'm positive I did a good dump.
>Dumped it, then opened the file and did a byte by byte comparison
>of the dump and memory, $d800-$ffff.
>So, I hope the difference is PAL vs NTSC. Possibly someone has
>patched the OS B that came with xlit, but I'm sure the two
>are different. My NTSC OS B, crc16 $5595, the one with xlit
>crc16 $0f4c.

With all this talk of Atari8 ROMs, I thought it might be a good time to remind people of Sidney's web page. It seems to be very relavent to the subject at hand.

Visit: http://ch.twi.tudelft.nl/~sidney/atari/

## 384. Re: Action! Reference Appendix A (Was Re: Action! language spec)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-16 00:00:00 UTC
From: Jeff Williams <williaj@interlog.com>
Message-ID: <3767B286.76F26759@interlog.com>
Source record: 51669

Ok, I posted the manual to the 8-bit binaries.

james.shand@kerowyns-haven.com wrote:
>
> In article <3765269D.F7D71D94@interlog.com>,
> Jeff Williams <williaj@interlog.com> wrote:
> > I believe I have the entire Action! manual already typed in, done many
> > years ago. As I recall it's a couple of 140K text files. I can email
> it
> > to you if you want.
> >
> Jeff,
>
> If you could post those files to one of the Atari binary groups,
> I believe it would be of interest to quite a few like me, who have
> an Action cartridge, but no manual.
>
> James Shand
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

## 385. Re: WTB- a working 1050 FDD

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-17 00:00:00 UTC
From: wetmore@adelphia.net
Message-ID: <37684674.295964838@nntp.adelphia.net>
Source record: 51670

On Wed, 16 Jun 1999 07:16:56 -0400, "David A. Elliott"
<delliott@nac.net> wrote:

>After much assistance from the news group members, I have determined the
>1050 drive I have doesn't work. Does anyone have a working one for CHEAP?
>Please e-mail me at delliott@nac.net and let me know. I really don't want
>to spend $100 plus from Best Electronics... I bought my 800XL with tape
>recorder and non-working fdd for 23.00, fer cryin' out loud....

You might try bidding on eBay (http://www.ebay.com). They've got lots
of Atari 8-bit stuff for sale, including 1050 drives that (supposedly)
are in working order.

Tony Wetmore
mailto:wetmore@adelphia.net

## 386. Waaaayyy OT:Classic Mac Users

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-17 00:00:00 UTC
From: hajjej@aol.comnospam
Message-ID: <19990616213844.20203.00000572@ng-fv1.aol.com>
Source record: 51671

Hey all,

Just wondering if any of you Atari users also have old macs, like the Mac Plus. See, I just bought one off ebay and I need some software for it. Trouble is, software for classic macs isn't anywhere as easy to buy as Atari 8-bit; there's no 4jays.com or anything...so, if anyone has any software they want to get rid of, or know anywhere I can buy some, I'd be much obliged.

Cheers,
john

## 387. Computer Ambush from SSI

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-17 00:00:00 UTC
From: Samuel Rebelo <samuelrebelo@hotmail.com>
Message-ID: <929589200.599424@nurn.esoterica.pt>
Source record: 51672

Can anyone please tell me what commands to use with this game ???

Samuel Rebelo

## 388. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-17 00:00:00 UTC
From: František Houra <F.Houra@sh.cvut.cz>
Message-ID: <3768A3C6.5DB8A0BE@sh.cvut.cz>
Source record: 51673

Jon Melbo wrote:

> >Okay, now to ask a stupid question... WHAT is the name of "the binaries
> >newsgroup"? I've searched the AOL newsgroups listing for "binaries," and can't
> >find one that contains a posting of the A rom.
> >
> >Michael Rideout
>
> alt.binaries.comp.atari8bit

Hmm, I'm may be stupid too. I was trying to find that newgroup too but I wasn't
succesful. Which news server do you mean?
Thanx.

F.

## 389. The search for Atari OS "A"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-17 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3768C854.2C7F77ED@asw.cz>
Source record: 51674

Hello!

Anybody, who has these A, B, PAL, NTSC, XL, XE, 1200XL :) roms:
Is it possible for you to download ROMCRC program, which is available
at:
http://ch.twi.tudelft.nl/~sidney/atari/
and make the checksums?

Because Sidney doesn't seem to update the page, I can offer the space
for the roms. Please, send me them, I'll put them on my web page.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

## 390. Re: ATTN: Mark Bowling

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-17 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <%06a3.3810$dP.57295@newse2.tampabay.rr.com>
Source record: 51675

```
>I have not received my refund yet. Please contact me. Thanks.
>

...I'm getting it out today (your mailing includes your *uncashed* check,
as well as $2 for your return postage)
Thanks,
Mark
```

## 391. Mouse for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-17 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3769061D.30C95908@asw.cz>
Source record: 51676

Hello!

How is mouse attached to 8bit Atari? From which registers it's read?

I know it was possible to use ST / Amiga mouses...

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

## 392. Cassette to Disk, anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-17 00:00:00 UTC
From: fuji8bit <steve.johnson@digitalpaper.com>
Message-ID: <929630513.10836@www.remarq.com>
Source record: 51677

Hello all,

I was wondering if anyone knows where I can get a PD
cassette-to-disk program for my 8bit. I have used wav2cas,
and it works great, but it still requires long load times
via APE.

I know these programs exist, but the only one I found (on
umich), doesn't extract properly. It would be REALLY cool
to find one that handles multi-load cassettes, but I'm
probably dreaming :)

Thanks for your help,
Steve
steve.johnson@digitalpaper.com

**** Posted from RemarQ - http://www.remarq.com - Discussions Start Here (tm) ****

## 393. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-17 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <376bb7f9.879716@news.freeserve.net>
Source record: 51678

The other Day Franti1ek Houra <F.Houra@sh.cvut.cz> wrote:

>
>
>Jon Melbo wrote:
>
>> >Okay, now to ask a stupid question... WHAT is the name of "the binaries
>> >newsgroup"? I've searched the AOL newsgroups listing for "binaries," and can't
>> >find one that contains a posting of the A rom.
>> >
>> >Michael Rideout
>>
>> alt.binaries.comp.atari8bit
>
>Hmm, I'm may be stupid too. I was trying to find that newgroup too but I wasn't
>succesful. Which news server do you mean?
>Thanx.
>
>F.

Sounds like your ISP does not carry that newsgroup. If you want I can
send it to you.

Would auto send it but loads of us could all be sending it to you :)
--
Paul Irvine

mclane@dellos.freeserve.co.uk

mclane@womp-rat.in2home.co.uk

ICQ 105793

## 394. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-17 00:00:00 UTC
From: Jeff Williams <williaj@interlog.com>
Message-ID: <37693F18.3C740235@interlog.com>
Source record: 51679

Umm,

James Hague wrote:
>
> >>....I think, though, that *most* 6502 code on "larger" systems
> >>like the Atari 8-bit computers (as opposed to the 2600) is fairly
> >>straighforward....
> >
> The thing is, though, that most so-called "optimizations" could be equated
> with "writing cleaner code." Hmmm...a lot of the code in this loop is
> dominated by checking to see if X and Y are zero; if I use ORA and a
> single compare instead, it makes the loop smaller.
>
> When, years later, I started writing PowerPC assembly, I found that a lot
> of optimizations had the effect of making the code much more difficult to
> understand. On the 6502, in my experience, this was rarely the case.
>

I completely disagree. A highly optimized 6502 program of a decent size
is generally very difficult to follow. Sure, things like ORA to test for
zero is both faster and neater, but that's merely the beginning of
optimization. First you apply whatever code tricks you know to make
things smaller/faster. Then comes the hard part, which is IMO, the heart
of optimizing: removing the code you don't need. After all, the fastest
code is that which does not execute.

If for example, you know a previously used routine leaves a certain
value in an address, you reuse it, rather than setting it yourself in
this routine. This is a rather simplistic example, but when this
technique is applied forcefully, you end up with a serious reduction in
space and a large increase in speed. It also renders the code nearly
incomprehensible to anyone else, because each subroutine is relying on
all sorts of things having been done by other code. It also makes the
code very hard to modify, because a minor change may cause all sorts of
other routines to fail because they depended on the way things were.

Clarity is nice, but when speed really matters, it usually goes out the
window.

## 395. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-17 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7kbmek$19m$1@alexander.INS.CWRU.Edu>
Source record: 51680

(about alt.binaries.comp.atari8bit)
I have two ISPs. Both show this alt. group, but there are never
any messages in them. Most news servers delete msgs. after so
many days, but I don't see anything in the group right after
someone says they just posted something to it.
Also, dejanews doesn't carry the group. Dejanews probably
doesn't carry any binaries group, I would guess.
So, even tho I can see the group on two news servers, there
is never anything in it.
Russg

## 396. QUICK

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-17 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <929657988@stackbbs.xs4all.nl>
Source record: 51681

Original Mail Date: Jun 11, 1999 Time: 7:42 pm
>Who sold Quick-language

Don't know who sold it, but I know it is available now from the ABBUC
PD-library...

(German Atari 8-Bit group)

Sysop Fox-1 (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE, Pro-node 471
---

## 397. Thunderdome

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-17 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <929657995@stackbbs.xs4all.nl>
Source record: 51682

Original Mail Date: Jun 16, 1999 Time: 10:39 pm
To all Atari 8-Bit users...

Thunderdome is a BBS in the Netherlands, running Pro!-BBS 5.0b on a REAL Atari 8-bit computer. The board is online from 21:00 to 08:00 hrs CET every day. Networked mail with other Dutch Atari BBS', and a direct link with the ABBUC-Box in Germany.

Also supported:

- atari8-l mailinglist
- comp.sys.atari.8bit
- alt.atari.jaguar-discussions
- atari 8-bit emulator mailinglist

Lots of Atari 8-Bit downloads available. Supporting ATASCII, ASCII, ANSI and VT translations, all in both 40 and 80 columns. Chatable sysop if he's around ofcourse.

Baudrates supported: 1200 up to 19.200 baud...

Call to get an account, which gives you acces to almost every messagebase and filesig available at Thunderdome!

+31 416-279990 when calling international, or

0416-279990 when calling from the Netherlands...

We'll meet, on Thunderdome...

Sysop Fox-1 (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE, Pro-node 471
---

## 398. Re: Cassette to Disk, anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-17 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7kbt78$j80@freenet-news.carleton.ca>
Source record: 51683

fuji8bit (steve.johnson@digitalpaper.com) writes:
> Hello all,
>
> I was wondering if anyone knows where I can get a PD
> cassette-to-disk program for my 8bit. I have used wav2cas,
> and it works great, but it still requires long load times
> via APE.
>
> I know these programs exist, but the only one I found (on
> umich), doesn't extract properly. It would be REALLY cool
> to find one that handles multi-load cassettes, but I'm
> probably dreaming :)

Steve,

I believe Ernest has some extensive documentation on the
cassette load format in his wav2cas documentation. Since you
already have the digital cassette images, you might just need
to convert the cassette load segments to binary file load
segments?

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

## 399. Re: Covox Voice Master Junior

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-17 00:00:00 UTC
From: rezarf@aol.com
Message-ID: <19990617193727.12941.00000784@ng-fx1.aol.com>
Source record: 51684

I have the instructions. Yes, it can be used for voice commands in BASIC programs.

# 400. FREE Atari Catalogs by E-Mail, FTP & the Web!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-17 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7kckak$qj4$1@user2.teleport.com>
Source record: 51685
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

At Bravo Sierra Computers you'll find Used and New Atari. Items you've been searching for. Item's new to you and Classic Atari long lost. Have you got Hardening of the Ataris? Check out Bravo Sierra Computers! Have you hugged your Atari today? Buy your Atari & yourself a present today! Buy from someone with 16 years of Atari experience. Buy from someone personable, polite & passionate about His Atari! And if I don't have what you want to buy or I don't know the answer to your question, I'll refer you to someone who does. That's the nice thing about the Atari community and my colleauges in the Atari business. We would rather send our business to a fellow competitor to get what they need than have someone abandon their Atari due to lack of support. For myself, I only use Atari! I get on the InterNet with my Atari ST, I use PageSTream for all my DeskTop Publishing, my DataBase is DataManager ST & besides playing games on my Atari ST I play games on my Atari Jaguar with my collection of Jaguar Games! I won't own neither a PC or a Mac. So buy from someone with a servant's Heart & someone who'll be around to offer you Atari support!

<h3><a href="http://www.atari.benjamin.net">Click for WebSite!</a></h3>

***FREE*** Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
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Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

## 401. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-17 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3768e91d.2546324@news.earthlink.net>
Source record: 51686

On Thu, 17 Jun 1999 09:29:10 +0200, Frantiï¿½ek Houra
<F.Houra@sh.cvut.cz> wrote:

>
>
>Jon Melbo wrote:
>
>> >Okay, now to ask a stupid question... WHAT is the name of "the binaries
>> >newsgroup"? I've searched the AOL newsgroups listing for "binaries," and can't
>> >find one that contains a posting of the A rom.
>> >
>> >Michael Rideout
>>
>> alt.binaries.comp.atari8bit
>
>Hmm, I'm may be stupid too. I was trying to find that newgroup too but I wasn't
>succesful. Which news server do you mean?
>Thanx.
>
>F.
I have used... let's see.... 6 different ISPs now and ALL of them had
a news server that carried that group. If your ISP does not carry it,
chances are there are a lot of things they don't carry. Maybe it's
time you got a new ISP, one that gives you the FULL internet
experience?

## 402. Re: Computer Ambush from SSI

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-18 00:00:00 UTC
From: eparent@reply.here.net
Message-ID: <3769a4b8.16948767@207.106.92.52>
Source record: 51588

i have the full game with docs. what commands do you need?

also, do you have an ATR of this game? i only have my original and it
is protected so i can not make a copy to play on 800win.

On Thu, 17 Jun 1999 03:10:25 +0100, "Samuel Rebelo"
<samuelrebelo@hotmail.com> wrote:

>Can anyone please tell me what commands to use with this game ???
>
>
>
>
>Samuel Rebelo
>
>

## 403. AOL and alt.binaries.comp.atari8bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-18 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7kdahi$a8m$1@autumn.news.rcn.net>
Source record: 51589

My experience with AOL is rather old. It goes back about two years. One reason I left AOL was that they refused to carry alt.binaries.comp.atari8bit.

## 404. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-18 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7kdao8$b36$1@autumn.news.rcn.net>
Source record: 51590

Interesting. The ng is carried by Erols, and you're correct. There's
seldom anything in it, and then, all of a sudden, there can be a mini-flood.
Occasionally somebody posts a question in it that can best be answered here,
and if I read it, I ask the author to post it here. Hopefully, people who
post binaries in alt.binaries.comp.atari8bit let the rest of us know --
either here, or in comp.sys.atari.announce, or in the mailing list.
James R. Gilbert <cb541@cleveland.Freenet.Edu> wrote in message
news:7kbmek$19m$1@alexander.INS.CWRU.Edu...
>
> (about alt.binaries.comp.atari8bit)
> I have two ISPs. Both show this alt. group, but there are never
> any messages in them. Most news servers delete msgs. after so
> many days, but I don't see anything in the group right after
> someone says they just posted something to it.
> Also, dejanews doesn't carry the group. Dejanews probably
> doesn't carry any binaries group, I would guess.
> So, even tho I can see the group on two news servers, there
> is never anything in it.
> Russg

## 405. Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-18 00:00:00 UTC
From: atari@spam-not.ehrich.com
Message-ID: <_qra3.15$jo6.3557@news2.voicenet.com>
Source record: 51591

```
Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Ape Face Model XLP Digital Device.................. $14
Atari XMM801 printer............................... $15
Atari 410 Tape Deck................................ $15
Atari 1020 Printer................................. SOLD
Hot Stuff Joystick (rough)......................... $ 4
Joysticks (square) (3)............................. $ 8 each
DVE Printer Power Supply Model DV-2412A............ $ 8
50 5-1/4 diskettes ................................ $10
50 3-1/2 diskettes................................. $12.50
Orders & Questions

Diskette Software for Atari Computers
$4 each (6 for $16)
Most have box & docs

ALA Software - G-Men
ALA Software - Assasins Cove
SOLD - Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
SOLD - DeBug by Childware
SOLD - Enhancer
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Master Diskette 3 (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
SOLD - Reading Skills
Sesame Street Astro-Glover (3-6)
SOLD - Sesame Street Print Kit for Atari & Commodore
Spinnakers Alphabet Zoo (3-8)
Spinnakers Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
```

Spinnakers Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
SOLD - Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
The Big Math Attack
The Jar Game & Chaos
Tinks Adventure (4-8)
Tuk Goes to Town (4-8)
The Halley Project - A Mission in Our Solar System (no box)
Tonk in the Land of Buddy-Bots (4-8)
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)
Orders & Questions

Diskette Software for Atari Computers
$2.50 each (7 for $10) diskette only

Analog Disk #57
Analog Disk #73 June 1989
Astro Grover
Cardware High Tech Expressions
SOLD - Compute Disk October-December 1986
SOLD - Compute Disk January-March 1987
Crypto Cube (2)
International Hacker
Jingle Disk High Tech Expressions
Match Up
Memory Mania & Maxwells Demon
Micro Addition
Micro Division
Micro Multiplication
Monkey See, Monkey Spell
Moon Shuttle
My First Alphabet
Paint Master Diskette
Sea Bandit
Shape Up
Tetrad
T.G,I,F.
Threshold
Touchdown Football
Trapazoid
Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Computer Crosswords for Atari or Commodore
Orders & Questions

Antic Diskettes from Atari
$2 each (5 for $8) (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
Orders & Questions

Cartridges for Atari Computers
$6.50 each (5 for $25)

Atari 400/800 Defender Cartridge w/box
Ms Pacman Cartridge for all Atari Home Computers
Atari 400/800 Missile Command Cartridge w/box
Basic Language Computing (2)
Demon Attack
Donkey Kong
Galaxian
Millipede
Music Composer (2)

Orders & Questions

Tape Software for Atari Computers
$3 each (4 for $8) (10 for $16)

Andromeda Conquest
Atari Program Exchange - Midas Touch
Atari Program Exchange - Counter (3-8)
Canyon Climber for Atari 400/800 (16k)
Clowns & Balloons for 400/800
Figure Fun
Ghost Hunter w/docs
SOLD - Gulp!!
Hangman
Hickory Dickory Dock/Baa, Baa Black Sheep
Introduction To Graphics
Joystick Sketchpad
Jungles Rainbow w/docs
Juggles Rainbow
List, General List, List Customizer
Moon Shuttle
Sea Bandit
Spelling Genie
Sargon II --
Star League Baseball
States & Capitals
Talk & Teach Business Communications 4 tapes (counts as two)

Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
Orders & Questions

Atari Books $5 each (6 for $20)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Basic Reference Guide for Experienced Programmers
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Star Raiders DOC
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

http://www.voicenet.com/~generic

## 406. WTB - Ultima 1: The Original from Sierra Online

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-18 00:00:00 UTC
From: fortran@earthlink.net
Message-ID: <MPG.11d4106830356c6898a396@news.alt.net>
Source record: 51592

I'm looking for the Atari 400/800 game, Ultima 1: The Original by
Sierra Online. I'm a collector of Ultima games so I would like to
add this game to my permanent collection. While I am interested in the
complete game, I'm also willing to buy a partial copy.

Please email me if you would be willing to sell your game.

Thanks,
Edward

--

Edward Franks
<fortran@earthlink.net>
-=[MT]=-

## 407. 1050 drive, any help welcome

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-18 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <7ke07a$hbc$1@barcode.tesco.net>
Source record: 51593

Has anyone ever encountered a 1050 which works when cold, but when warmed up, "pulses" and returns a 139 error. If turned off and back on again, it works for a short time, then the fault comes back. All chips seated fully, no obvious dry joints. Any thoughts appreciated, all ideas welcome.
Richard

## 408. Re: 1050 drive, any help welcome

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-18 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19990618163122.11032.00000433@ng-fm1.aol.com>
Source record: 51594

I don't know if this is your problem, but I had a 1050 that would quit working after it warmed up. The problem was not enough air circulation. As long as I kept air moving around the drive by running a fan on it, the drive worked okay.

>Has anyone ever encountered a 1050 which works when cold, but when warmed
>up, "pulses" and returns a 139 error. If turned off and back on again, it
>works for a short time, then the fault comes back. All chips seated fully,
>no obvious dry joints. Any thoughts appreciated, all ideas welcome.
>Richard
>
>
>
>

## 409. Looking for these DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-18 00:00:00 UTC
From: "not on your life!"
Message-ID: <376a6e5d.27967652@news.apex2000.net>
Source record: 51595

I'm looking for these DOSes in .atr format:

MyDOS v4.51
MyDOS v4.5m
MyDOS v4.5s
SpartaDOS v3.2f FTe
SpartaDOS rxb FTe
SpartaDOS tka FTe
SpartaDOS X v4.18 ICD, Inc.(actually any sparta dos X's)

I collect DOSes and would appreciate any of these.

csumner@brooksdata.net

Thanks,
Chuck

## 410. Re: 1050 drive, any help welcome

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-18 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-uQSvV5fnkqKW@localhost>
Source record: 51596

On Fri, 18 Jun 1999 17:43:22, "Richard Daley"
<Richard.Daley@tesco.net> wrote:

> Has anyone ever encountered a 1050 which works when cold, but when warmed
> up, "pulses" and returns a 139 error. If turned off and back on again, it
> works for a short time, then the fault comes back. All chips seated fully,
> no obvious dry joints. Any thoughts appreciated, all ideas welcome.
> Richard
>
>

I had this problem once. it also could be fixed if the drive was kept
cool. however placing a fan at or near it wasn't a good solution. It
was a frequency problem. After sending the drive back a couple of
times because an upgrade wouldn't work properly when warmed up, I
asked a guy at the club what was going on. He told me how to fix it.
Near the 2793, there is a variable capactor. it is between the chip
and the edge of the board. There are also some vairable resistors on
the board as well but these are box shaped. the variable capactor is
cylinder shaped. What you do is to get the drive to read sector 1
constantly, ie rpm test. Get a screwdriver and adjust the variable
capactor. you will find that you can turn it both ways to make the
drive stop reading the disk. find the 2 points where this happens and
place the adjustment between these 2 points. Reading an enhanced of
double density disk gets the best results of the above adjustment.
also note the orignal position of the variable cap in case it isn't
the cause.

James B

## 411. Re: Looking for these DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-18 00:00:00 UTC
From: "not on your life!"
Message-ID: <376ac1cd.4743752@news.apex2000.net>
Source record: 51597

COOL! Heres my email: csumner@brooksdata.net
how can I turn them into emulator format? Heres the ones I have if you
want some in trade:

BIBODOS v5.4RN 06/88 Compy-Shop
DOS 9/24/79 Atari
DOS II v2.0D 1980 Atari double density
DOS II v2.0S 1980 Atari single density
DOS II w/Fast Write v2.0S 1980 Atari
DOS II Superdup v2.0S 070981 Atari modified by David Young
DOS II Ultradupe v2.0S 02/85 Atari modified by B Kershaw
DOS II v2.1C 1980 Atari enhanced by L J Silver
DOS II v2.1P 1980 Atari
DOS II v2.5 1984 Atari
DOS II v2.5+ 1986 Atari modified by T. Patrick
DOS II v2.6f 1983 Atari modified for Atari 800 use
DOS II v2.8F 1983 Atari E T Horst
DOS 3 1983 Atari
DOS v4.0 1984 Atari
DOS v4.0 1984 Atari Michael Barall
DOS v4.1 T.A.P. Software
DOS XE v01.00 1988 Atari
DOS XL v2.20 1983 OSS, Inc.
DOS XL v2.35I1 1983 OSS, Inc. DOS XL Menu v2.30
MachDos v3.7a 1985 stace
MyDOS v4.53/3 1988 Wordmark
MyDOS v4.53/4 1988 Wordmark
SMARTDOS v6.1D 1984 Rana Systems
SpartaDOS v1.1 HS 1984 ICD, Inc.
SpartaDOS v3.2d 17-Feb-86 ICD, Inc.
SpartaDOS v3.2g 04-Jun-94 FTe
SpartaDOS v3.2x ICD, Inc
SUPERDOS v2.9 1986 Paul Nicholls
SUPERDOS v5.1 1988 Paul Nicholls
TOP-DOS v1.5 1985 R.K. Bennett
TTDOS v1.5 1991 JR Computing

On 19 Jun 1999 02:42:48 GMT, wnewell@swcs.com wrote:

>In a previous article, <> writes:
>>I'm looking for these DOSes in .atr format:
>>
>>MyDOS v4.51
>>MyDOS v4.5m
>>MyDOS v4.5s

>>SpartaDOS v3.2f FTe
>>SpartaDOS rxb FTe
>>SpartaDOS tka FTe
>>SpartaDOS X v4.18 ICD, Inc.(actually any sparta dos X's)
>>
>>I collect DOSes and would appreciate any of these.
>
>I've got Mydos 4.5m & s here. In arc format.
>
> ----- Posted via NewsOne.Net: Free Usenet News via the Web -----
> ----- http://newsone.net/ -- Discussions on every subject. -----
> NewsOne.Net prohibits users from posting spam. If this or other posts
>made through NewsOne.Net violate posting guidelines, email abuse@newsone.net

## 412. My Atari Emulation Page

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-18 00:00:00 UTC
From: mrnukem@my-deja.com
Message-ID: <7kcb7e$5ag$1@nnrp1.deja.com>
Source record: 51687

Here is my Atari Page URL

http://paclink.com/home/netrunnr/emu/emu.htm

--
Eagles may soar but weasels don't get sucked into
jet engines

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 413. Re: 1050 drive, any help welcome

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: RR News <engineer@baynews9.com>
Message-ID: <2OCa3.4317$dP.68087@newse2.tampabay.rr.com>
Source record: 51598

Yea, I had a lot of them do that. Works great with the cover off for about a few extra minutes too. Seems the heatsink compound has dried up on the voltage regulators bolted to the aluminum wrap-around heatsink at the rear. I put new compound on and it worked fine but it still bothered me how hot it got so I bolted a Pentium 100 cooling fan inside above the large diodes on the bottom board. It was blowing up and down, on the diodes and I used compound between it and the aluminum. I have done 3 of them like this and they run way cooler. I found the 12vdc on the LM7812 regulator output. I hope to post the mod on www.atariworld.com sometime.

Wizbandit.

Richard Daley wrote in message <7ke07a$hbc$1@barcode.tesco.net>...
>Has anyone ever encountered a 1050 which works when cold, but when warmed
>up, "pulses" and returns a 139 error. If turned off and back on again, it
>works for a short time, then the fault comes back. All chips seated fully,
>no obvious dry joints. Any thoughts appreciated, all ideas welcome.
>Richard
>
>

## 414. Re: Looking for these DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: wnewell@swcs.com
Message-ID: <7kf038$jq8$1@news.netmar.com>
Source record: 51599

```
In a previous article, <> writes:
>I'm looking for these DOSes in .atr format:
>
>MyDOS v4.51
>MyDOS v4.5m
>MyDOS v4.5s
>SpartaDOS v3.2f FTe
>SpartaDOS rxb FTe
>SpartaDOS tka FTe
>SpartaDOS X v4.18 ICD, Inc.(actually any sparta dos X's)
>
>I collect DOSes and would appreciate any of these.

I've got Mydos 4.5m & s here. In arc format.

----- Posted via NewsOne.Net: Free Usenet News via the Web -----
----- http://newsone.net/ -- Discussions on every subject. -----
NewsOne.Net prohibits users from posting spam. If this or other posts
made through NewsOne.Net violate posting guidelines, email abuse@newsone.net
```

## 415. Re: Looking for these DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: johnh@aanewberry.microserve.com
Message-ID: <MPG.11d4d7e6103c7fe79896a6@news.epix.net>
Source record: 51600

In article <376ac1cd.4743752@news.apex2000.net>, not on your life! (8-bit fan!) says...
> COOL! Heres my email: csumner@brooksdata.net
> how can I turn them into emulator format? Heres the ones I have if you
> want some in trade:

I'd love to see all of these posted in alt.binaries.atari
>
>

Remove the aa in my address to reply via email.

## 416. Re: Covox Voice Master Junior

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: nomail@none.com
Message-ID: <376b119b.48952515@news.west.net>
Source record: 51601

On 17 Jun 1999 23:37:27 GMT, rezarf@aol.com (Rezarf) wrote:

I have the Covox jr. also, and it does work surprizingly well in
Basic. I also have the earlier SAM speech module, but it is not
nearly as good as the Covox. Bought my Covox jr. in 1988 for
$39.95

>I have the instructions. Yes, it can be used for voice commands in BASIC
>programs.

## 417. Re: Big carts emulation

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: nomail@none.com
Message-ID: <376c12a2.49215483@news.west.net>
Source record: 51602

On Fri, 18 Jun 1999 10:26:49 +0200, Jindrich Kubec <kubecj@asw.cz>
wrote:

Wow that's great!

Could you post those rom images so that we Atarians can
use them in our emulators too?

>Hello!
>
>Look at following screenshots. I finally made SDX & Diamond emulated
>under Atari800!!!
>If anybody has binary dumps of other banked cartridges, please send me
>them (also newer SDX images).
>I would like to add them to Atari800.
>
>Also, anybody has SDX manual scanned?

## 418. Re: AOL and alt.binaries.comp.atari8bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: seagtgruff@aol.com
Message-ID: <19990619010429.11038.00000633@ng-fm1.aol.com>
Source record: 51603

Alan Sharkis wrote:

> My experience with AOL is rather old. It goes back
> about two years. One reason I left AOL was that they
> refused to carry alt.binaries.comp.atari8bit.

They're carrying it now. I guess they got the message?

Michael Rideout

## 419. Re: Looking for these DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990619020427.942B-100000@halifax.chebucto.ns.ca>
Source record: 51604

What is OS/A+ (1982)?

---

On Fri, 18 Jun 1999, it was written:

> COOL! Heres my email: csumner@brooksdata.net
> how can I turn them into emulator format? Heres the ones I have if you
> want some in trade:
> snipped

## 420. UK8 booking details

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <929788895.5932.1.nnrp-11.9e98ea3a@news.demon.co.uk>
Source record: 51605
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.oric,comp.sys.atari.8bit

Just under 50% of the available table reservations at the "UK8" 8-bit enthusiasts' get-together to be held on Sunday 26th September in Walsall, West Midlands, England, are already pre-booked. Each table booking costs 5UKP and this includes a ticket for one person.

Advance numbers of the tickets for people (2UKP each) sold to date is already one third of the number we are allowed to sell to comply with the venue's safety regulations.

So in either case, if you want to go but haven't yet booked, you'd better get cracking!

For further details please e-mail uk8@spheroid.demon.co.uk .

--
Brian Watson (UK8 Publicity)

## 421. Re: Looking for these DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: "not on your life!"
Message-ID: <376b37a0.1022537@news.apex2000.net>
Source record: 51606

I just :subscribed" to alt.binaries.atari and noticed that there were
nnno messages. Is this normal or is something of mine messed?

On Sat, 19 Jun 1999 03:24:52 GMT, johnh@aanewberry.microserve.com
(John Hileman) wrote:

>In article <376ac1cd.4743752@news.apex2000.net>, not on your life! (8-bit
>fan!) says...
>> COOL! Heres my email: csumner@brooksdata.net
>> how can I turn them into emulator format? Heres the ones I have if you
>> want some in trade:
>
>I'd love to see all of these posted in alt.binaries.atari
>>
>>
>
>Remove the aa in my address to reply via email.

## 422. Re: Looking for these DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: csumnerATbrooksdataDOTnet
Message-ID: <376e390e.1388643@news.apex2000.net>
Source record: 51607

Do you have it?

On Sat, 19 Jun 1999 02:05:21 -0300, Tony Cianfaglione
<ab616@chebucto.ns.ca> wrote:

>
>What is OS/A+ (1982)?
>
>-----------------------------------------------
>
>On Fri, 18 Jun 1999, it was written:
>
>> COOL! Heres my email: csumner@brooksdata.net
>> how can I turn them into emulator format? Heres the ones I have if you
>> want some in trade:
>> snipped

## 423. Atari 800xl 64kRam eBay Auction

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: TraunStaa <traunstaa@magnet.at>
Message-ID: <7kg469$i19$1@usenet49.supernews.com>
Source record: 51608

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=119853308

## 424. Re: Looking for these DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990619131630.21612G-100000@halifax.chebucto.ns.ca>
Source record: 51609

No, but I saw it mentioned in an old magazine. It didn't go any further
into it.

---

On Sat, 19 Jun 1999, it was written:

> Do you have it?
> >
> >What is OS/A+ (1982)?

## 425. Re: AOL and alt.binaries.comp.atari8bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7kgl0n$23p$1@autumn.news.rcn.net>
Source record: 51610

Gee, I guess you're among the lucky -- either that, or AOL got a lot of pressure after I left. Personally, I never cared for their fancy features, and really never used them. I felt that I was paying for things I'd never use. I also had AOL before they expanded their modems. I could always connect at 28.8Kbps when I could connect at all, but I was busied out very often, and sometimes carrier was dropped in the middle of something.

Take care, and thanks for the correction about alt.binaries.comp.atari8bit.

Alan
LWhite6497 <lwhite6497@aol.com> wrote in message
news:19990618212408.20188.00001795@ng-fv1.aol.com...
> >One >reason I left AOL was that they >refused to carry
> >alt.binaries.comp.atari8bit.
> Hi Alan-
> They have carried it as long as I have
> been on here (about a year). I've been
> really happy with AOL, and their software
> is the best I've seen. I've tried a couple
> of cheaper services, but so far I've found
> no one that I liked as well. I especially
> like the format of the newsgroups & mail.
> One somewhat funny thing was that I tried
> AOL years ago, and they had a similar
> front end, but at that time, all they had
> was 2400 baud in my area! Can you imagine the graphics at 2400, even with
> stuff loaded on your hard drive!
> Larry
>
>
>

## 426. Re: Looking for these DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <zJRa3.314$kO5.1645@news1.online.no>
Source record: 51611

I have it, but of course the disk is defective. Please let me know if anyone
has an ATR I could have!

<csumnerATbrooksdataDOTnet (8-bit fan!)> wrote in message
news:376e390e.1388643@news.apex2000.net...
> Do you have it?
>
>
> On Sat, 19 Jun 1999 02:05:21 -0300, Tony Cianfaglione
> <ab616@chebucto.ns.ca> wrote:
>
> >
> >What is OS/A+ (1982)?
> >
> >------------------------------------------------
> >
> >On Fri, 18 Jun 1999, it was written:
> >
> >> COOL! Heres my email: csumner@brooksdata.net
> >> how can I turn them into emulator format? Heres the ones I have if you
> >> want some in trade:
> >> snipped
>

# 427. Re: FS: "The Communicator" modem for 400/800 series

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: m w grossmann <mwg@nohormelproducts.dere.com>
Message-ID: <376C038B.377C@nohormelproducts.dere.com>
Source record: 51612

david moeser wrote:
>
> By the way, that's a 300 baud modem. 300 baud modems aren't
> useable anywhere today. The 850 interface may be worth $20 to $30,
> but everything else you listed is worthless.

Au contraire, unless you're an AOLamer. Most smaler local ISPs will allow a 300 baud connection (and there are still some systems that *use* a 110baud link). You probably want to avoid PPP, but using VT52/100 emulation (I had a really good terminal package for the /|\ but forget the name now), you can easily work in a shell account. If you program using your ISPs machines to do your work, you'll see almost no diff with the 300 baud vs. your 56K. Until someone turns on the vacuum cleaner, anyway.

The 850 can still be used just as it always was for external connection/communication. That nifty DB9 connector is STILL a standard and will remain so.

The mind boggles at what the 800 *could* have become if it hadn't been sold as a toy by Atari and then destroyed by Tramiel. It took the IBMs 8 years to catch up to the basic technical abilities of the thing (sound, colour, WYSIWIG text editing, relational databases)... and done with extremely well-written, optimised code (because we HAD to!).

Cheers-

M W Grossmann

## 428. Help with ATR files (never owned a disk drive)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: Thomas Harte <T.Harte@btinternet.com>
Message-ID: <376C020E.EF38D2E2@btinternet.com>
Source record: 51613

Hi,

I had an Atari 65XE and decided to see if it was emulated at all. And so I have ended up with a copy of atari800 (DOS and X - I use win95 & Linux), the necessary atari roms and some of the old games I used to own.

There is only one slight problem : all the games I owned were on cartridge. So I just sort of inserted them and they 'loaded' automatically. All the games I have downloaded are .ATR format - which atari800 will happily tell me are disk images not cartridge images. But I never had a disk drive and so don't have a clue what the necessary commands to load these games are.

Can anyone help? I couldn't find a FAQ or anything . . . .

-Thomas

## 429. Re: Looking for these DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: m w grossmann <mwg@nohormelproducts.dere.com>
Message-ID: <376C0C7C.424C@nohormelproducts.dere.com>
Source record: 51614

Tony Cianfaglione wrote:
>
> What is OS/A+ (1982)?

It's an excellent OS for the Atari. There were a few versions released. It uses mnemonics rather than menu format. Unlike the Atari DOSes around, it combined DUP and DOS and was memory-resident. And very tight code. I may even have a manual. I have a few versions.

What I need:
Explicit instructions/information on converting all my diskettes to whichever archive format is presently used. I have found all my diskettes and most seem to still be good. I have some rarities as well as quite a bit of custom code/programs that I would like to archive.

Please E-Mail me (and attach software, if necessary) usnig my "name" of "bad_doggie". The host is "hotmail.com", and between the name and host, you probably want to put in an "@".

Also, once converted, can the software be converted back and written OUT in Atari format? My machines are still good (they've had a long sleep and feel refreshed) and I'd like to use them as well as emulators.

Cheers-

m w grossmann

## 430. Re: 1050 drive, any help welcome

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <7kgsbc$sjs$1@mohawk.hwcn.org>
Source record: 51615

GWestndrf (gwestndrf@aol.com) wrote:
: I don't know if this is your problem, but I had a 1050 that would quit working
: after it warmed up. The problem was not enough air circulation. As long as I
: kept air moving around the drive by running a fan on it, the drive
: worked okay.

I had an Indus GT once, that when it was by an open window at night with
cool air blowing on it would not work properly....it was the first time I
ever had a problem with "underheating" of computer equipment.

## 431. Re: Looking for these DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7kh4vk$dmo@freenet-news.carleton.ca>
Source record: 51616

"Vidar \"Hawk\" Olavesen" (olavese@online.no) writes:
> I have it, but of course the disk is defective. Please let me know if anyone
> has an ATR I could have!

>> >
>> >What is OS/A+ (1982)?

Didn't OS/A+ become DOS XL, then Spartados?

Could be a delusion on my part :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

## 432. Looking for Atari 8-bit game called "Gypsy"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: Chad Hendrickson <chadh@REMOVEmediaone.net>
Message-ID: <NtVa3.8512$s%1.21069636@rmnws01.ce.mediaone.net>
Source record: 51617

Does anybody have a copy of the Atari 8-bit game called "Gypsy"? I think
you played a ladybug and you climbed around a tree.

I've looked all over for it but I cannot find it.

If anyone has this game, please let me know.

Thanks!
Chad

(If you are going to reply directly to me, remove the REMOVE from my email
address, thanks.)

## 433. Re: Looking for these DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-kTskrd7eUySQ@di11-ks.cth.com.au>
Source record: 51618

On Sat, 19 Jun 1999 22:18:28, ai123@FreeNet.Carleton.CA (Steven J.
Tucker) wrote:

> 
> "Vidar \"Hawk\" Olavesen" (olavese@online.no) writes:
> > I have it, but of course the disk is defective. Please let me know if anyone
> > has an ATR I could have!
> 
> >> >
> >> >What is OS/A+ (1982)?
> 
> Didn't OS/A+ become DOS XL, then Spartados?
> 
> Could be a delusion on my part :)

Almost. drop the sparta at the end and you have it.

James.

## 434. Re: Looking for these DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-EdQB7XkbYgIV@di11-ks.cth.com.au>
Source record: 51619

On Fri, 18 Jun 1999 22:06:05, not on your life! (8-bit fan!) wrote:

> COOL! Heres my email: csumner@brooksdata.net
> how can I turn them into emulator format? Heres the ones I have if you
> want some in trade:
>
> BIBODOS v5.4RN 06/88 Compy-Shop
> DOS 9/24/79 Atari
> DOS II v2.0D 1980 Atari double density
> DOS II v2.0S 1980 Atari single density
> DOS II w/Fast Write v2.0S 1980 Atari
> DOS II Superdup v2.0S 070981 Atari modified by David Young
> DOS II Ultradupe v2.0S 02/85 Atari modified by B Kershaw
> DOS II v2.1C 1980 Atari enhanced by L J Silver
> DOS II v2.1P 1980 Atari
> DOS II v2.5 1984 Atari
> DOS II v2.5+ 1986 Atari modified by T. Patrick
> DOS II v2.6f 1983 Atari modified for Atari 800 use
> DOS II v2.8F 1983 Atari E T Horst
> DOS 3 1983 Atari
> DOS v4.0 1984 Atari
> DOS v4.0 1984 Atari Michael Barall
> DOS v4.1 T.A.P. Software
> DOS XE v01.00 1988 Atari
> DOS XL v2.20 1983 OSS, Inc.
> DOS XL v2.35I1 1983 OSS, Inc. DOS XL Menu v2.30
> MachDos v3.7a 1985 stace
> MyDOS v4.53/3 1988 Wordmark
> MyDOS v4.53/4 1988 Wordmark
> SMARTDOS v6.1D 1984 Rana Systems
> SpartaDOS v1.1 HS 1984 ICD, Inc.
> SpartaDOS v3.2d 17-Feb-86 ICD, Inc.
> SpartaDOS v3.2g 04-Jun-94 FTe
> SpartaDOS v3.2x ICD, Inc
> SUPERDOS v2.9 1986 Paul Nicholls
> SUPERDOS v5.1 1988 Paul Nicholls
> TOP-DOS v1.5 1985 R.K. Bennett
> TTDOS v1.5 1991 JR Computing

Hmmm. you don't have superdos 4.3. or sparta 2.3.

James.

## 435. fs scott adams hint book

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <27183-376C4476-151@newsd-173.iap.bryant.webtv.net>
Source record: 51620

here it is,
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=120092972

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 436. fs phoenix the fall and rise of video games

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <27185-376C4924-48@newsd-173.iap.bryant.webtv.net>
Source record: 51621

here it is,click on our other auctions,for loads of atari items,
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=119964886

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 437. Re: Looking for Atari 8-bit game called "Gypsy"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <27187-376C496A-7@newsd-173.iap.bryant.webtv.net>
Source record: 51622

check out this web site,we have it in stock from avalon hill,
www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 438. Re: Looking for these DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990619201922.18127B-100000@vtn1>
Source record: 51623

On 19 Jun 1999, Steven J. Tucker wrote:

> 
> Didn't OS/A+ become DOS XL, then Spartados?
> 
> Could be a delusion on my part :)
> 
DOSXL is (according to Bill Wilkinson) DOS 2.0 with a command processor.

SpartaDOS did not grow out of DOSXL (or DOS 2). ICD developed it from the
ground up.

John

## 439. Re: Best Star Wars game yet! ;-)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: Gareee&#65533; <gareee@earthlink.net>
Message-ID: <7kg5p9$dnv$1@holly.prod.itd.earthlink.net>
Source record: 51624
Cross-posted to: 3dfx.products.voodoo3,comp.sys.atari.8bit,rec.toys.action-figures.discuss

This is WAY too funny! THANKS for the post!

Penalty Shot====o <penalty@sowest.net> wrote in message
news:7kfe31$j54$1@news.3dfx.com...
> In case you hadn't seen this:
>
> IMO, this has more satisfying gameplay than Star Wars Racer:
> http://www.hecklers.com/jarjartorture/jarjartorture.html
>
> Penalty Shot====o
>
>
>
>

## 440. Re: Looking for these DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <376e05b9.137219744@news.earthlink.net>
Source record: 51625

On Fri, 18 Jun 1999 16:10:54 GMT, not on your life! (8-bit fan!)
wrote:

>I'm looking for these DOSes in .atr format:
>
>MyDOS v4.51
>MyDOS v4.5m
>MyDOS v4.5s
>SpartaDOS v3.2f FTe
>SpartaDOS rxb FTe
>SpartaDOS tka FTe
>SpartaDOS X v4.18 ICD, Inc.(actually any sparta dos X's)

There are newer versions of SpartaDOS X. Mine is 4.20 I think and I
am pretty sure I have heard of 4.21 or even 4.22. Since SpartaDOS X
was cartridge rather than disk based, having an .ATR file of it
doesn't, well, doesn't compute. :)

ROM image maybe..... but that's another topic. (One wich I'm a lot
more interested in too).

:)

## 441. Re: Big carts emulation

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <376c033c.136582851@news.earthlink.net>
Source record: 51626

On Fri, 18 Jun 1999 10:26:49 +0200, Jindrich Kubec <kubecj@asw.cz>
wrote:

>Hello!
>
>Look at following screenshots. I finally made SDX & Diamond emulated
>under Atari800!!!
>If anybody has binary dumps of other banked cartridges, please send me
>them (also newer SDX images).
>I would like to add them to Atari800.
>
>Also, anybody has SDX manual scanned?

First off, is this Atari800 (for DOS) or Atari800Win that you
accomplished this in? I really onely use Atari800Win so hopefully
you're going to tell me that's the one, or at least that maybe it can
be done in that one too.

Second of all, how does one go about actually making a ROM dump file
of a bank switching cart(s)? Could you email me the bank switched ROM
image files you have for these? Well, actually I only own the
following bank switching carts:

Action!
BASIC_XL
MAC/65
SpartaDOS_X

So I guess I'm not entitled to the Diamond. Running my supercarts on
Atari800Win is like #1 on my most wanted list for capabilities with
that emulator.

Help me please! I can't do it on my own. I wish I could.

## 442. Re: AOL and alt.binaries.comp.atari8bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <376d051f.137065195@news.earthlink.net>
Source record: 51627

On Fri, 18 Jun 1999 07:24:54 -0400, "Alan Sharkis"
<asharkis@erols.com> wrote:

>My experience with AOL is rather old. It goes back about two years. One
>reason I left AOL was that they refused to carry
>alt.binaries.comp.atari8bit.

That's right Alan. AOL is not a "full blown" ISP in my book. They
leave much to be desired. You can forget about playing games like
Quake2 etc if AOL is your ISP. The lag will kill you (literally).

## 443. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-19 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <376b0065.135855747@news.earthlink.net>
Source record: 51628

On Fri, 18 Jun 1999 07:28:29 -0400, "Alan Sharkis"
<asharkis@erols.com> wrote:

>Interesting. The ng is carried by Erols, and you're correct. There's
>seldom anything in it, and then, all of a sudden, there can be a mini-flood.
>Occasionally somebody posts a question in it that can best be answered here,
>and if I read it, I ask the author to post it here. Hopefully, people who
>post binaries in alt.binaries.comp.atari8bit let the rest of us know --
>either here, or in comp.sys.atari.announce, or in the mailing list.
>James R. Gilbert <cb541@cleveland.Freenet.Edu> wrote in message
>news:7kbmek$19m$1@alexander.INS.CWRU.Edu...
>>
>> (about alt.binaries.comp.atari8bit)
>> I have two ISPs. Both show this alt. group, but there are never
>> any messages in them. Most news servers delete msgs. after so
>> many days, but I don't see anything in the group right after
>> someone says they just posted something to it.
>> Also, dejanews doesn't carry the group. Dejanews probably
>> doesn't carry any binaries group, I would guess.
>> So, even tho I can see the group on two news servers, there
>> is never anything in it.
>> Russg
>

About that ng not having stuff in it very often. I reccomend to
others to do what I do. I check that group, along with other groups I
subscribe to all at the same time. I normally do this at least once a
day. I have not ever heard of any news server that has a less than 24
hour expiration or purge on messages. Many have a 2 or 3 day
retention. It would be nice if news servers could retain messages
longer but it just isn't practical when you consider the sheer volume
involved with usenet. In short, I check that ng daily even though I
expect not to see anything new in it. Every so often there is. It
takes me about an extra one half second to check that group to see if
there is anything new in it. Not a major problem.

I use kind of the Cadillac of news readers though (Forte's Agent), so
maby it's more of a pain with other reader software. I dunno.

## 444. Re: Best Star Wars game yet! ;-)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-20 00:00:00 UTC
From: DJW <dwooten@indiana.edu>
Message-ID: <7kit0l$cf1$1@jetsam.uits.indiana.edu>
Source record: 51538
Cross-posted to: 3dfx.products.voodoo3,comp.sys.atari.8bit,rec.toys.action-figures.discuss

```
Way too hilarious!!
R2D2's attack is truly twisted!!!
Check it out, people!!!
Dan
>>
>> IMO, this has more satisfying gameplay than Star Wars Racer:
>> http://www.hecklers.com/jarjartorture/jarjartorture.html
>>
>>
```

## 445. Re: Fuji Tattoo!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-20 00:00:00 UTC
From: Chad Hendrickson <chadh@REMOVEmediaone.net>
Message-ID: <8O6b3.8521$s%1.21338174@rmnws01.ce.mediaone.net>
Source record: 51539

I know a guy who has the atari fuji symbol tatooed on his left wrist, right under where his watch goes. Very cool.

William Kendrick <nbs@sonic.net> wrote:
> The other night I was at someone's house. She happened to have a few
> tattoo magazines sitting around, so myself and some friends browsed through
> for fun.
>
> My girlfriend happened upon one which she thought I might find amusing...
> It was a cartoonish alien (the typical "little green man" / "grey") with
> a stylized Atari Fuji symbol on its head!
>
> For those who care, it was the May 1999 issue of "International Tattoo Art"
> on page 88. ;)
>
> I wonder if perhaps the person who had the tattoo is a reader here on c.s.a.8?

## 446. using 8bit as a terminal

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-20 00:00:00 UTC
From: eparent@reply.here.net
Message-ID: <376cfa93.142260736@207.106.92.52>
Source record: 51540

has anyone burned a terminal program and the rverter software into a cartridge? i would like to be able to use my 8bit has a dumb terminal by simply adding a cart, monitor, and SIO2PC cable.

also, i went to our town's recycling station and snagged two Apple mono monitors (model no. G090S and G090H). these are 9 inch green screen that accept a composite signal. they work great with the 8bit for text display. you can clearly see each pixel in basic mode 8. anyway, if you happen to find some Apple hardware don't pass these monitors up.

## 447. SuperDos 5.1 & Indus

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-20 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990620103402.07640.00001922@ng-ck1.aol.com>
Source record: 51541

Does anyone know if SD5.1 supports high
speed on the Indus (aka Synchromesh).
Any other DOSes other than Sparta and
of course Dos XL that support it?
Thanks,
Larry White

## 448. Write 1050-Disks with PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-20 00:00:00 UTC
From: Thomas Kugelmann <t.kugelmann@t-online.de>
Message-ID: <376D01F0.5E85202F@t-online.de>
Source record: 51542

Hi !

Is there any possibility to write Disks in Floppy1050-Format with a
MS-DOS PC-Floppy ?
I want to convert ATR-Files and write it on a Disk with my MS-DOS PC so
my Atari 800XL can read it with Floppy 1050.

Tom

## 449. Re: using 8bit as a terminal

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-20 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <929901488.215.97@news.remarQ.com>
Source record: 51543

Just an op, but it wouldn't be a high demand item. Near as I can tell, Rverter was not a hugely popular item. I have never seen one in the surplus places I hang out in and I remember trying to buy one from B&C and Bruce refused to sell me one. He said ~"They don't work as advertized, almost all of them were returned".

Thing is, if you build an SIO2PC cable in the first place, that is about all you need to load terminal software from the PC and use the PCs modem via APE.

Ken Siders reverse engineered the Rverter cable, but near as I can tell, not many if any have built one.

Every once in a while I consider coming out of Atari retirement. Doing an Rverter type design that could be built by fairly normal human beings would be on my hit list. I have kicked the idea around and have a design that would only take a single 1489 and a single transistor IIRC, but never bothered to build it.

What would you use the terminal for? I mean something like Wordstar on a CP/M box or connecting to a modem?
EParent <eparent@reply.here.net> wrote in message
news:376cfa93.142260736@207.106.92.52...
> has anyone burned a terminal program and the rverter software into a
> cartridge? i would like to be able to use my 8bit has a dumb terminal
> by simply adding a cart, monitor, and SIO2PC cable.
>
> also, i went to our town's recycling station and snagged two Apple
> mono monitors (model no. G090S and G090H). these are 9 inch green
> screen that accept a composite signal. they work great with the 8bit
> for text display. you can clearly see each pixel in basic mode 8.
> anyway, if you happen to find some Apple hardware don't pass these
> monitors up.
>

## 450. New A.N.A.L.O.G. issue posted to the digital archive...

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-20 00:00:00 UTC
From: cyro@my-deja.com
Message-ID: <7kjfni$nd7$1@nnrp1.deja.com>
Source record: 51544

Check it out at http://www.cyberroach.com/analog

Want to volunteer for scanning, OCRing, HTMLizing old ANALOG issues?
Please drop me a mail (I rarely have time to read the newsgroups).

Cheers,
-CyRo

---
http://www.cyberroach.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 451. wtb: "SMART TERMINAL" cart MANUAL

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-20 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <J2bb3.4485$dP.76762@newse2.tampabay.rr.com>
Source record: 51545

I found a cartridge for Atari 800 called "Smart Terminal". It goes with the Microbits Peripheral Products MPP-1000C modem (or the 1000e modem, which is the one I own).
Does anyone have the MANUAL for the "Smart Terminal" software or modem? If so, I would be interested in possibly buying it.
Please email me.

--mb

## 452. Re: using 8bit as a terminal

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-20 00:00:00 UTC
From: eparent@reply.here.net
Message-ID: <376d5077.164252224@207.106.92.52>
Source record: 51546

thanks for the info.

I would like to use it has a terminal connected to my Linux box, but
in a different room than my Linux box.

I got the idea from this web page
http://atrey.karlin.mff.cuni.cz/~pavel/atari/
and thought it would be faster and easier if all the software was in a
cartridge.

i have not used the rverter software, but always thought it worked.

On Sun, 20 Jun 1999 10:38:23 -0000, "Richard Cortese"
<ricortes@netmagic.net> wrote:
...
>
>What would you use the terminal for? I mean something like Wordstar on a
>CP/M box or connecting to a modem?

## 453. 1050 fault

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-20 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <7kjkqp$rbj$1@barcode.tesco.net>
Source record: 51547

Just a note to say thanks to all those who replied, for taking the trouble.

Richard

## 454. Monitor for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-20 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <376d6b2e.1033545@news.erols.com>
Source record: 51548

Hello,

I have an old 800 X 600 Argus DCM 1488A SVGA monitor. $20.00
+ Shipping.

E-mail me if interested.

Ron

ronwizbot@juno.com

# 455. FS/FT: Software, Publications & Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-20 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@home.com>
Message-ID: <MKeb3.540$qd.653@news.rdc1.mi.home.com>
Source record: 51549

Joysticks - $2/ea

4-Button Joystick
Atari Keyboard Controllers Set (w/box)
SVI Quickshot I Joystick

Publications - $5/ea, unless noted

Atari Astroids Cart. Manual $3
Atari AtariWriter Cart. Manual & Quick Reference Card
Atari Basic Quick Reference Guide by John Wiley & Sons
Atari DOS 3 Intro & Ref. Manuals $1
Compute!'s First Book of Atari

Software - $3/ea, unless noted

Analog Movie Themes Cassette (requires Atari Music Composer) $1
APX Three Holiday Games Cassette (w/manual) $1
Atari BASIC Cart.
Atari Bug Hunt Cart.
Atari Centipede Cart.
Atari Centipede Cart. (w/manual) $5
Atari E.T. Phone Home Cart. (unopened) $4
Atari Eastern Front (1941) Cart.
Atari Flight Simulator II Cart. $5
Atari Football Cart. $5
Atari Graph It Cassettes (w/manual) $5
Atari Music Composer Cart. (w/manual) $5
Atari Pac-Man Cart.
Atari Star Raiders Cart.
Atari Star Raiders Cart. (w/box) $3.50
Atari Super Breakout Cart.
EA One On One Cart. $5
EA One On One Disk (w/manual) $5
Sublogic Flight Simulator II Disk (w/manuals & box) $5
Synapse Protector II Cassette (w/manual & package artwork)

I'll consider trades for MULE packaging and instructions in like-new
condition. I will also consider trades for other carts.

Buyer is responsible for all shipping charges.

## 456. Spidey game by Questprobe

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-20 00:00:00 UTC
From: Marta Rodriguez <LinMinmay@worldnet.att.net>
Message-ID: <7kk3if$itj$3@bgtnsc01.worldnet.att.net>
Source record: 51550

Hello all....

I'm in need of help. I'm looking for a very old computer game that was for the Atari home computer. I'm not sure what kind of system it was. This old game is Spider Man by the company Questprobe. You played as Spidey in 1st person and you had to type commands to tell Spidey what to do and where to go.......he had to pick up gems or something. You had to defeat his enemies by outsmarting them. It had very cheesy BASIC graphics. Does this sound familiar? Questprobe also made a Human Torch with Thing game that had the same format. If anyone has any info or leads, it would be greatly appreciated.

-Char

Respond to:
char_0079@hotmail.com

## 457. Re: Spidey game by Questprobe

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-20 00:00:00 UTC
From: Gareee <gareee@earthlink.net>
Message-ID: <7kk730$k5e$1@birch.prod.itd.earthlink.net>
Source record: 51551

Marta Rodriguez <LinMinmay@worldnet.att.net> wrote in message
news:7kk3if$itj$3@bgtnsc01.worldnet.att.net...
> Hello all....
>
> I'm in need of help. I'm looking for a very old computer game that was
for
> the Atari home computer. I'm not sure what kind of system it was. This
old
> game is Spider Man by the company Questprobe. You played as Spidey in 1st
> person and you had to type commands to tell Spidey what to do and where to
> go.......he had to pick up gems or something. You had to defeat his
enemies
> by outsmarting them. It had very cheesy BASIC graphics. Does this sound
> familiar? Questprobe also made a Human Torch with Thing game that had the
> same format. If anyone has any info or leads, it would be greatly
> appreciated.

I think the only two they got out were spiderman and the hulk..

And if I had them, I woulda used them for blanks.. ;)

Good Luck!

--
Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareeeNOSPAM@earthlink.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info ):
http://www.fortunecity.com/tattooine/ellison/86/index.html
(REMOVE NOSPAM to reply)

## 458. Atari 8-bit DOSes that I need.....

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-20 00:00:00 UTC
From: csumnerATbrooksdataDOTnet
Message-ID: <376d67e5.22678350@news.apex2000.net>
Source record: 51552

I just got these 2 if any one is interested.

DOS IV v4.0S 1982 Atari
DOS v4.0 Royal Software

That gives me a total of 33
If anyone is interested in any of them, just drop me a line and I'll
zip them up for you and email them. Also, if you all could, please
contribute some! I collect them and would like to expand the
collection!:)

-Chuck

Here's my have/want list;

```
-----------------------------------
ATARI 8-Bit DOS HAVE/WANT LIST v1.1
-----------------------------------

////////////
/// HAVE ///
////////////

DOS/VERSION DATE COMPANY NOTES
-------------------------------------------------------------------------------------------
BIBODOS v5.4RN 06/88 Compy-Shop
DOS 9/24/79 Atari
DOS II v2.0D 1980 Atari double
density
DOS II v2.0S 1980 Atari single
density
DOS II w/Fast Write v2.0S 1980 Atari
DOS II Superdup v2.0S 070981 Atari
modified by David Young
DOS II Ultradupe v2.0S 02/85 Atari
modified by B Kershaw
DOS II v2.1C 1980 Atari
enhanced by L J Silver
DOS II v2.1P 1980 Atari
DOS II v2.5 1984 Atari
DOS II v2.5+ 1986 Atari
modified by T. Patrick
DOS II v2.6f 1983 Atari
modified for Atari 800 use
DOS II v2.8F 1983 Atari E T
Horst
```

DOS IV v4.0S 1982 Atari
DOS 3 1983 Atari
DOS v4.0 1984 Atari
DOS v4.0 1984 Atari
Michael Barall
DOS v4.1 T.A.P. Software
DOS XE v01.00 1988 Atari
DOS XL v2.20 1983 OSS, Inc.
DOS XL v2.35I1 1983 OSS, Inc. DOS XL
Menu v2.30
MachDos v3.7a 1985 stace
MyDOS v4.53/3 1988 Wordmark
MyDOS v4.53/4 1988 Wordmark
SMARTDOS v6.1D 1984 Rana Systems
SpartaDOS v1.1 HS 1984 ICD, Inc.
SpartaDOS v3.2d 17-Feb-86 ICD, Inc.
SpartaDOS v3.2g 04-Jun-94 FTe
SpartaDOS v3.2x ICD, Inc
SUPERDOS v2.9 1986 Paul Nicholls
SUPERDOS v5.1 1988 Paul Nicholls
TOP-DOS v1.5 1985 R.K. Bennett
TTDOS v1.5 1991 JR Computing

33 Total

-=-=-=

## 459. Re: using 8bit as a terminal

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-20 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <929938546.136.6@news.remarQ.com>
Source record: 51553

```
EParent <eparent@reply.here.net> wrote in message
news:376d5077.164252224@207.106.92.52...
> thanks for the info.
>
> I would like to use it has a terminal connected to my Linux box, but
> in a different room than my Linux box.
That sounds like a worthy hack. Do you need things like 80 columns? I assume
if you are just using it as a terminal, 2400 baud would be fine.

I am not sure about how big the Rverter handler is, but I would bet
everything would fit in a cart.

Since you are not going to have any other devices on the Atario I/O chain,
all the handshaking lines could be tied to the right levels and just use the
data lines.

>
> I got the idea from this web page
> http://atrey.karlin.mff.cuni.cz/~pavel/atari/
Hmmm, this site calls my cable a "REALLY dirty hack".

> and thought it would be faster and easier if all the software was in a
> cartridge.
>
> i have not used the rverter software, but always thought it worked.
If I even find one, I will tear into it and see if I can figure out what is
wrong.

> On Sun, 20 Jun 1999 10:38:23 -0000, "Richard Cortese"
> <ricortes@netmagic.net> wrote:
> ...
> >
> >What would you use the terminal for? I mean something like Wordstar on a
> >CP/M box or connecting to a modem?
>
```

## 460. Re: Spidey game by Questprobe

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-20 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <380-376DBF16-105@newsd-172.iap.bryant.webtv.net>
Source record: 51554

we have spiderman in stock,new in the box,just go to,
www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 461. Re: Looking for Atari 8-bit game called "Gypsy"

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-20 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <L_Va3.478$kO5.2729@news1.online.no>
Source record: 51629

I seem to remember the name and I think it's in my collection somewhere!
I'll try to find it

Chad Hendrickson <chadh@REMOVEmediaone.net> wrote in message
news:NtVa3.8512$s%1.21069636@rmnws01.ce.mediaone.net...
> Does anybody have a copy of the Atari 8-bit game called "Gypsy"? I think
> you played a ladybug and you climbed around a tree.
>
> I've looked all over for it but I cannot find it.
>
> If anyone has this game, please let me know.
>
> Thanks!
> Chad
>
> (If you are going to reply directly to me, remove the REMOVE from my email
> address, thanks.)
>
>

## 462. Fuji Tattoo!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-20 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7ki1eq$s1e$1@ultra.sonic.net>
Source record: 51630

The other night I was at someone's house. She happened to have a few tattoo magazines sitting around, so myself and some friends browsed through for fun.

My girlfriend happened upon one which she thought I might find amusing... It was a cartoonish alien (the typical "little green man" / "grey") with a stylized Atari Fuji symbol on its head!

For those who care, it was the May 1999 issue of "International Tattoo Art" on page 88. ;)

I wonder if perhaps the person who had the tattoo is a reader here on c.s.a.8? :)

-bill!

## 463. Re: Interest in atari 8 bit game development/tools

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-20 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <376C9919.8E3183F6@classic-games.com>
Source record: 51631

Sorry for the delayed response, but I was on vacation...

Peter Pachla wrote:
> The code produced by a 'C' compiler could never be accused of being efficient,
> that's down for a large part to the sheer amount of parameter passing involved
> between functions, procedures etc. And also a compiler, even an

On typical 16+ bit machines, parameter passing is the most efficient way
to share data among procedures. If you mean that procedural code
sacrifices some performance, that's often true.

optimising one,
> just won't be able to use the same sorts of tricks and shortcuts that a human
> programmer with an assembler can to make his code as fast and efficient as
> possible.

Certainly, but "less efficient" and "inefficient" aren't really
synonyms.

>
> This isn't an ideal situation on machines of 16 bit+ architecture, for 8-bit
> machines it's a disaster. Here you need to be able to produce tight efficient
> code, for obvious reasons, PARTICULARLY when you're writing games where every
> machine cycle counts.

Absolutely, however the statement I replied to was that C was
inefficient for 16+ bit machines, implying that it was less efficient
than with 8-bit CPUs.

> >Assembly is what you use when you're absolutely desperate....
>
> No, assembly is what you use when you need to produce fast, tight code.

Only when you can't do it in any other way and become desperate. It's
almost never the best approach to try first for speeding up code.
--
http://www.classic-games.com/
Conspiracy theorists mistakenly assume others think before acting.
*** Please limit .sigs to four lines and avoid HTML mail or posts. ***

# 464. Re: Mouse for 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-20 00:00:00 UTC
From: Karolj Nadj <k_nadj@s-direktnet.de>
Message-ID: <7kijeu$91s$1@newsread.f.de.uu.net>
Source record: 51632

check

http://www.s-direktnet.de/homepages/k_nadj/main.html

Jindrich Kubec <kubecj@asw.cz> schrieb in im Newsbeitrag:
3769061D.30C95908@asw.cz...
> Hello!
>
> How is mouse attached to 8bit Atari? From which registers it's read?
>
> I know it was possible to use ST / Amiga mouses...
>
> --
> Jindroush <kubecj@asw.cz>
> See http://www.asw.cz/~kubecj for Atari 8bit utils!

## 465. Re: WANTED:

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-20 00:00:00 UTC
From: Dawid Toton <dawidt@polbox.com>
Message-ID: <7x4b3.4083$dL.52898@news.tpnet.pl>
Source record: 51633

I've Montezumas Revenge, Spelunker, Boulder Dash, Dan Strikes Back, but I
fear, that diskette is too old and cassette is damaged since five years...

--
[d]
---
Matematyka leczy!
---
Andre wrote in message <376118A2.3072D363@agnld.uni-potsdam.de>...
>Hi Folks !
>
>I'm looking for some older Atari 8-Bit games. Diskette based complete
>games would be fine and are preferred !
>
>Assault on the Astral Rift, Omnitrend's Universe, Lucifer's Realm,
>Labyrinth (Broderbund), Montezumas Revenge, Spelunker, Bounty Bob
>Strikes Back, Boulder Dash (Fisrt Star releases only, please), Aerobics,
>Nadral, Dan Strikes Back, Elektra Glide, Dragonriders of Pern (Epyx),
>Amaurote (Mastertronic), Knight Orc (Level 9), Whistler's Brother
>(Broderbund), Spare Change (Broderbund), Cosmic Balance (SSi), Imperium
>Galactum (SSi), Phantasie I (SSi)
>
>Please make your offers (trade possible of course too). Thanks !
>
>Cheers from Germany,
>
>Andre
>

## 466. Re: ATR files

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-20 00:00:00 UTC
From: Dawid Toton <dawidt@polbox.com>
Message-ID: <7x4b3.4084$dL.52898@news.tpnet.pl>
Source record: 51634

James R. Gilbert wrote in message <7jr7u3$aun$1@alexander.INS.CWRU.Edu>...
>
>(how get .atr to A8 from pc.)
>I used Charles Marslett's 'Util', before I got a APE cable.
>I wrote my own pc<->a8 program also.

Show me source, please....

>Util will only work on double density disks, so if you don't
>have a dble dens drive for the a8, you can't use it.
>Russg

I want to read a8 disks with my PC...
--
[d]
----------
Matematyka leczy!
----------

## 467. Atari 65XE emulator needed

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-20 00:00:00 UTC
From: Dawid Toton <dawidt@polbox.com>
Message-ID: <ax4b3.4085$dL.52898@news.tpnet.pl>
Source record: 51635

I need Atari65XE emulator for PC, becouse I forgot where is power supply for
my Atari and I long for Atari too much (a year without Atari is too long).
Please help me before I fall ill!

--
[d]
----------------------
Matematyka leczy!
----------------------

## 468. Re: Looking for these DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-20 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <376deece.119133868@news.earthlink.net>
Source record: 51636

On 19 Jun 1999 22:18:28 GMT, ai123@FreeNet.Carleton.CA (Steven J.
Tucker) wrote:

>
>"Vidar \"Hawk\" Olavesen" (olavese@online.no) writes:
>> I have it, but of course the disk is defective. Please let me know if anyone
>> has an ATR I could have!
>
>>> >
>>> >What is OS/A+ (1982)?
>
>Didn't OS/A+ become DOS XL, then Spartados?
>
>Could be a delusion on my part :)
>
>Steve

It "became" DOS_XL but not SpartaDOS. SpartaDOS was a completely
different project by a different company. They are similar though, in
that they are command line driven.

## 469. Re: Looking for these DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-20 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <376cee80.119055944@news.earthlink.net>
Source record: 51637

On Sat, 19 Jun 1999 13:19:53 -0300, Tony Cianfaglione
<ab616@chebucto.ns.ca> wrote:

>
>No, but I saw it mentioned in an old magazine. It didn't go any further
>into it.
>
>-----------------------------------------
>
>On Sat, 19 Jun 1999, it was written:
>
>> Do you have it?
>> >
>> >What is OS/A+ (1982)?

I have it. It is OSS's precurser to their later DOS XL. Just like
their Basic A+ was a precurser to Basic XL.

Have em both.

## 470. Wanted: ATARI CX70 light pen

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-21 00:00:00 UTC
From: "/|\\ Patrice MULLER" <atari.fr@wanadoo.fr>
Message-ID: <7kjjj8$po9$1@wanadoo.fr>
Source record: 51555

make offers

## 471. Re: Atari 8-bit DOSes that I need.....

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-21 00:00:00 UTC
From: louisthx@vegas.infi.net
Message-ID: <louisthx-2106990227160001@pm1-20.vegas.infi.net>
Source record: 51556

Hi I see you have the origional Atari DOS (1.0)?

DOS 9/24/79 Atari

Can you please E-Mail me a copy? I have been searching for the origional
copy of it for years!

Thank You,
Louis Di Fazio

louisthx@vegas.infi.net

## 472. Re: SuperDos 5.1 & Indus

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-21 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-37d73zEu0qQ7@di12-ks.cth.com.au>
Source record: 51557

On Sun, 20 Jun 1999 14:34:02, lwhite6497@aol.com (LWhite6497) wrote:

> Does anyone know if SD5.1 supports high
> speed on the Indus (aka Synchromesh).
> Any other DOSes other than Sparta and
> of course Dos XL that support it?
> Thanks,
> Larry White

no. tho it should be able to be easly modifyed. Indus high speed and
XF highspeed are virtually the same except.for the baudrate. I have
SuperDos 5.1 source here. The only thing is the drive must be
programmed first before you try booting Superdos.
I don't know how formatting high speed would go.

James.

## 473. Lots of atari stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-21 00:00:00 UTC
From: "R. Karl Werner" <rkwerner@cybercomm.net>
Message-ID: <7kldqe$3p6$1@ostrich.cybercomm.net>
Source record: 51558

FREE ATARI STUFF!!!!

I am currently cleaning my house. Amongst my things I have found books, software, approx 6 atari computers (400, 800, 800xl, Drives, monitor, etc...). If anyone wants them they can have them. There is one catch. I will not box and ship. Whom ever wants them must come and pick them up. I live in NJ inbetween Toms River and Atlantic City.

Karl

rkwerner@cybercomm.net

# 474. Re: Help with ATR files (never owned a disk drive)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-21 00:00:00 UTC
From: ez2flower@yahoo.com
Message-ID: <376EB686.34A9@yahoo.com>
Source record: 51559

Thomas Harte wrote:
>
> Hi,
>
> I had an Atari 65XE and decided to see if it was emulated at all. And
> so I have ended up with a copy of atari800 (DOS and X - I use win95 &
> Linux), the necessary atari roms and some of the old games I used to
> own.
>
> There is only one slight problem : all the games I owned were on
> cartridge. So I just sort of inserted them and they 'loaded'
> automatically. All the games I have downloaded are .ATR format - which
> atari800 will happily tell me are disk images not cartridge images. But
> I never had a disk drive and so don't have a clue what the necessary
> commands to load these games are.
>
> Can anyone help? I couldn't find a FAQ or anything . . . .
>
> -Thomas

Hi Thomas,
I also used to own an Atari 65XE. I remember the days...waiting
almost 10 minutes for some games to load on the slow tape drive, only to
see an "Error" message on the screen. Instead of smashing up the darn
thing, I just rewound the tape and tried again (usually getting the same
result!). Anyway, to answer your query, all the emulated games are
referred to as disks, even if they were cartridge or tape based. All you
have to do is find the "disk drives" option on the menu of the emulator
and find the game that you want to play, and reboot the emulator. That's
all you need to do. Hope you found it useful.

## 475. Help with Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-21 00:00:00 UTC
From: bwmott@unity.ncsu.edu
Message-ID: <7klhp4$c8m$1@uni00nw.unity.ncsu.edu>
Source record: 51560

Hi,

I have an Atari 800 that has a few problems, however, I'd like to try to fix it. I cleaned it up and tested it using Asteroids, Defender, Pac-man, and Joust. All of the games run fine except Joust which hangs a few seconds after you start playing.

I also noticed that if you turn the system on without a cartridge that it comes up with a blue screen, however, the "Memo Pad" never appears.

I'm guessing that the ROM might be bad, however, I'm not sure. Does anyone have any other ideas as to what might be wrong?

Thanks,
Brad

--
---
Bradford W. Mott (bwmott@acm.org) Computer Science Department
http://www4.ncsu.edu/~bwmott/www North Carolina State University
---

## 476. Re: wtb: "SMART TERMINAL" cart MANUAL

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-21 00:00:00 UTC
From: Isaac Davis <idavis@my-deja.com>
Message-ID: <7kllv5$d6h$1@nnrp1.deja.com>
Source record: 51561

In article <J2bb3.4485$dP.76762@newse2.tampabay.rr.com>,
"Bowling" <mbowlin1@tampabay.rr.com> wrote:
> I found a cartridge for Atari 800 called "Smart Terminal". It goes
with the
> Microbits Peripheral Products MPP-1000C modem (or the 1000e modem,
which is
> the one I own).
> Does anyone have the MANUAL for the "Smart Terminal" software or
modem? If
> so, I would be interested in possibly buying it.
> Please email me.
>
> --mb
>
>

Check with Rick Detlefsen - rldetlefsen@delphi.com
I am pretty sure he had the whole package for sale.

--
isaac davis
indavis@juno.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 477. Re: Help with Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-21 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <7kmapb$m8e$1@nnrp1.deja.com>
Source record: 51562

In article <7klhp4$c8m$1@uni00nw.unity.ncsu.edu>,
bwmott@unity.ncsu.edu (Bradford Wayne Mott) wrote:

> All of the games run fine except Joust which hangs a few
> seconds after you start playing.

I've fixed many carts that behave like this by cleaning the
contacts both on the computer and cart. The cart ones are
easy to clean with a pencil eraser. Usually the 800 cart
ports are not too bad because of the cool pop-top cover.

> I also noticed that if you turn the system on without a cartridge that
> it comes up with a blue screen, however, the "Memo Pad" never appears.

It could be one of the RAM or ROM cards. But make sure you
are getting a good supply of both voltage and current out
of your power supply.

-Dan

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 478. Basic XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-21 00:00:00 UTC
From: williaj@interlog.com
Message-ID: <N.062199.181145.24@alf350>
Source record: 51563

I can't find my BXE manual, maybe someone out there can look this up for me.
What area of memory under the OS ROM does the Extensions file use. It starts at
$C000 but I can't tell if it ends before $CC00 or if it goes right to $CFFF.

## 479. Return Of Heracles on Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-21 00:00:00 UTC
From: locust000@aol.com
Message-ID: <19990621190145.08640.00001622@ng-fa1.aol.com>
Source record: 51564

Hello! I have recently been playing Return Of Heracles on the Atari800Win emulator and have found a problem. When I kill the Serpent Of Aries in the Plain Of Penope, Aries "turns me into a snake". OK - but when I move my other characters to where the Plain Of Penope was {which is now Thebes}, I have to answer a riddle. The answer is a simple one which I figured out so very long ago on my real 130XE, but when I try to type in the answer using the emulator, the game wont let me. Ultimately, I can't progress any further because of this. Is this a problem with the copied version of the game itself? Is it a problem with the Atari800Win configuration? If anyone has a copy of the game that does not do this, then can you please let me know where I can get one? Any help would be appreciated. Thanks!!

## 480. Re: Basic XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-21 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990621192425.07149.00002663@ng-bd1.aol.com>
Source record: 51565

>What area of memory under the OS ROM does the Extensions file use. It starts
>at
>$C000 but I can't tell if it ends before $CC00 or if it goes right to $CFFF.

Hi Jeff-
According to my manual page B-4,
the extensions go in the cartridge RAM space from $A000 - $BAFF (from a
diagram - no text that I see. It's 3/4 of the
way from $B000-BFFF.) Also uses Ram $D800-DFFF (just past the I/O chips).
Hope this helps,
Larry White

## 481. Re: Basic XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-21 00:00:00 UTC
From: williaj@interlog.com
Message-ID: <N.062199.193342.28@alf350>
Source record: 51566

Thanks. I also found a reference in the RTime8 book, which says it's $C000-$CBFF. I wonder if that's for Turbo-Basic since there's no mention of it in your book. Oh well.

> Hi Jeff-
> According to my manual page B-4,
> the extensions go in the cartridge RAM space from $A000 - $BAFF (from a
> diagram - no text that I see. It's 3/4 of the
> way from $B000-BFFF.) Also uses Ram $D800-DFFF (just past the I/O chips).
> Hope this helps,
> Larry White

## 482. Generating sound

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-22 00:00:00 UTC
From: "A.'SoTe'B." <nauplay@free.polbox.pl>
Message-ID: <376EB8D3.595D78F2@free.polbox.pl>
Source record: 51567

As You probably know, the main formula for output frequency is:

freq = PokeyFREQ / 2*(N+A)

Where N is value written to AUDFx, and A is a constant different, for
different modes.
If PokeyFREQ is 15kHz or 64kHz, then A = 1
If PokeyFREQ is 1.77MHZ (PAL), then A = 4 (?? Why ?)
If PokeyFREQ is 1.77MHz and 16bit counter is ON, then A = 7 (??)

And I don't know proper A, for 16bit counter and PokeyFREQ=15kHz or 64kHz.

My second question, is, why A differs in each mode ? I don't understand it!
Those counters in Pokey are really weird.

# 483. Re: Atari XF551 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-22 00:00:00 UTC
From: who@are.you
Message-ID: <376f05dd.763079832@news>
Source record: 51568

Bob,

Tried to e-mail you but for some reason my domain (@home.com) is
banned on your news server.

Anyway, I want the XF-551! Drop me an e-mail and we can work out the
details. Thanks!

Gene Schoepp
gschoepp@home.com

On Sat, 12 Jun 1999 17:42:31 -0700, BobKlaas <bobkla19@sisna.com>
wrote:

>1 Ea Atari XF 551 Atari disk drive, power supply and sio cable $41.00
>shipping included.
>
>2 Ea. Atari 300 baud Acustical modems, you have to put the phone in the
>cups. $15.00 for both shipped.
>
>1Ea. Track disk drive, double density, with power supply and sio
>cable..Will if possible locate a Trak power suply for it. $30.00
>shipping included.
>
>boib

# 484. Re: Return Of Heracles on Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-22 00:00:00 UTC
From: Denis Leroy <denis@CoWare.nose-pam.be>
Message-ID: <376F89F1.60FF1840@CoWare.nose-pam.be>
Source record: 51569

I also ran into that problem, being a huge 'Return of Heracles' fan. So
it's been a while since I looked at the code, but I remember it as being
an Atari800Win bug. The 'ace' simulator for example, does not suffer
from that particular bug (though it has a lot of other problems ;-) ). I
started moving some of that code into the Atari800 code, but never
actually finished. Maybe someone else on the Atar800 development team
can comment.

-denis

Locust000 wrote:
>
> Hello! I have recently been playing Return Of Heracles on the Atari800Win
> emulator and have found a problem. When I kill the Serpent Of Aries in the
> Plain Of Penope, Aries "turns me into a snake". OK - but when I move my other
> characters to where the Plain Of Penope was {which is now Thebes}, I have to
> answer a riddle. The answer is a simple one which I figured out so very long
> ago on my real 130XE, but when I try to type in the answer using the emulator,
> the game wont let me. Ultimately, I can't progress any further because of
> this. Is this a problem with the copied version of the game itself? Is it a
> problem with the Atari800Win configuration? If anyone has a copy of the game
> that does not do this, then can you please let me know where I can get one?
> Any help would be appreciated. Thanks!!

## 485. Re: Big carts emulation

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-22 00:00:00 UTC
From: Ken Ames <kenames@earthlink.net>
Message-ID: <376F9568.D6EAB80E@earthlink.net>
Source record: 51570

Mr. Reeve set the diamond os into the public domain for all to use some time back. He even put a copy into the 8bit binaries group so you may indeed use Diamond OS even if you dont have a cart.

Ken

Jon Melbo wrote:

> On Fri, 18 Jun 1999 10:26:49 +0200, Jindrich Kubec <kubecj@asw.cz>
> wrote:
>
> >Hello!
> >
> >Look at following screenshots. I finally made SDX & Diamond emulated
> >under Atari800!!!
> >If anybody has binary dumps of other banked cartridges, please send me
> >them (also newer SDX images).
> >I would like to add them to Atari800.
> >
> >Also, anybody has SDX manual scanned?
>
> First off, is this Atari800 (for DOS) or Atari800Win that you
> accomplished this in? I really onely use Atari800Win so hopefully
> you're going to tell me that's the one, or at least that maybe it can
> be done in that one too.
>
> Second of all, how does one go about actually making a ROM dump file
> of a bank switching cart(s)? Could you email me the bank switched ROM
> image files you have for these? Well, actually I only own the
> following bank switching carts:
>
> Action!
> BASIC_XL
> MAC/65
> SpartaDOS_X
>
> So I guess I'm not entitled to the Diamond. Running my supercarts on
> Atari800Win is like #1 on my most wanted list for capabilities with
> that emulator.
>
> Help me please! I can't do it on my own. I wish I could.

## 486. Re: Professional AKI board now available!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-22 00:00:00 UTC
From: Ken Ames <kenames@earthlink.net>
Message-ID: <376F9478.ABF8BD4C@earthlink.net>
Source record: 51571

OK, so what is the cost of the board? I may buy a couple.

Ken

MacFalkner wrote:

> Theres a new professional maded board for the "AKI" (Atari Keyboard Interface)
> available now !
> Some of the features:
>
> - connects any standard PC keyboard with your ATARI
> - full plugable, only 4 soldering points needed (only if POKEY is socketed)
> - option for a separate macro memory (up to 8Kbytes)
> - output pin for switching several OS-Roms or Ramdisks
> - the 'hanging key' software bug is removed
>
> For some pictures and a short description of the new board look at:
> http://www.macfalkner.de
> -> atari projects -> AKI
>
> bye, MacFalkner

## 487. Re: Big carts emulation

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-22 00:00:00 UTC
From: Ken Ames <kenames@earthlink.net>
Message-ID: <376F95BD.B9B8AE31@earthlink.net>
Source record: 51572

so are these new versions available?

Jindrich Kubec wrote:

> Hello!
>
> Look at following screenshots. I finally made SDX & Diamond emulated
> under Atari800!!!
> If anybody has binary dumps of other banked cartridges, please send me
> them (also newer SDX images).
> I would like to add them to Atari800.
>
> Also, anybody has SDX manual scanned?
> --
> Jindroush <kubecj@asw.cz>
> See http://www.asw.cz/~kubecj for Atari 8bit utils!
>
> ---------------------------------------------------------------------
> [Image] [Image]

# 488. Re: Return Of Heracles on Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-22 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <3778dde6.7146713@news.freeserve.net>
Source record: 51573

The other Day locust000@aol.com (Locust000) wrote:

>Hello! I have recently been playing Return Of Heracles on the Atari800Win
>emulator and have found a problem. When I kill the Serpent Of Aries in the
>Plain Of Penope, Aries "turns me into a snake". OK - but when I move my other
>characters to where the Plain Of Penope was {which is now Thebes}, I have to
>answer a riddle. The answer is a simple one which I figured out so very long
>ago on my real 130XE, but when I try to type in the answer using the emulator,
>the game wont let me. Ultimately, I can't progress any further because of
>this. Is this a problem with the copied version of the game itself? Is it a
>problem with the Atari800Win configuration? If anyone has a copy of the game
>that does not do this, then can you please let me know where I can get one?
>Any help would be appreciated. Thanks!!

Any chance of sending me a save state just before the point you are
talking about.

I will have a play and see if I can sort it.
--
Paul Irvine

mclane@dellos.freeserve.co.uk

mclane@womp-rat.in2home.co.uk

ICQ 105793

# 489. Re: wtb: "SMART TERMINAL" cart MANUAL

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-22 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <930109507mnewsX_velcro_X@netunlimited.net>
Source record: 51574

I also have a Smart Terminal cartridge, totally unused and untested by me.
Please let me know how you do with this cart. Does it require a proprietary
modem?

vs

isaac davis typed:

> "Bowling" <mbowlin1@tampabay.rr.com> wrote:
> > I found a cartridge for Atari 800 called "Smart Terminal". It goes
> with the
> > Microbits Peripheral Products MPP-1000C modem (or the 1000e modem,
> which is
> > the one I own).
> > Does anyone have the MANUAL for the "Smart Terminal" software or
> modem? If
> > so, I would be interested in possibly buying it.
> > Please email me.
> >
> > --mb
>
> Check with Rick Detlefsen - rldetlefsen@delphi.com
> I am pretty sure he had the whole package for sale.

To email me just remove the X's and underline marks from my address.

## 490. Re: Lots of atari stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-22 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <930109665mnewsX_velcro_X@netunlimited.net>
Source record: 51575

What if you are a crazy person trying to lure 8bitters to your house so you can GET them? ;)

vs

> FREE ATARI STUFF!!!!
>
>
> I am currently cleaning my house. Amongst my things I have found books,
> software, approx 6 atari computers (400, 800, 800xl, Drives, monitor,
> etc...). If anyone wants them they can have them. There is one catch. I
> will not box and ship. Whom ever wants them must come and pick them up. I
> live in NJ inbetween Toms River and Atlantic City.
>
> Karl
>
> rkwerner@cybercomm.net
>

To email me just remove the X's and underline marks from my address.

# 491. Re: wtb: "SMART TERMINAL" cart MANUAL

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-22 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <7kpgcq$31u$1@news.storm.ca>
Source record: 51576

Yes. It's for the Supra 300AT/ MPP 1000 modems that connect via the
joystick port. It's a very limited program; good enough to d/l a better
program, no more.

David P.
velcro_spy <X_velcro_X@netunlimited.net> wrote in message
news:930109507mnewsX_velcro_X@netunlimited.net...
> I also have a Smart Terminal cartridge, totally unused and untested by me.
> Please let me know how you do with this cart. Does it require a
proprietary
> modem?
>
> vs
>
> isaac davis typed:
>
> > "Bowling" <mbowlin1@tampabay.rr.com> wrote:
> > > I found a cartridge for Atari 800 called "Smart Terminal". It goes
> > with the
> > > Microbits Peripheral Products MPP-1000C modem (or the 1000e modem,
> > which is
> > > the one I own).
> > > Does anyone have the MANUAL for the "Smart Terminal" software or
> > modem? If
> > > so, I would be interested in possibly buying it.
> > > Please email me.
> > >
> > > --mb
> >
> > Check with Rick Detlefsen - rldetlefsen@delphi.com
> > I am pretty sure he had the whole package for sale.
>
>
>
>
> To email me just remove the X's and underline marks from my address.
>
>

## 492. Re: Big carts emulation

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-23 00:00:00 UTC
From: "James R. Parish" <wiz@AtariWorld.com>
Message-ID: <IAXb3.4860$dP.87838@newse2.tampabay.rr.com>
Source record: 51577

I started to scan in the SpartaDOS-X manual, then decided to convert it to HTML, then ran out of time. I'll finish it on a rainy day soon. The start of it is on www.atariworld.com in the 8-bit section. I built a nice OCR to HTML template so it's easy to scan in, I'm just cramped for time right now.

Wiz.

Jindrich Kubec wrote in message <376A02C9.81681A2C@asw.cz>...
>Hello!
>
>Look at following screenshots. I finally made SDX & Diamond emulated
>under Atari800!!!
>If anybody has binary dumps of other banked cartridges, please send me
>them (also newer SDX images).
>I would like to add them to Atari800.
>
>Also, anybody has SDX manual scanned?
>--
>Jindroush <kubecj@asw.cz>
>See http://www.asw.cz/~kubecj for Atari 8bit utils!

## 493. Some newbie questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-23 00:00:00 UTC
From: Eugene Zaikonnikov <viking@removeme.cit.org.by>
Message-ID: <930156040.202134@lxms.cit.org.by>
Source record: 51578

Hi,

This Sunday I got Atari XEGS to my retros, with Bug Hunt and Flight Simulator II carts and Light Gun, and no manuals at all. For now, I have some questions:

It is mentioned in FAQ that XEGS has Missile Command game built-in. But how to run it?

I have a problem with Flight Simulator. I'm completely unfamiliar with controls of the game. Is it possible to fly without a joystick, and if possible, how? Can any kindest soul give me keylist?

If there's online manuals for Atari (user manual, BASIC, games)? Any URLs will be greatly appreciated.

FAQ shows pinouts for joystick ports, but there's two potentiometer pins. Is it possible to use an ordinary (non-Atari) joystick, or should it be proportional?

Thanks and regards,
Eugene Zaikonnikov.

## 494. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-23 00:00:00 UTC
From: Van Tran <tranv@clem.mscd.edu>
Message-ID: <377178BA.59EAB93F@clem.mscd.edu>
Source record: 51579

Hi everybody! How are you doing? Thanks for sending me an Welcome email.
Thank you and have a nice day :)

Van Tran

Michael Current wrote:

> Archive-name: atari-8-bit/welcome
> Posting-Frequency: 7 days
> Last-modified: May 24, 1999
>
> Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
> Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
> 800XL, 65XE, 130XE, 800XE, and the XE Game System.
>
> Many topics are covered over and over again. To help alleviate this trend,
> several people volunteer their time and energies by maintaining Periodic
> Informational Postings for this newsgroup. Please take a moment to refer to
> these documents before posting to comp.sys.atari.8bit. The answer to your
> question may already be readily available!
>
> Users of comp.sys.atari.8bit actively maintain the following Periodic
> Informational Postings:
>
> Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
> mailto:mcurrent@carleton.edu
> http://www.faqs.org/faqs/atari-8-bit/faq/
>
> Atari 8-Bit Computers: Vendors and Developers / Michael Current
> mailto:mcurrent@carleton.edu
> http://www.faqs.org/faqs/atari-8-bit/vendev/
>
> Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
> mailto:bill@newbreedsoftware.com
> http://www.sonic.net/~nbs/new_and_emu.html
>
> Atari BBS List / Trevor Holyoak
> mailto:trevor@holyoak.com
> http://www.holyoak.com/atari/
>
> Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
> mailto:david_p@storm.ca
> http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

# 495. FREE Atari Catalogs by E-Mail, FTP & the Web!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-24 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7kv2qc$7g7$1@user2.teleport.com>
Source record: 51488
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

At Bravo Sierra Computers you'll find Used and New Atari. Items you've been searching for. Item's new to you and Classic Atari long lost. Have you got Hardening of the Ataris? Check out Bravo Sierra Computers! Have you hugged your Atari today? Buy your Atari & yourself a present today! Buy from someone with 16 years of Atari experience. Buy from someone personable, polite & passionate about His Atari! And if I don't have what you want to buy or I don't know the answer to your question, I'll refer you to someone who does. That's the nice thing about the Atari community and my colleauges in the Atari business. We would rather send our business to a fellow competitor to get what they need than have someone abandon their Atari due to lack of support. For myself, I only use Atari! I get on the InterNet with my Atari ST, I use PageSTream for all my DeskTop Publishing, my DataBase is DataManager ST & besides playing games on my Atari ST I play games on my Atari Jaguar with my collection of Jaguar Games! I won't own neither a PC or a Mac. So buy from someone with a servant's Heart & someone who'll be around to offer you Atari support!

<h3><a href="http://www.atari.benjamin.net">Click for WebSite!</a></h3>

***FREE*** Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--

Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

## 496. Alternate Reality - Differences

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-24 00:00:00 UTC
From: Thomas Havemeister <twh@bigfoot.de>
Message-ID: <7kss0m$7jv$1@piggy.rz.tu-ilmenau.de>
Source record: 51580

Howdy!

I have two questions about AR:The City.

1) Is there any emulator availble which will not fatal display errors?

xl-it0.20 won't work at all and AtarWin 800 runs with bad display errors.
Any suggestions?

2) I have tried the AR:The City for pc clones. In this version you can go to the taverne / bank or something similar and work. You will get money. But in my atari version there isn't such a option. Hmm I think that's not fair. So it's much harder to get enough money for armour and weapons....

ok that's all.

look at my games cover archive at the following url:

http://members.tripod.de/twh1st

cya!

-thomas

## 497. Still looking for someone to transfer some old 8-bit files for me?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-24 00:00:00 UTC
From: kiwilove___nospam@es.co.nz
Message-ID: <930222613.580767@Chaos.es.co.nz>
Source record: 51581

From Atari 5.25" disks to PC/Internet use. ie. onto a PC.
They are various densities, single, 1.5, Double Density, SpartaDOS disks, etc.

I have an address of someone in the USA who offered to transfer them for me,
but I was looking for someone closer to me?
New Zealand or Australia ?

Any die hard 8-bit Atari fans out there?

Harvey

kiwilove_nospam+@es.co.nz

takeaway the crap _nospam+ to reply

Thanks

# 498. NEW LOW PRICES FROM DGS

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-24 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <Xpoc3.4690$mK3.137236@nnrp3.clara.net>
Source record: 51582

We are pleased to announce that we have been able to reduce the cost of some of our Atari 8-bit products, as follows:

QUICK Complete Package - GBP10 (US$20)
Screen Aided Management (SAM) Complete Package - GBP10 (US$20)
QUICK ED Character Set Editor - GBP3.00 (US$6)
RubberBall game - GBP2 (US$4)
Bombi game - GBP2 (US$4)
Minesweeper game - GBP2 (US$4)
Glaggs It! game - GBP2 (US$4)
Pack of all 4 games above - GBP5 (US$10)

Most of these savings are around 30% off the original costs. These new prices are permanent, not just temporary special offers. Full details of all these products are available in our new on-line catalogue, which is now in two parts: Public Domain Catalogue, and Commercial Software Catalogue. Both are selected from the 'Catalogue' option from our website at: http://www.dgs.clara.net

The prices shown above include P&P for UK orders. US orders are subject to a small shipping charge of 10% of order value, minimum US$5. This is for Air Mail, which takes around 5 days.

Recently, it was stated by somebody in this newsgroup that QUICK is Public Domain. I can assure you that is it IS NOT.

Dean Garraghty
dgs@clara.net

## 499. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-24 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_930228931@rtfm.mit.edu>
Source record: 51583
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend,
several people volunteer their time and energies by maintaining Periodic
Informational Postings for this newsgroup. Please take a moment to refer to
these documents before posting to comp.sys.atari.8bit. The answer to your
question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
```

## 500. Sam, speech synthesis

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-24 00:00:00 UTC
From: Patrick Robbins <Pat42@uswest.net>
Message-ID: <uOsc3.2414$3C3.110153@news.uswest.net>
Source record: 51584

Where can I download sam or any other speech synthesis program useable in basic? I tried downloading it from antic's site but it doesn't do anything.

Thanks,

Patrick Robbins

## 501. Wanted/Trade

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-24 00:00:00 UTC
From: liberator@acsplus.com
Message-ID: <7ktuui$e8p$1@nnrp1.deja.com>
Source record: 51585

```
--------------------------------------------------------------------------
Games/Systems Wanted: -===- Games/System for Trade/Sell:
--------------------------------------------------------------------------
**Best if with all docs. instructions, overlays, box(iffy!) etc, thanks!
Clint T. http://come.to/JagRealm
http://underworld.fortunecity.com/minesweeper/127 <---with
loads for sell/trade!
Updated 6/22/99
{E-Mail Direct: Liberator@acsplus.com
{ICQ=38352629 Nickname:Nexar, feel free to page, and I'll chat if
avail.!
{AOL Pager=Nexar64 Feel free to add me!
{Yahoo! Pager= xNexar_Net_x Feel free to add me!
{References available at bottom of text.
--------------------------------------------------------------------------

---------------------------------------------
Games/Systems Wanted.....
---------------------------------------------
================
/\Jaguar-Games/\
================
Air Cars
Alien vs. Predator (BOX AND MANUAL ONLY!) (POSTER)
Atari Karts
Baldies (CD)
Breakout2000
Brutal Sports Football
Bubsy Bobcat
Cannon Fodder
Checkered Flag
Club Drive (BOX AND MANUAL ONLY!)
Crescent Galaxy
Cybermorph(1994 version) instructions for both 93&94 version.
Defender2000
Dino Dudes
Double Dragon
Dragon-The Bruce Lee Story
Dragons Lair(CD)
Fever Pitch Soccer
Fight for Life
Flashback
Flip Out
Highlander (CD)
```

Hover Strike
I War
Iron Soldier(cart)
Iron Soldier 2(CD)
Missle Command 3D
Myst (CD)
NBA Jam T.E.
Pinball Fantasies
Pitfall: Mayan Adv.
Power Drive Rally
Primal Rage(CD)
Raiden
Ruiner Pinball
Sensible Soccer
Super Burnout
Supercross 3D
Syndicate
Theme Park
Towers II
Troy Aikmen Football
World Tour Racing (CD)
Worms
Zero-5
Zool 2
Zoop

======================
/\Jaguar Accessories/\
======================
Blue Jag Controller
Pro-Controller
Jaglink Interface
Memory Track!! =)
S-video cable
Composite Cable
Controller Extension
CATBOX!!! =) yes... I'll be trading ALOT for this one! =) I will, I
will!!!!
Already Modified Jag Unit with mod!(need a playstation? I got one! =)
heh)
ANOTHER Jaguar! =)

**ANY OTHER JAGUAR RELATED PRODUCTS??!! EMAIL ME!**

================
/\Atari Falcon/\
================
Atari Falcon 030/040 system
Color Monitor
Software/Hardware/Misc...

```
============
/\Atari ST/\
============
Mouse
Hard Drive(around what? 40 ++)
Color monitor
Software...
-----------------------------------------------
Games/Misc. to Trade....
-------------------------------------------------
========
/\2600/\
========
6-cart Multi Game Selector for
2-2600 controllers

Commando Raid
Dark Cavern
Defender-II(RED)
Donkey Kong(RED)
Eggomania
Frogs and Flies
Gangster Alley
Harbor Escape
Kung Fu Superkicks(telegames silver)
Lock'n'Chase
Midnight Magic(RED)
Mous Trap
Ms. Pac-Man
Phaser Patrol for Arcadia Supercharger(cassette)
River Raid
Snoopy and the Red Baron
Super Cobra
Thunderground
Title Match Pro Wrestling

========
/\5200/\
========
Atari 5200 System 2-port.... power supply, no controlles... track
ball.. but not very good.

Countermeasure
Defender
Dig Dug
Galaxian
Mario Bros.
Missle Command
Moon Patrol
Ms. Pac-Man
Pole Position
Popeye
```

Qix
RealSports Soccer
Rescue on Fractulus
Space Invaders
Star Raiders
Super Breakout

========
/\7800/\
========
7800 system ONLY
2-7800 Joysticks

==================
/\8-bit Atari 800/\
==================
800 system with disk drive, tape drive, ALL power. Some disks....
800xl system with disk drive, tape drive, about 45 disks....

========
/\Lynx/\
========
*Batman Returns
*Hard Drivin'
*Lynx w/9 games...

=============
/\Commodore/\
=============
Commodore64 with power supply
2-Disk Drives
Software-around 50 disks some origs, some copies....
Printer
Koala Table Pad

========
/\SNES/\
========
Bomberman 2
Doom
Itchy & Scratchy Game
Kid Klown in Crazy Chase
Krusty's Super Fun House
Killer Instinct
Kirby's Dream Course
Lagoon
Mario RPG
Mega Man X
Maximum Carnage
NBA JAM T.E.
Ren & Stimpy's Veediots
Super Mario Kart

Super Mario World
Super Metroid
Spiderman X-Men
The Lost Vikings
Warlock

========
/\Sega/\
========
Altered Beast
David Robinson's Supreme Court
Fantasia
Game Genie
Mortal Kombat 3
Sonic the Hedgehog
X-Men 2 Clone Wars

============
/\Sega 32x/\
============
Doom
Knuckles Chaotix
Tempo

===========
/\Gameboy/\
===========
Game Genie
Mortal Kombat
Teenage Mutant Ninja Turtles 2: Back From The Sewers
Tetris

====================
/\Sony Playstation/\
====================
Playstation-I want a damn moded jaggy, thats what I want! =)
Resident Evil:Directors Cut

========================================
/\ *=possible, but depends on trade... /\
========================================
Thanks,

Clint T.

**/\/\=Other games/systems may be available upon request... for
2600/5200/800!{email me!}=/\/**

==============================
/\References - Good Traders!/\
==============================
Donald Colen - 4-Jays - @ jandc@ccnet.com (traded 2600-5200 games for
Lynx games)

Ryan Duff - personal - @ shadow-8@webtv.net (traded 5200 games for Primal Rage CD)

Roger Schoolcraft - personal - @ rschoolcraft@yahoo.com (Traded jag games for 5200 game)

Austin Mackert - personal - @ justcallmebob2@hotmail.com (traded jag games for XE/misc games.)

==========
:file End{}6.22.99{}
==========

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 502. FA: Atari 65XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-24 00:00:00 UTC
From: David Starcher <davidjs@cyberonic.com>
Message-ID: <37728582@news1.starnetinc.com>
Source record: 51586

This auction ends 06/30/99, 20:59:59 PDT

This computer was tested and works great. Aside from a little writing on the bottom it is in great physical condition. Comes with power supply. Does not include RF adapter, monitor cable, docs, original box, etc. Buyer pays actual shipping

To bid go to :

http://cgi.ebay.com/awcgi/eBayISAPI.dll?ViewItem&item=1221796271

## 503. Re: Atari 65XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-24 00:00:00 UTC
From: David Starcher <davidjs@cyberonic.com>
Message-ID: <37728755@news1.starnetinc.com>
Source record: 51587

I ment go to:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=122179627

David Starcher wrote in message <37728582@news1.starnetinc.com>...
>This auction ends 06/30/99, 20:59:59 PDT
>
>
>This computer was tested and works great. Aside from a little writing
>on the bottom it is in great physical condition. Comes with power
>supply. Does not include RF adapter, monitor cable, docs, original
>box, etc. Buyer pays actual shipping
>
>
>To bid go to :
>
>http://cgi.ebay.com/awcgi/eBayISAPI.dll?ViewItem&item=1221796271

## 504. steinberg pro24

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-25 00:00:00 UTC
From: Pamela Langridge <q9722685@mail.connect.usq.edu.au>
Message-ID: <7kvae2$aqh$1@usenet.usq.edu.au>
Source record: 51489

We have an Atari at home with Steinberg pro24 music programme on it. My mum is a bit of a composer, and we heard that this programme was very good. however, we can't figure out how to get it working. The instruction book is not very helpful, as it assumes you already know how to work the programme. does anybody know how to make it work?
Pamela

# 505. WTB - Ultima 1: The Original from Sierra Online

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-25 00:00:00 UTC
From: fortran@earthlink.net
Message-ID: <MPG.11dd59345dba3e2c98a39e@news.alt.net>
Source record: 51490

I'm looking for the Atari 400/800 game, Ultima 1: The Original by
Sierra Online. I'm a collector of Ultima games so I would like to
add this game to my permanent collection. While I am interested in the
complete game, I'm also willing to buy a partial copy.

Please email me if you would be willing to sell your game.

Thanks,
Edward

--

Edward Franks
<fortran@earthlink.net>

## 506. Re: 1050 drive, any help welcome

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-25 00:00:00 UTC
From: mkelley@quorumintl.com
Message-ID: <1725AA8E63CC977D.4D9599243C208F9B.4B9FA257B1BDD594@lp.airnews.net>
Source record: 51491

Ditto on the same, make sure that the drive has LOTS and LOTS of air
flow. Those old 1050 were bad about over heating,.

Mike

On 18 Jun 1999 20:31:22 GMT, gwestndrf@aol.com (GWestndrf) wrote:

>I don't know if this is your problem, but I had a 1050 that would quit working
>after it warmed up. The problem was not enough air circulation. As long as I
>kept air moving around the drive by running a fan on it, the drive worked okay.
>
>>Has anyone ever encountered a 1050 which works when cold, but when warmed
>>up, "pulses" and returns a 139 error. If turned off and back on again, it
>>works for a short time, then the fault comes back. All chips seated fully,
>>no obvious dry joints. Any thoughts appreciated, all ideas welcome.
>>Richard
>>
>>
>>
>>
>
>

## 507. Re: Some newbie questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-25 00:00:00 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <7l0lll$e9o$1@pale-rider.INS.CWRU.Edu>
Source record: 51492

In a previous article, viking@removeme.cit.org.by (Eugene Zaikonnikov) says:

>It is mentioned in FAQ that XEGS has Missile Command game built-in. But how
>to run it?

I think you hold down Select at startup. Does that work?

-Michael
--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

## 508. MIO and modems

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-25 00:00:00 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <7l0m6k$fg8$1@pale-rider.INS.CWRU.Edu>
Source record: 51493

For a long time I've used a Zoom 2400bps modem connected through a P:R:Connection. Recently I got an MIO, which now seems to work (thanks Bob!). I figure I should be able to plug the modem into the serial port in the MIO, and take the P:R:C out of the setup.

But with the MIO and modem both powered-up and connected, the modem LEDs for Send and Receive Data are both constantly lit. And the computer can't communicate with the modem.

My theory is that, the serial cable I have is not actually the proper custom Atari variety, but a generic one that is a physical fit. And which worked ok in my former setup but not with the MIO. Does this even make any sense? Any other ideas?

-Michael
--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

## 509. Re: MIO and modems

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-25 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7l11bj$cca$1@pale-rider.INS.CWRU.Edu>
Source record: 51494

(RX and DX lights on on 2400 modem
hooked to MIO.)
I tried my MIO and modem. One MIO
has a flaky rs232 port and the red
MIO light stays on when BobTerm
is up.
So, No, I don't think your cable is
wrong. If the cable worked on the
prc, it should work on the MIO.
I believe there is a fair rate of
MIO port (P1: and R1:) failures.
I seem to remember having a prc
and a MIO, because the MIO rs232
didn't work.
You should make sure the rs232 settings
in the MIO menu are for 2400 baud
and that your term (probably IceT
or BobTerm) is also set for 2400.
Russg

## 510. Re: Return Of Heracles on Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-25 00:00:00 UTC
From: Dave Caspermeyer <casperd@doitnow.com>
Message-ID: <37743559.11561B51@doitnow.com>
Source record: 51495

Use 800 version. I recall this problem a long time ago with Heracles. If that does not work try the 130XE emulation mode.

Locust000 wrote:

> Hello! I have recently been playing Return Of Heracles on the Atari800Win
> emulator and have found a problem. When I kill the Serpent Of Aries in the
> Plain Of Penope, Aries "turns me into a snake". OK - but when I move my other
> characters to where the Plain Of Penope was {which is now Thebes}, I have to
> answer a riddle. The answer is a simple one which I figured out so very long
> ago on my real 130XE, but when I try to type in the answer using the emulator,
> the game wont let me. Ultimately, I can't progress any further because of
> this. Is this a problem with the copied version of the game itself? Is it a
> problem with the Atari800Win configuration? If anyone has a copy of the game
> that does not do this, then can you please let me know where I can get one?
> Any help would be appreciated. Thanks!!

## 511. FOR SALE Boxes o' 8-bit fun Hard and Soft

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-25 00:00:00 UTC
From: ItsYaya@hotmail.NOSPAMcom
Message-ID: <19990626040758.johnnagy@ix.netcom.com>
Source record: 51496

I have at least 5 boxes of 8-bit Atari stuff I don't want to go to waste.

Buy it all at any price you're not embarrassed to offer. No separate bids.

Includes 256K 800XL
Lots of carts including time, BasicXE, others (not games)
About 1,000 disks with millions of games
Disk drive (s)
Mice!
Books
Magazines
STUFF extreme.

Write to me about how serious you are and I'll call you with more detail.

I'd also gladly donate it all if you have a legit tax-deductable charity.

EMAIL at ITSYAYA@HOTMAIL.COM (remove the NOSPAM if replying to this!)

Lots of ST/Falcon stuff too... separate or with the 8-bit.

## 512. Re: MIO and modems

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-25 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990625213207.14946A-100000@vtn1>
Source record: 51497

Amen to what Russ said. The serial cables for the MIO, PRC and 850
Interface are identical (also the Balack Box I think).

John

## 513. Wanted: 1450xld

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-25 00:00:00 UTC
From: Victoria Rock <vrock1@san.rr.com>
Message-ID: <kqZc3.9971$tb6.125527@newsr1.san.rr.com>
Source record: 51498

Looking for one of these...

## 514. just for your pleasure

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-26 00:00:00 UTC
From: Karolj Nadj <k_nadj@s-direktnet.de>
Message-ID: <7l2ek8$s39$1@newsread.f.de.uu.net>
Source record: 51499

Hi guys!!! (heaven, 17th of maj 1998, email: k_nadj@s-direktnet.de)

This is my 1st published trainer-doc... it is the release
of my sources conc. "r34lly unr34l"-intro which made
3rd place in the demo/intro-compo at the rush-hours party feb. 97
in poland. (1st and 2nd places were "real" demos and not limited
to 16k-max... so unreal was 1st intro!!! :=) )

Well... I dont know if you saw this intro... if not, maybe
you have seen the rotating/twirling faces in HARDs megademo, called
"joyride"... ? Not... well, the i try to explain the FX.

1st... Think of an image of an f.e. face. ok? now we start to
rotate it... buuuh i hear you cry... well. this is NOT an
trainer conc. ROTATING IMAGES! But it can be easly used for it...

So... if this is clear... then imagine what happens if we rotate
each circle draw over that image in different speed??? well,
if we do this, then we do "twirling"... its like put your
finger into a cup of painting color and you rotate your finger
around... BUT ROTATING IS TOO SLOW on 6502... well... if
you think about the rotating-formulas than you are right...
but what about the following trick....

ascii rulez!!!

```
++++++++++
+54323456+
+43212345+
+32101234+ This is our "image"-area, in size 48x48 pixels
+43212345+
+54323456+
++++++++++
```

hmmm... i hope you can read it... imagine the circles drew over
the picture... no 0 with radius 0, no 1 with radius 1, no 2 with
radius 2 ... no 34 with radius 34...

34? why the hell 34??? our picture has a size 64x64 pixels and
the image-area on screen is 48x48... so why 34 and not 24???
well... it has something to do with the "diagonal"... while
rotating the image... there will be pixels needed which
are farer than 48/48... ask your maths-teacher... he can
explain you that... i can not... ;(

why do we need this circles???

as i told you that before... we want to rotate each circle
individually.

ok... now we calculate which pixel depends on which pixel
of each circle... and as our texture is 64 pixels wide we
let each circle consist of 64 pixels... ok...
as not all 64 pixels fit into each circle, think of circle with
radius 2 which consist of nearly 4 pixels... we have to leave
out some pixel-data... but what we actually get are the OFFSETS
between each pixel.... and this offsets are constant!!!
so... if we tell l8ter our rotating-routine to do what his name
stands for... we just increment the starting-pixel and do
rotate the whole bunch... easy?

another ascii-art:

```
0123456789 pixel-number of the texture
+
+
0369 will be drawn on a circle on screen
```

like this:

```
0
3 9
6
```

so the offsets between the pixels are in that example 0,3,6,9

so iff we rotate, which means changing the starting pixel, f.e. +1
we get this

```
0123456789
+
+
147a
```

and this will be put on screen like this:

```
1
4 a
7
```

I hope you get the idea behind that...

so we can start assembling now:

some comments before:

the routine calculates the circles, starting with radius 0
and going to 34. then after calculating the pixel-position
on screen the routine gets the adress of the corresponding
pixel of the texture... and the adress is stored in a table
as well as the circle-number which is actually the radius.
and the data is stored in an array build like our screen
with 48x48 values... so you can get for each wanted

```
pixel position on screen, the corresponding adress of the
texture-pixel (the color...) and the circle-number.

with this informations another part of the routine
can calculate a long unlooped code, called speed-code
with this structure:

ldx angle0 ; 35 zeropage-adresses with angles of the circle
lda texture_lo_nibble+offset1,x ; get pixel
ldx angle1 ; next circle
ora texture_hi_nibble+offset2,x
sta screen
...
sta screen+1
...
sta screen+2
...

interrupt!!!

on atari i used a special grafic mode, called "mode9+" with
a resolution 80x48x16 quadratic-pixels.
so into 1 byte of screen-data i can put 2 pixels

$x0 ; x $00-$f0 color 0-15 of pixel 0
$0y ; y $00-$0f color 0-15 of pixel 1

screen: $xy ...

so i do store the texture in 2 copies, both are stored in
"raw"-format,
which means byte per pixel. the 1st is not shifted and containts
64x64 bytes = 4096 and the 2nd one is shifted 4 times and needs
4k, too...

so lets get though the source-code...

;
; code-generator for really unreal-intro
; start: 18.01.97
; ende : 07.02.97
; by heaven/tqa
;
; 04.02.97 fucking falsche mul-routine
; entfernt!!!!!
; p.finzel sei dank...
; neue 16-bit-mul integriert...
;
; include files:
; sin38ff.obj
; tqalogo.obj
;
Maxzeile: EQU 40 ; bytes/scanline
```

```
Nmien: EQU $d40e
Wsync: EQU $d40a
Dlistv: EQU 560
Vbiv: EQU 548
Di: EQU 180
Dt: EQU 32 ; 64/512
Dc: EQU 128 ; 512tel
Buflo: EQU $8000
Bufhi: EQU $9000
Sin: EQU $3800
Sinh: EQU $3a00
Cos: EQU $3c00
Cosh: EQU $3e00
Buffl: EQU $a000
Buffh: EQU $a900
Kreis: EQU $9100
Bufftabll: EQU $b800
Bufftablh: EQU $b900
Bufftabhl: EQU $ba00
Bufftabhh: EQU $bb00
Offsetl: EQU $5000
Offseth: EQU $5100
Logo: EQU $8010
V0: EQU $b0
V1: EQU $b2
V2: EQU $b4
V3: EQU $b6
V4: EQU $b8
V9: EQU $ba
Screen: EQU $b000
Code: EQU $4000
Colortab: EQU $3600
;
ORG $3000
Init:
LDA #0
STA $d400
STA $d017
STA 559
JSR Fade
LDA #0
STA Nmien
JSR Cinit
LDA #Vbi
STA Vbiv
LDA #>Vbi
STA Vbiv+1
LDA #Dli
STA 512
LDA #>Dli
```

```
STA 513
LDA #$c0
STA Nmien
LDA #34
STA 559
JSR Fade2
LDA #0
STA 709
JSR Tabinit
JSR Clear
JSR Twirlgen
JSR Fade3
LDA #0
STA Nmien
LDA #$e4
STA Vbiv+1
LDA #$62
STA Vbiv
LDA #$40
STA Nmien
LDA #0
STA 559
RTS
Clear: LDA #$A0
STA CLEAR1+2
LDA #>Kreis
STA Clear3+2
LDA #0
STA CLEAR1+1
STA Clear3+1
Clear2: LDX #0
Clear0: LDA #0
Clear1: STA $FFFF,X
Clear3: STA $ffff,X
STA $b000,X
STA $b100,X
STA $b200,X
STA $b300,X
STA $b400,X
INX
BNE CLEAR0
INC CLEAR1+2
INC Clear3+2
LDA CLEAR1+2
CMP #$B2
BCC CLEAR2
RTS
Tabinit: LDA #0
STA Adr
STA Adr2
```

```
LDA #>Buffl
STA Adr+1
LDA #>Buffh
STA Adr2+1
LDX #0
Tab0: LDA Adr
STA Bufftabll,X
LDA Adr+1
STA Bufftablh,X
LDA Adr2
STA Bufftabhl,X
LDA Adr2+1
STA Bufftabhh,X
CLC
LDA Adr
ADC #48
STA Adr
LDA Adr+1
ADC #0
CMP #$aa
BCC Tab5
SEC
SBC #10
Tab5:
STA Adr+1
CLC
LDA Adr2
ADC #48
STA Adr2
LDA Adr2+1
ADC #0
CMP #$b2
BCC Tab6
SEC
SBC #10
Tab6:
STA Adr2+1
INX
BNE Tab0
LDA #0
STA Adr
STA Adr+1
LDX #0
Tab1: LDA Adr
STA Offsetl,X
LDA Adr+1
STA Offseth,X
CLC
LDA Adr
ADC #64
```

```
STA Adr
LDA Adr+1
ADC #0
STA Adr+1
INX
CPX #64
BCC Tab1
RTS
;now lets start to calculate the circles/offsets/adresses

Twirlgen: LDA #34
STA Ty
LDA #0 ;start with radius 0
STA R
Gen00:
LDA #0
STA C
STA C+1
STA Tx
STA Tx+1
LDA #$00
STA I
Gen0:
LDA R ; x'=r*sin(i)+middle_x
STA Expr1
LDA #0
STA Expr1+1
CLC
LDA I ; get sin-value
STA Sinadr+1
STA Sinadr2+1
LDA #>Sin
ADC C+1
STA Sinadr+2
ADC #2
STA Sinadr2+2
Sinadr: LDA Sin
STA Expr2
LDA #0
STA Expr2+1
JSR Mult0 ;r*sin(i)
LDA Expr1+1 ;x_position on screen
STA X
Sinadr2: LDA Sinh
BNE Gen1
CLC
LDA X
ADC #23 ;add middle_x
STA X
JMP Gen2
```

```
Gen1: SEC
LDA #23
SBC X
STA X
Gen2: LDA R ; y'=r*cos(i)+middle_y
STA Expr1
LDA #0
STA Expr1+1
CLC
LDA I
STA Cosadr+1
STA Cosadr2+1
LDA #>Cos
ADC C+1
STA Cosadr+2
ADC #2
STA Cosadr2+2
Cosadr: LDA Cos
STA Expr2
LDA #0
STA Expr2+1
JSR Mult0 ;r*cos(i)
LDA Expr1+1
STA Y
Cosadr2: LDA Cosh
BNE Gen3
CLC
LDA Y
ADC #23 ; add middle_y
STA Y
JMP Gen4
Gen3: SEC
LDA #23
SBC Y
STA Y
Gen4:
LDA X ; do x,y fit in 48x48?
CMP #48
BCC Gen5
JMP Gen99
Gen5: LDA Y
CMP #48
BCC Gen6
JMP Gen99
Gen6:
; now calulate the offsets along the circle
CLC
LDX Ty
LDA Offsetl,X ;get texture_adress
ADC Tx+1 ;add pixel-counter
```

```
STA Adr
LDA Offseth,X
ADC #0
STA Adr+1
LDA #0
STA Adr2
LDA #>Buflo
STA Adr2+1
LDA X
AND #$01 ;which texture? hi or lo_nibble?
BNE Gen7
LDA #>Bufhi
STA Adr2+1
;adr holds texture_offset, adr2 will be added if hi_nibble_texture

Gen7:
; BRK
LDX Y
LDA Bufftabll,X
STA V0
LDA Bufftablh,X
STA V0+1
LDA Bufftabhl,X
STA V1
LDA Bufftabhh,X
STA V1+1
LDY X
CLC
LDA Adr
ADC Adr2
STA (V0),Y ; store pixel-adress lo-byte
LDA Adr+1
ADC Adr2+1
STA (V1),Y ;store pixel-adress hi-byte
SEC
LDA V0+1
SBC #$0f ; $9000
STA V0+1 ; points now to kreis-table
CLC
LDA R
ADC #$80 ; winkel
STA (V0),Y ;store circle_number
Gen99:
CLC
LDA Tx
ADC #Dt ;offset = 64/512 steps
STA Tx
LDA Tx+1
ADC #0
AND #$3f ;boundary check (0-63)
```

```
STA Tx+1
CLC
LDA C
ADC #1
STA C
LDA C+1
ADC #0
STA C+1
INC I
LDA C+1
CMP #2 ;512 steps because of accurancy
BEQ Gen96
JMP Gen0
Gen96:
; BRK
INC R ; next circle
DEC Ty ;move 1 line in the texture
LDA R
CMP #35
BCS Gen95
JMP Gen00
Gen95:
; after calculating the circles
; there are 2 buffer-tables with
; the adresses of the texture-offsets
ADC #0
STA V0+1
DEC J
BEQ Codegen99
JMP Codegen0
Codegen99:
LDY #0
LDA #$60 ; rts
STA (V1),Y
RTS
Addcode: STA Addcode0+1
CLC
LDA V1
Addcode0: ADC #0
STA V1
LDA V1+1
ADC #0
STA V1+1
RTS
Addbuff: CLC
LDA V3 ; bufflo
ADC #1
STA V3
BCC Addbuff0
INC V3+1
```

```
Addbuff0: CLC
LDA V4 ; buffhi
ADC #1
STA V4
BCC Addbuff1
INC V4+1
Addbuff1: CLC
LDA V2 ; kreis
ADC #1
STA V2
BCC Addbuff2
INC V2+1
Addbuff2: RTS
M1: DFB 0
M2: DFB 0
Erg: DFW 0
Vz: DFB 0
X: DFW 0
Xx: DFW 0
Y: DFW 0
Yy: DFW 0
I: DFW 0,0
Adr: DFW 0
Adr2: DFW 0
R: DFB 0
C: DFB 0,0,0
Tx: DFW 0
Ty: DFB 0
J: DFB 0
W1: DFB 0
W2: DFB 0
; 16-bit mul-routine from atmas 2-toolbox...
; my 8x8-mul-routine has a bug... so
; i luckily found this working mul-routine...
; ************************************
; * Makro zur 16-Bit Multiplikation
; *
; * Aufruf: MUL ,
; *
; * Arbeitsweise:EXPR1 := EXPR1 * EXPR2 *
; ************************************
HILF: DFW 0
MULt0: LDX #0
STX HILF
STX HILF+1
LDY #16
BNE MULt2
MULt1: CLC
LDA HILF
ADC EXPR2
```

```
STA HILF
LDA HILF+1
ADC EXPR2+1
STA HILF+1
MULt2: LSR HILF+1
ROR HILF
ROR EXPR1+1
ROR EXPR1
DEY
BMI MULt3
BCC MULt2
BCS MULt1
MULt3: RTS
Expr1: DFW 0
Expr2: DFW 0
;
; just shows logo and colors while
; calculating the twirl-code...
Vbi: LDA #Dlist
STA Dlistv
LDA #>Dlist
STA Dlistv+1
JMP $e462
Fade: LDA #15
STA 712
STA 710
STA 709
LDA #0
STA 559
Fade0: LDA #2
STA 540
Fade1: LDA 540
BNE Fade1
DEC 709
DEC 712
DEC 710
BNE Fade0
RTS
Dlist: DFB $70,$70,$70,$70,$70,$70,$70,$70,$cf
DFW Logo
DFB 15,15,15,15,15,15,15
DFB 15,15,15,15,15,15,15,15
DFB 15,15,15,15,15,15,15,15
DFB 15,15,15,15,15,15,15,15
DFB 15,15,15,15,15,15,15,15
DFB 15,15,15,15,15,15,15,15
DFB 15,15,15,15,15,15,15,15
DFB 15,15,15,15,15,15,15,15
DFB 15,15,15,15,15,15,15,15
DFB 15,15,15,15,15,15,15,15,15
```

```
DFB $41
DFW Dlist
Cinit: LDX #0
LDY #0
Ci0: LDA #0
STA Colortab,X
INX
CPX #64
BCC Ci0
Ci1: TYA
STA Colortab,X
INY
INX
CPY #16
BCC Ci1
Ci2: LDA #15
STA Colortab,X
INX
CPX #240-24
BCC Ci2
LDY #15
Ci3: TYA
STA Colortab,X
INX
DEY
BNE Ci3
LDA #0
Ci4: STA Colortab,X
INX
BNE Ci4
RTS
Dli: PHA
TXA
PHA
TYA
PHA
LDY #$40
LDX Count
Dli0: STA Wsync
LDA Colortab,X
STA $d017
INX
DEY
BNE Dli0
PLA
TAY
PLA
TAX
PLA
RTI
```

```
Count: DFB 0
Fade2: LDA #1
STA 540
Fade20: LDA 540
BNE Fade20
INC Count
LDA Count
CMP #100
BCC Fade2
RTS
Fade3: LDA #1
STA 540
Fade30: LDA 540
BNE Fade30
INC Count
LDA Count
BNE Fade3
RTS
```

(c) 1997 by Heaven/Taquart
(p) 1998

convert it to real "ascii"- courier-font

http://www.s-direktnet.de/homepages/k_nadj/main.html

## 515. FS: Atari 8-bit package

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-26 00:00:00 UTC
From: Blah Blah <ummaier1@nospam.cc.umanitoba.ca>
Message-ID: <377517BB.DAB69A70@nospam.cc.umanitoba.ca>
Source record: 51500
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Includes:

600XL Computer w/AC adapter
800XL Computer (no AC adapter)
1010 Tape Drive w/AC adapter
1030 Modem (no AC adapter)
1050 Printer (no AC adapter)
CX77 Touch Tablet w/pen
Three peripheral cables
One RF cable
Various third-party joysticks

and the following loose cartridges:

Missile Command
Donkey Kong
Pool 400
Speedway Blast
Basic Computing Language
Pac-Man x2
Defender x2
Joust
Centipede

US$30 for everything, including shipping. Will not split up. Remove
nospam. from e-mail address to reply. Thanks for reading!

## 516. Re: Some newbie questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-26 00:00:00 UTC
From: AntBaker@webtv.net
Message-ID: <11349-37752645-36@newsd-282.iap.bryant.webtv.net>
Source record: 51501

I think (if I can remember correctly) you have to hold down select to run Missile Command. There are several resources on the Internet that has all kinds of online manuals.

You can most likely even get copies via this Usenet group. As far as using a keyboard w/ Flight Simulator, it can be done. There are online manuals that show how to do that.

Laters,

AntBaker

## 517. Re: 1050 drive, any help welcome

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-26 00:00:00 UTC
From: AntBaker@webtv.net
Message-ID: <11348-37752757-58@newsd-282.iap.bryant.webtv.net>
Source record: 51502

I have never had a prob. w/ a 1050 but I have an XF551 that has probs.
not spinning fast enough if it is not used for a long period of time and
it takes a while to get the drive spinning fast enough to read a disk.

It has made me so fed up sometimes that I give up on even trying to
troubleshoot w/ it.

Laters,

AntBaker

## 518. Re: Professional AKI board now available!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-26 00:00:00 UTC
From: AntBaker@webtv.net
Message-ID: <21280-377536E4-42@newsd-283.iap.bryant.webtv.net>
Source record: 51503

How much is that setup?

Laters,

AntBaker

## 519. Re: MIO and modems

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-26 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-iMhFSg7d5pL9@di14-ks.cth.com.au>
Source record: 51504

On Fri, 25 Jun 1999 22:54:43, cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:

> 
> (RX and DX lights on on 2400 modem
> hooked to MIO.)
> I tried my MIO and modem. One MIO
> has a flaky rs232 port and the red
> MIO light stays on when BobTerm
> is up.

so it should.. the only time it turns off it when you are doing diskio or at the setup screen.

> You should make sure the rs232 settings
> in the MIO menu are for 2400 baud
> and that your term (probably IceT
> or BobTerm) is also set for 2400.

bobterm set them anyway. the rs232 setup is mainly for real dumb terminals or for serial printers.

James B

## 520. FS/FT: Lots of stuff !! Check it out !!

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-26 00:00:00 UTC
From: Sly DC <sylvaindc@videotron.ca>
Message-ID: <ASfd3.1793$XM4.92031@weber.videotron.net>
Source record: 51505
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.sega,rec.games.video.nintendo

Hi to everybody,

Here's what i have for sale or trade. Some items doesn't have prices,
just make an offer if any items interest you. If you want to trade,
check out my want list at: http://www.emuclassics.com/slydc/cherche.htm

So if anything interest you, LMK pretty soon, Thanks !

--- Sly DC ---
Creator and/or maintainer of the Real Pong FAQ, Game Gear FAQ,
Arcadia 2001 FAQ, Sega 32X FAQ, APF-M1000 FAQ & the Hidden Games
FAQ. E-mail: "sylvaindc@videotron.ca"
Please come see my web site at: "http://www.chez.com/slydc/index.html".
or at: "http://www.emuclassics.com/slydc/"

==========

Atari 2600:
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Extremely Rare: [ For Trades Only ]
---

* Challenge, Zellers (cart only) Trade Only
* Circus, Zellers (cart only) Trade Only
* Master Builder, Spectravision (cart only) Trade Only
* Tomcat the F-14 Fighter Simulator, Absolute (cart only) Trade Only

Rare:
---

* California Games, Epyx + manual
* California Games, Epyx
* China Syndrome, Spectravideo
* [x2] Commando, Activision
* Commando Raid, U.S.Games
* Cookie Monster Munch, Atari
* Crackpots, Activision
* [x3] Dolphin, Activision
* Donkey Kong Jr., Coleco + manual
* [x3] Donkey Kong Jr., Coleco
* [x2] Donkey Kong Jr., Atari
* [x3] Fathom, Imagic
* Fire Fighter, Imagic + manual

* Fire Fighter, Imagic
* Front Line, Coleco

* [x2] Frostbite, Activision
* Gangster Alley, Spectravision
* Ghostbusters, Activision
* [x3] Millipede, Atari
* [x2] Oink!, Activision + manual
* Othello, Atari
* Pete Rose Baseball, Absolute
* Pitfall 2, Activision
* [x2] Planet Patrol, Spectravision
* [x2] Plaque Attack, Activision
* [x3] Q*Bert, Atari
* [x2] Robot Tank, Activision
* Sea Quest, Activision + manual
* Skate Boardin', Absolute + manual
* Skate Boardin', Absolute
* [x5] Sky Jinx, Activision + manual
* Sky Jinx, Activision
* Solar Storm, Imagic
* Space Shuttle, Activision
* Spider-Man, Parker Bros.
* Sprintmaster, Atari
* Stampede, Activision
* Tape Worm, Spectravision
* Time Pilot, Coleco
* Trick Shot, Imagic + manual
* Venture, Atari
* Video Checkers, Atari
* Wizard of Wor, CBS Electronics

Liquidation: (more to add....)
---
* Adv. of Tron, cart only 2$
* Armor Ambush, cart only 1$
* [x2] Astroblast, cart only 1$ each
* Ice Hockey, cart only 2$
* Kaboom!, cart only 1$
* Keystone Kaper, cart only 2$
* Pitfall!, cart only 1$
* Pole Position, cart only 1$
* [x3] Realsports Baseball, cart only 1$ each
* River Raid, cart only 2$
* Starmaster, cart only 1$
* Super Challenge Baseball, cart only 1$
* [x2] Tac-Scan, cart only 2$ each
* Vanguard, cart only 1$
---
* Centipede, Atari, Cart, Box & Manual 3$
* [x2] Defender, Atari, Cart, Box & Manual 3$ each
* [x3] Dig Dig, Atari, Cart, Box & Manual 3$ each
* E.T. The Extra-Terrestrial, Atari, Cart, Box & Manual 2$

* Missile Command, Atari, Cart, Box & Manual 3$
* Ms. Pac-Man, Atari, Cart, Box & Manual 3$
* Phoenix, Atari, Cart, Box & Manual 3$
* Solaris, Atari, Cart, Box & Manual 4$
* [x3] Star Raiders, Cart, Video Pad, Overlay, Box & Manual 5$ each

Used Carts Complete !! [ COMMUNS :4$ EACH // UNCOMMUNS: 5$ EACH ]
---
C * Asteroids, Atari, Cart, Box & Manual
U * Boxing, Activision, Cart, Box & Manual
R * [x3] California Games, Epyx, Box & Manual [5$ each]
U * [x2] Chopper Command, Activision, Cart, Box & Manual
C * [x2] Demon Attack, Imagic, (Blue & White label), Cart, Box & Manual
C * Desert Falcon, Atari, Cart, Box & Manual
U * Freeway, Activision, Cart, Box & Manual
U * Galaxian, Atari, Cart, Box & Manual
U * Ice Hockey, Activision, Cart, Box & Manual
U * [x2] Jr. Pac-Man, Atari, Cart, Box & Manual
U * River Raid, Activision , Cart, Box & Manual
R * Seaquest, Activision, Cart, Box & Manual
U * Starmaster, Activision, Cart, Box & Manual
C * Super Challenge Football, M Network, Cart, Box & Manual
C * [x2] Venture, Atari, Cart, Box & Manual

Brand New Carts, still Shrinkwraped !! [ For TRADE only ]
---
R * [x6] California Games, Epyx
C * Centipede, Atari
C * [x2] Demon Attack, Imagic
R * Donkey Kong Junior, Atari
C * Joust, Atari
C * [x3] Missile Command, Atari
C * [x4] Ms. Pac-Man, Atari
C * Phoenix, Atari
C * [x2] Pole Position, Atari
C * [x2] Super Challenge Football, M Network
C * Venture, Atari

Accessories:
---
* [x1] Left Overlay for Basic Programming
* [x1] Atari 2600 6-switch model ONLY, [ ON HOLD... ]
* [x3] Atari 2600 4-switch BLACK model ONLY, tested & in working condition.
* [x1] Big Shot 1 Joystick (Recoton) BRAND NEW !!
* [x3] Pair of Paddles
* [x5] Joysticks
* [x1] Spectravideo Joystick
* [x1] Coleco Gemini controller
* [x1] Video touch Pads
* [x1] Wico Boss Joystick
* [x1] Wico Command Control Joysticks

* [x2] Joysticks (company unknown)

Manuals only:
---
* Adv. of tron
* Astroblast
* Circus Atari
* [x4] Combat
* Cosmic Ark
* [x2] Crystal Castle
* [x3] Donkey Kong (Atari)
* Enduro
* Fast Food
* Frogs and Flies
* Galaxian
* Hangman
* Jungle Hunt
* Moonsweeper
* [x3] Pac-Man
* Popeye
* Realsports Boxing
* [x2] Slot Racers
* Solaris
* Spider Fighter
* Spiderdroid
* Super Challenge Football
* Title Match Pro Wrestling
* Towering Inferno
* Tron Deadly Discs
* Venture (Atari)

SPECIAL SYSTEM PACKS:
==========

Atari 2600 JR. KIT, comes with: 2600 JR KIT for 25$
--- ==========
* (x1) Atari 2600 JR. unit x3] KITS in Stock
* (x1) Pair of Paddle
* (x2) Joysticks
* (x1) RF Switch box
* (x1) 9V adaptor
* (x1) RF Cable
(every units, joysticks & AC adaptor were tested)

==========

Atari 5200:
---
* Jungle Hunt, cart only 2$
* Pac-Man, cart only 1$
* Q*bert, Parker Bros., cart & box only 3$

Used Carts with Box & Instructions...[Complete !!]
---
* [x2] Q*Bert, Parker Bros., complete 4$
* Space Invaders, Atari, complete 3$

Brand New Carts, still Shrinkwraped !!
---
* Realsports Football, Atari 5$

Instructions Manuals Only:
---
* Defender
* Frogger
* Joust
* Kangaroo
* [x3] Q*Bert
* Realsports Football Visitors playbook
* [x2] Star Raiders

==========

Atari 7800:
---

Liquidation:
---
* Choplifter, cart only 1$
* Hat Trick, cart only 1$
* Karateka, cart only 1$
* One-On-One, cart only 1$
* Pole Position 2, cart only 1$

Used Carts with Box & Instructions...[Complete !!]
---
* [x2] Joust, Atari, Cart, Box & Manual 2$ each

Brand New Carts, still Shrinkwraped !!
---
* [x2] Choplifter, Atari
* Donkey Kong, Atari
* Ms. Pac-Man Atari

Instructions Manuals Only:
---
* Asteroids
* Hat trick
* [x2] Robotron:2084

==========

Atari 400/800/XL/XE:
---
* AtariLab Light & AtariLab Temperature Modules (both carts)
* comes with both Books in near mint condition (nothing writen in them)

* AtariLab Interface, Light Probe, Photo-Sensor Probe, Temperature
* Probe, AtariLab Analyser Wheel, AtariLab Red Filter, AtariLab Blue
* Filter, AtariLab Polarizer, Black Rack Filter Holder & Plastic Vile.
* THE ATARILABS COMES IN 1 PACKAGE ONLY, I WILL NOT BREAK IT
---
* Eastern Front(1941), cart only 4$
* [x2] Basic Computing language (cart only) 2$ each
* Zaxxon(cassette 4-Track - Complete) 3$
* BOOK: Mapping the Atari 3$
* MANUAL: Atari XMM801 Printer Owner's Manual 3$

==========

Atari Lynx:
---
* [x1] Roadblaster, cart only
* [x1] Robo-Squash, Complete & Shrinkwrapped

==========

Atari Jaguar:
---
* Blue Lightning (complete, missing box only) 5$

==========

COLECOVISION:
---

EXTREMELY RARE:
---
* Choplifter!, cart only 15$
* SCHTROUMPF, NTSC, cart + manual [FOR TRADE ONLY]
* [x2] Tournament Tennis, Telegame Silver Label, cart only 15$ EACH

RARE:
---
* Donkey Kong, CBS, cart only 7$
* Donkey Kong Jr., CBS, cart only 10$
* Jumpman Junior, Epyx, cart only 15$
* [x2] Venture, CBS, White Label, cart only 9$ each

Liquidation:
---
* B.C. Quest for Tires, cart only 5$
* Cabbage Patch Kids:Adv in the Park, cart only 5$
* [x3] Carnival, cart only 2$ EACH
* Cosmic Avenger, cart only 1$
* [x5] Donkey Kong, cart only Free with purchase, just ask
* [x3] Donkey Kong JR., cart only 2$ EACH
* Donkey Kong JR., CBS, cart only 2$
* Ladybug, cart only 1$
* Looping, cart only 2$

* Miner 2049er, cart only 5$
* Mouse Trap, cart only 2$
* Mr.Do!, cart only 3$
* [x2] Pepper II, cart only 2$ EACH
* [x3] Popeye, cart only 2$ EACH
* [x3] Q*Bert, cart only 2$ EACH
* Roc'N Rope, cart only 3$
* [x2] Space Fury, cart only 2$ EACH
* [x3] Space Panic, cart only 2$ EACH
* Space Panic, CBS, cart only 2$
* Star Wars: The Arcade Game, cart only 5$
* Subroc, cart only 2$
* Super Action Baseball, cart only 1$
* Time Pilot, cart only 2$
* Turbo, cart only 2$
* [x3] Venture, cart only 2$ EACH
* Wargames, cart only 2$
* [x2] Zaxxon, cart only 2$ EACH

Used Carts with Box & Instructions...[Complete !!]
---
C * Carnival, Coleco
R * [x2] Defender, Atarisoft
R * Donkey Kong JR., CBS
? * Pepper II, CBS, plastic box + manual [for trade only]
C * Q*bert, Parker Bros.
U * Star Wars: The Arcade Game
U * Subroc, Coleco
U * Victory, Coleco
- * Victory, Crappy B&W Telegames Box, No Label, cart/box/manual 3$
C * Zaxxon, Coleco

Brand New Carts, still Shrinkwraped !!
---
U * Centipede, Atarisoft
R * [x3] Time Pilot, CBS, White label
R * [x2] Venture, CBS, White label

Accessories:
---
* [x1] Colecovision system with AC adaptor & 2 controllers [TESTED]
* [x2] Expansion Module #1 (Atari 2600 adaptor) [not tested] 15$ EACH
* [x7] Colecovision controllers 5$ EACH
* [x4] White Coleco Adams Controller 5$ EACH
* [x4] Super Action Controller [ Sold in Pair Only ]
* [x1] Steering Wheel, missing door, with turbo cart [not tested] 10$
* [x6] AC Adaptors 10$ EACH

Instruction Manual only:
---
* Burgertime

* Cabbage Patch Kids:Adv. in the Park
* [x2] Carnival
* Cosmic Avenger
* Defender
* [x4] Donkey Kong
* [x2] Donkey Kong Junior
* Front Line
* [x2] Ladybug (x1 on hold for JL)
* [x2] Mouse Trap
* Mr.Do!
* [x2] Pepper II
* [x2] Space Panic
* Space Panic (CBS)
* [x2] Super Action Baseball
* Super Action Football Playbook
* Turbo
* Victory
* [x2] Victory (Tiny reprint CBS from Telegames)
* [x2] Zaxxon

Overlays Only:
---
* (x1) Dr.Suess Fix-Up the Mix-Up
* (x1) Front Line
* (x1) Rocky (in french)
* (x1) Super Action Baseball (in french)
* (x1) Super Action Baseball (in english)

==========

INTELLIVISION:
---

Extremely Rare:
---
* Mr. Basic Meets Bits 'n Bytes, cart/2 Mr.Basic overlays 25$
* Slam Dunk Super Pro Basketball, cart only 15$
* Super Pro Football, cart/manual 15$
* Super Pro Football, cart only 10$

Rare:
---
* [x2] Backgammon, cart/2overlays 7$ each
* Buzz Bombers, cart/manual/2overlays 12$
* Donkey Kong, CBS, cart only 05$
* Electric Company Math Fun, cart only 06$
* Ladybug, CBS, cart only 12$
* Math Fun "white label", cart only 15$
* USCF Chess, cart/1 overlay(right) 15$
* [x3] Vectron, cart only 5$ each
* [x2] Venture, CBS, cart/manual 10$ each

Uncommon:
---
* Pac-Man, (intv) cart+manual 8$

Liquidation:
---
* Advanced Dungeons & Dragons, cart only 2$
* [x3] A.D.& D., Treasure of Tarmin, cart only 2$ each
* Astrosmash, cart only 1$
* Atlantis, cart only, cart only 2$
* Auto Racing, cart only 1$
* Baseball, cart only 1$
* [x2] Beauty & the Beast, cart only 2$ each
* [x2] Bugertime, cart only 2$ each
* [x2] Demon Attack, cart only 2$ each
* [x2] Donkey Kong, cart only, cart only 1$ each
* [x2] Lock 'N' Chase, cart only 1$ each
* [x2] Major League Baseball, cart only 1$ each
* [x2] Mouse Trap, Coleco, cart only 3$ each
* NFL Football, cart only 1$
* [x2] Night Stalker, cart only 1$ each
* Poker, cart only 1$
* Reversi, cart only 2$
* Sea Battle, cart only 1$
* Space Armada, cart only 1$
* Space Hawk, cart only 1$
* Triple Action, cart only 1$
* [x3] Tron Deadly Discs, cart only 1$ each
* [x2] Tron Maze-A-Tron, cart only 3$ each
---
* Astrosmash, Complete in Box 3$
* [x2] Boxing, Complete in Box 3$ each
* [x6] Las Vegas Poker & Blackjack, Complete in Box 3$ each
* [x3] Major League Baseball, Complete in Box 3$ each
* NFL Football, Complete in Box 3$ each
* [x2] Night Stalker, Complete in Box 3$ each
* Sea Battle, Complete in Box 3$
* Space Armada, Complete in Box 3$
* Space Hawk, Complete in Box 3$
* Star Strike, Complete in Box 3$

Used Carts Complete !! [ COMMUNS : 4$ EACH ]
---
C * [x2] Lock'N'Chase, Mattel, Complete in Box
C * Snafu, Mattel, Complete in Box
C * Tron Deadly Discs, Complete in Box

Brand New Carts, still Shrinkwraped !!
---
U * [x04] D&D:Treasure of Tarmin, INTV 15$ each
C * [x11] Night Stalker, INTV 03$ each
C * [x02] Royal Dealer, INTV 10$ each

Accessories:
---
* Intellivoice, Mattel (with box) 10$

Instructions Manuals Only:
---
* [x4] A.D.& D.:Treasure of Tarmin
* Beauty & the Beast
* [x5] Burgertime
* Donkey Kong
* Frog Bog
* Ladybug (CBS-6 languages)
* Lock 'N' Chase
* Major League Baseball
* [x2] Mouse Trap
* NFL Football
* [x2] NFL Football PlayBook
* Night Stalker
* Space Battle
* Space Hawk
* Tron Deadly Discs
* Tron Maze-A-Tron
* Vectron
* World Championship Baseball
---
* Astrosmash (German only)
* [x2] Backgammon (German only)
* Las Vegas Poker & Blackjack (French only)
* Lock 'N' Chase (French only)
* [x2] Lock 'N' Chase (German only)
* NASL Soccer (French only)
* NBA Basketball (French only)
* Snafu (German only)
* Space Battle (French only)
* Tennis (French only)
* Tron Deadly Discs (German only)
* [x2] Venture (German only)

Overlays Only:
---
* [x2] Adv. Dungeons & Dragons
* [x2] A.D.& D.:Treasure of Tarmin
* [x4] Astrosmash
* [x2] Baseball (Major League...)
* [x2] Beauty & the Beast
* [x10] Football (NFL...)
* [x2] Hockey (NHL...)
* [x6] Las Vegas Poker & Blackjack
* [x2] Lock 'N' Chase
* [x4] Mouse Trap
* [x2] Night Stalker
* [x6] Skiing

* [x2] Snafu
* [x4] Space Armada
* [x6] Space Battle
* [x4] Space Hawk
* [x2] Tennis
* [x2] Triple Action

==========

Nintendo 8-Bit
---

Multi-Cart (U.S.)
---
* 800-in-1 Multi-game U.S. cart FOR TRADE ONLY !!

Extremely Rare:
---
* Menace Beach, Color Dreams (not in best shape)
* Operation Secret Storm, Color Dreams + box
* STAR TREK:THE NEXT GENERATION, Absolute

Rare:
---
* Arkanoid, Taito
* Burgertime, Data East
* Casino Kid 2, Sofel
* Championship Bowling, Romstar + Box
* Donkey Kong Classics, Nintendo + manual
* Golf Power, Virgin
* Kirby's Adventure, Nintendo + manual
* Klax, Tengen + manual
* Master Chu & the Drunkard Hu, Color Dreams
* Millipede, Hal
* Pac-Man, (unlicensed), Tengen
* Pac-Man (licensed), Tengen
* Paperboy 2, Mindscape
* Power Blade, Taito + manual
* [x2] Quattro Sports(4-in-1), Camerica
* Road Runner, Tengen + manual
* Spider-Man:Return of the Sinister Six, LJN + manual
* Swords & Serpents, Acclaim
* Toobin', Tengen
* Ultima:Quest of the Avatar, FCI
* Wolverine, LJN + manual

Uncommon:
---
* After Burner, Tengen
* Bad Street Brawler, Mattel
* Bomberman, Hudson Soft
* Breakthru, Data East + manual

* Casino Kid, Sofel
* Chip 'n Dale Rescue Rangers, Capcom
* Ducktales, Capcom
* Gauntlet, Tengen
* Gauntlet 2, Mindscape
* Godzilla 1, Toho + manual
* [x2] Legacy of the Wizard, Broderbund
* Mickey Mousecapade, Capcom
* Paperboy, Mindscape
* Rolling Thunder, Tengen + manual
* Shingen the Ruler, Hot-B + manual
* Shingen the Ruler, Hot-B
* Solomon's Key, Tecmo
* [x2] Super Mario Bros. 3, Nintendo
* Vindicator, Tengen
* Xevious, Bandai
* Yoshi, Nintendo

Common:
---
* Dr.Mario, Nintendo
* Pinball, Nintendo

Liquidation: ( ?? each )
---
* Boulder Dash
* Contra
* Deadly Towers
* Dragon Warrior
* Friday the 13th
* Hydlide
* Jeopardy 25th Anniversary
* Legend of Kage
* Othello
* Predator
* Silent Service
* Skate or Die
* Spy Vs. Spy
* Total Recall
* Urban Champion

Used Carts with Box & Instructions...[Complete !!]
---
U * Dungeon Magic, Taito
ER * Micro Machine, Camerica
R * Monopoly, Parker Bros.
R * Quattro Adventure, Camerica
ER * Operation Secret Storm, Color Dreams (Trade Only!!)

Famicom Pirate Carts:
---

ER * Banana
ER * Square Force
ER * Super Mario Bros.
ER * Super Mario Bros. 3
XX * [x5] Famicom-to-NES adaptor

Accessories:
---
* [x6] Pad Controller
* [x3] AC Adaptors

Instruction Manual only:
---
* Bad Dudes
* Bandai Golf:Challenge Pebble Beach
* Boulder Dash
* Chessmaster
* CyberStadium Basewars
* Defender II
* Dragon's Lair
* Galaga
* Gold Medal Challenge '92
* Knight Rider
* Kung-Fu Heroes (x2)
* Legendary Wings
* Mario Bros.
* Monopoly
* NES Play Action Football
* Pinball Quest
* Predator (x2)
* Rockin' Kats
* Teenage Mutant Ninja Turtles
* Tiny Toon Adv. (missing back cover)
* Ultimate Basketball
* Wrecking Crew (photocopy)

==========

Game Boy:
---
* Wario Land:S.M.B.3 (Manual ONLY)

==========

Super Nintendo:
---
* Kirby Super Star (complete)

Instructions Manuals Only:
---
* Darius Twin
* Hyperzone

* Stanley Cup
* Super Mario All-Stars
* Super MArio World
* Super Ninja Boy
* Super Nes Instruction Manual

==========

Virtual Boy:
------------
* None for now...

==========

Nintendo 64:
------------
* None for now...

==========

Music CD:
---------
* Killer Cuts, CD with sleeve

==========

Sega Master System
------------------------------------------------------------------------

3-D games:
------------------------------------------------------------------------
* Missile Defense 3-D, cart + box [no manual] 5$
* Space Harrier 3-D, cart + box [no manual] 5$

Extremely Rare:
------------------------------------------------------------------------
* Bomber Raid, Activision, cart+manual
* GOLDEN AXE WARRIOR (COMPLETE !! - FOR TRADE ONLY)
* Montezuma's Revenge, Activision, cart+box, no manual
* Power Strike, Sega, cart only

Rare:
------------------------------------------------------------------------
* King's Quest, Parker Bros., cart only
* R-Type, cart+manual
* Wonder Boy in Monster Land, Sega, cart only

Liquidation:
------------------------------------------------------------------------
* [x1] After Burner, Sega, Cart/box/manual 4$ each
* [x4] Altered Beast, Sega, Cart/box/manual 3$ each
* [x2] Choplifter, Sega, Cart/box/manual 5$ each
* [x6] Double Dragon, Sega, Cart/box/manual 2$ each
* Global Defense, Sega, Cart/box/manual 3$

* [x2] Thunder Blade, Sega, Cart/box/manual 3$ each
* Wonder Boy, Sega, Cart/box/manual 4$
* [x4] Double Dragon, cart only 1$ each

EUROPEANS RELEASES ONLY: [ TRADES ONLY !!! ]
---
* Sorry !! You've just missed them !! All traded !!

Used Cartridges with Box & Instructions(complete)
---
ER * Bomber Raid, Activision, Cart/box/manual
ER * [x2] Cyborg Hunter, Activision, Cart/box/manual
U * Outrun, Sega, cart/box/manual
R * Zillion II:Tri-Formation, Sega, Cart/box/manual

Accessories
---
* [x1] Light Phaser
* [x5] Control Pad
* [x3] Power Base Converter New in Box
* [x1] AC Adaptor for Sega Genesis model 1 or SMS

SMS Instructions Manuals Only:
---
* Action Fighter
* Alex Kidd in Miracle World
* (x3) Alien Syndrome
* American Pro Football [European]
* Bomber Raid
* Choplifter
* (x2) Cyborg Hunter
* Dead Angle
* (x15) Double Dragon
* Enduro Racer
* (x2) Gangster Town
* Ghost House
* Ghostbusters
* Global Defense
* (x2) Great Baseball
* Great Basketball
* (x2) Great Golf
* Great Ice Hockey
* Great Volleyball
* Hang On/Safari Hunt
* (x2) Kenseiden
* Pro Wrestling
* (x2) Rambo:First Blood part 2
* Rambo 3
* Rastan
* Rescue Mission
* Scramble Spirits [European]

* (x2) Shanghai
* Space Harrier
* (x2) Transbot
* Vigilante
* World Grand Prix
* Zaxxon 3-D

Sega Master System KIT, comes with: SMS kit for: ? $
---------- ==========
* (x1) SMS system unit
* (x1) Light Gun
* (x2) Control Pad
* (x1) RF Switch box
* (x1) 9V adaptor
* (x11) Carts: Hang-On/Safari Hunt, Double Dragon, Great Football,
Global Defense, Black Belt, Astro Warrior, Choplifter,
Golden Axe, Lord of the Sword, Outrun & R-Type.
(some manuals included)

==========

Sega Game Gear:
---
* Mighty Morphin Power Ranger: The Movie (shrinkwrapped) 15$

Instruction Manual only:
---
* Game Gear - Poker Face Paul's Solitaire

==========

Sega CD:
---
* JVC X'EYE system with power supply FOR TRADE ONLY !!
(would gladly trade it for Spiderman:Web of Fire complete and in great
condition or for something real nice.)
* AH-3 Thundrstrike (complete)
* Amazing Spider-Man Vs. the Kingpin (complete)
* Android Assault (complete)
* Cadillacs & Dinosaurs (complete)
* Dark Wizard (complete)
* Dragon's Lair (complete)
* Dune (complete)
* Loadstar (complete)
* Lords of Thunder (complete)
* Masked Rider (Kamen Rider Zo) (complete)
* Microcosm (complete)
* Novastorm (complete) [ON HOLD]
* Sol-Feace (CD only) 2$
* Star Wars:Rebel Assault (complete)
* Starblade (complete) [ON HOLD]
* Stellar-Fire (complete)

* Sega CD Ram cart (for TRADE only OR FREE if you buy (or trade) every
Sega CD games listed here.)

Instruction Manual only:
---
* Sega CD - FIFA International Soccer
* Sega CD - Prize Fighter

==========

Sega Genesis:
---
* Ecco the Dolphin, Sega, cart & manual 5$
* Light Crusader, Sega, complete [Japanese MEGA DRIVE] (for trade only)
* Soldier of Fortune, Spectrum Holobyte, cart & manual 8$
* Sub Terrania, Sega, cart & manual 5$

==========

Sega 32X:
---
* 32X system with one cable only 5$
* Doom (used - complete) 15$
* Mortal Kombat 2 (used - complete) 15$
* [x2] Space Harrier (used - complete) 3$ each
* [x2] Space Harrier (new!) 5$ each
* Virtua Racing Deluxe (used - complete) [ON HOLD]

==========

Odyssey 2:
---
ER * Turtles!, cart only
ER * [x2] Videopac 36 (Electronic Ice Hockey/Electronic Soccer)
ER * Videopac 38 (K.C. Munchkin)

Instruction Manual only:
---
* Videopac 11 (Cosmic Conflict)
* Alien Invaders - Plus!
* Armored Encounter!/Sub chase !
* Baseball!
* Computer Golf!
* [x2] Cosmic Conflict!
* Hockey!/Soccer!
* Monkeyshines!
* Shadow in 2100 A.D.
* UFO!
* War of Nerves!

TRS-80:
---
* Castle of Tharoggad (untested), cart only

Leisure-Vision:
---
* <a href="vente/l-vision.jpg">Leisure-Vision system</a> in BOX with RF
switch box and 2 screw-in sticks.
* Leisure-Vision system with cart "Baseball" only. [on hold]
* Leisure-Vision system with 2 screw-in sticks
* Baseball, by Leisure-Vision, cart+box
* Baseball, by Leisure-Vision, cart/box/manuals and 3 overlays.
* Super Gobbler, by Leisure-Vision, COMPLETE. (box missing top flap)

APF-M1000:
---
* Hangman/Tic-tac-Toe/Doodle (mg1003), cart only
[WILL TRADE ONLY FOR ANOTHER APF-M1000 CART I DON'T HAVE]

Turbografx-16:
---
* Alien Crush (Hucard+Sleeve, Manual & Jewel Case)
* Battle Royale (complete)
* [x2] China Warrior, (brand new !!)
* Power Golf (Hucard+Sleeve, Manual & Jewel Case)
* Space Harrier (complete)
* Splatterhouse (complete)
* Super Volleyball (Hucard+Sleeve, Manual & Jewel Case)
* Takin'It to the Hoop (Hucard+Sleeve, Manual & Jewel Case)
* TV Sports Football (Hucard+Sleeve, Manual(in french only) & Jewel Case)
* Victory Run (Hucard+Sleeve, Manual & Jewel Case)
* World Class Baseball (Hucard+Sleeve, Manual & Jewel Case)
* World Court Tennis (complete)
* [x2] World Court Tennis, (brand new !!)

Instruction Manual only:
---
* China Warrior
* [x2] World Court Tennis

R-Zone:
---
* R-Zone headgear, in working condition.

Vectrex: (would rather trade for something very nice!)
---
* VECTREX System with Mine Storm Overlay and controller, great condition.
* Hyperchase, COMPLETE!! (my last one...sniff!!)

Pong:
---
* Coleco Telstar Colortron, missing both battery covers, does work. 5$

IBM & PC Compatible:
---
* Activision Atari 2600 Action Pack #2 for Windows[complete] 10$

Philips CD-I:
---
* Time-Life Photography (complete) 5$
* Top Gun (disc 1 only) 2$

3DO:
---
* Shockwave (complete) 10$

Accessories:
---
* [x12] RF Cables 01$
* [x3] AC Adaptors for Turbografx-16 05$

Handheld: (all in working condition)
---
FO * 8-in-1 Brick Game, E-Star, with battery cover.
ER+++ <a href="vente/amaztron.jpg">AMAZE-A-TRON</a>, Coleco, THIS ONE IS
COMPLETE !!!
FO * <a href="vente/aireveng.jpg">AR-42V AIR REVENGER</a>, Tronica, with
battery cover.
??? * <a href="vente/bug-hh.jpg">BUG !</a>, Tiger (sega), with battery
cover.
ER * COSMIC 1000 FIRE AWAY, Tandy(#60-2165), with battery cover.
SC * HEAD-TO-HEAD BASEBALL, Coleco, with battery door.
SC * <a href="vente/highway.jpg">HIGHWAY</a>, Radio Shack(#60-2222),
COMPLETE!!
FO * <a href="vente/jungle.jpg">JUNGLE</a>, Sunwing, COMPLETE!!
-- * PAC-MAN, Coleco, missing door & labels abit unglued but OK [10$]
??? * PAC-MAN, Radio Shack(#60-2665), with box & instructions.
SC * <a href="vente/planetnk.jpg">PLANE & TANK</a>, Radio Shack(#60-2196),
with battery door.
EC * MERLIN(1978), Parker Bros., complete.
CS * <a href="vente/seabattl.jpg">SONIC SEA BATTLE</a>, Radio
Shack(#60-2248), Complete.
??? * SPACE ALIEN, Radio Shack(#60-2228), with battery cover.
??? * <a href="vente/spcalien.jpg">SPACE ALIEN</a>, Radio Shack(#60-2230),
with batt cover & docs.
SC- * TALKING RALLY RACER, V-Tech, with battery cover.
??? * TANDY FOOTBALL, Radio Shack(#60-2156), with battery cover.
??? * <a href="vente/timebrck.jpg">TIME BRICK 99-IN-1 PLUS</a>, ???, with
battery cover.
??? * <a href="vente/wldhorse.jpg">WILD HORSE</a>, ???, COMPLETE!!
---
---
And here's a one-of-a-kind find !! This handheld is listed as a foreign
released by Gakken
BUT it's NOT !! It was distributed by Leisure Dynanics of Canada, the same
company that
distributed the Leisure-Vision !! The name of the handheld is <a
href="vente/s-cobra.jpg">"Super Cobra"</a>. A clone
of the Tandy release. And at the bottom of the handheld, it is written "LSI

GAME",(like
on the box too) "Gakken" & "Konami"....this is one pretty weird find...

The box is both in English and French, plus i have two manuals (one totally
in English
and the other totally in French) and the handheld is in great condition, has
both battery
doors and works like a charm. [SORRY BUT I WILL ONLY TRADE IT, SERIOUS OFFER
PLEASE]
---
---

Instruction Manual only:
---
* Hand-Held - Simon (1978)

Misc:
---
---
* Ms.Pac-Man Board Game from Milton Bradley, COMPLETE !! 10$
* Zaxxon Board Game from Milton Bradley, just missing 3 Gunners. 5$

Books & Magazines:
---
---
* Sega Saturn Magazine issue #34, #35 & #36
* Game Player's Encyclopedia of Game Boy Games
* How to Win at Game Boy Games
* Nintendo Games Secrets Volume 3
* Super NES Games Secrets Volume 4
* S.W.A.T #1 (fine condition)
* S.W.A.T.PRO July 1995 issue
* S.W.A.T.PRO November 1995 [LAST ISSUE]
* The Best of How to Win at Nintendo Games
* The Official Pac-Man Joke Book:Pac-Mania!
* The Official TurboGrafx-16 Game Encyclopedia
* Tricks of the Nintendo Masters
* Turok Dinosaur Hunter Official Game Secrets
* Ultimate Unauthorized Nintendo Classic Game Strategies (2nd edition)
* Ultimate Unauthorized Nintendo! Game Strategies (Volume 2)
* Ultimate Unauthorized Nintendo Game Boy Strategies (2nd edition)
* Ultimate Unauthorized Nintendo Super NES Game Strategies (2nd edition)

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## 521. Re: MIO and modems

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-26 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <377578AA.8A4E109E@sisna.com>
Source record: 51506

I have not put together a modem cable in so long I can't remember the connections from the 21 pin to the 9pin. Check on the U of Michigan for the docs think I saw them there, if you can't find them will boot up the old stuff and see what I have, have to be here somewhere.

bob

## 522. Help with 8 bit computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-27 00:00:00 UTC
From: cgo2541273@aol.combeer
Message-ID: <19990626235557.25150.00004429@ng-ff1.aol.com>
Source record: 51507

I am looking for a boot disk for an atari 800xl or 130 xe system so I can use my disk drive. If anyone can help send me an email. Thanks for any help.

Check out my ever changing classic video game trade/want list along with my collection here.

http://members.aol.com/cgo2541273/INDEX.HTM

## 523. Re: 1050 drive, any help welcome

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-27 00:00:00 UTC
From: sskakarrot@aol.computer
Message-ID: <19990627020514.13958.00004383@ng-fq1.aol.com>
Source record: 51508

>I have never had a prob. w/ a 1050 but I have an XF551 that has probs.
>not spinning fast enough if it is not used for a long period of time and
>it takes a while to get the drive spinning fast enough to read a disk.
>
>It has made me so fed up sometimes that I give up on even trying to
>troubleshoot w/ it.

I had a 1050 do the same to me. Did you try cleaning the belt or see if the
belt is excessively loose?

>
>Laters,
>
>AntBaker

David Bowden
Baka-san

"We are Microsoft Borg.
Lower your expectations and surrender your money.
Sun Microsystems is irrelevent.
Anti-trust is irrelevent.
We will force your applications to service our own."

http://www.angelfire.com/ar/kakarrot

## 524. Re: Atari 65XE emulator needed

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-27 00:00:00 UTC
From: jrick2000@aol.com
Message-ID: <19990627052203.24898.00001187@ng-co1.aol.com>
Source record: 51509

Go here:
http://www.cris.com/~Twist/atari800win/

The Atari800win emulator is by far the best emulator for Windows. Try it out.

## 525. Re: MIO and modems

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-27 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37763AE0.136C50C1@sisna.com>
Source record: 51510

If in fact it is not the cable, then first replace the LM3086 located just behind the port. That should fix the problem. There is one other item that can cause a problem but in all the years dealing with the MIO have only had to replace one, that would be U6 the 6551 which is socketed. If you replace the LM3086, can use a CA3086, socket it..!!

bob

## 526. FS: Atari items

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-27 00:00:00 UTC
From: GENE EHRICH <gene@ehrich.com>
Message-ID: <Chqd3.53$z92.9033@news3.voicenet.com>
Source record: 51511
Cross-posted to: alt.games.atari,comp.sys.atari.8bit,rec.games.video.atari

Atari 8bit, 2600, 5200 & 7800 for sale on my web site listed below:

--
http://www.voicenet.com/~generic
On-Line Computer & Video Game Garage Sale
gene@ehrich.com

## 527. Re: Atari 65XE emulator needed

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-27 00:00:00 UTC
From: AntBaker@webtv.net
Message-ID: <22919-37763F29-50@newsd-283.iap.bryant.webtv.net>
Source record: 51512

Download Atari800Win. You can do a search for it. It emulates all the 8-bits.

Laters,

AntBaker

## 528. Re: Cassette to Disk, anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-27 00:00:00 UTC
From: AntBaker@webtv.net
Message-ID: <22919-37764E45-65@newsd-283.iap.bryant.webtv.net>
Source record: 51513

Hello,

That made me think of a question I have had for years. What is a program that not only converts cassette to disk but does one exsist that coverts disk to cassette?

Laters,

AntBaker

## 529. Re: MIO and modems

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-27 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7l5nhj$hqd$1@pale-rider.INS.CWRU.Edu>
Source record: 51514

(Says MIO red LED should stay on, I guess when in BobTerm)
No, I don't think so. The MIO in question doesn't work for
the rs232. I have another MIO that does work and the red LED
doesn't stay on. The red LED should only be on when there
is I/o going on.
By now Michael probably has determinined his rs232 is not
working right. The replace the chip msg. from Bob Klass
is probably the thing to do, or just use the PRC box.
Russg

## 530. Re: MIO and modems

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-27 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7l5o89$jov$1@pale-rider.INS.CWRU.Edu>
Source record: 51515

(guy said mio red led should be on
when in BobTerm, I said no, I was
wrong.)
I'm on my mio now. The one that works.
I never noticed it, but the red led
is on, dimly. My other mio, the red
led is on brightly when in BobTerm.
So, I was wrong (ah well). And I guess
BobTerm sets the MIO and computer for
2400, if you set for 2400 in BobTerm,
I dunno.
I still think Michael's MIO rs232 isn't
working. I bet it isn't the cable.
Russg

## 531. Re: MIO and modems

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-27 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7l5p90$lf6$1@pale-rider.INS.CWRU.Edu>
Source record: 51516

(Now both my MIO are rs232 working.)
I don't see my retraction on the
red led, it does come on in BobTerm,
the guy was right. And I guess BobTerm
sets the baud for computer and MIO.
Russg

## 532. FA: 80s computer mags (Atari, Creative Computing, others)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-27 00:00:00 UTC
From: "Marc G. Frank" <mgfrank@yahoo.com>
Message-ID: <7l648n$uvm$1@nnrp1.deja.com>
Source record: 51517
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.st

I have several lots of mostly-1980s computer magazines for auction on Yahoo. They don't have reserves and sort of open at a penny; however, there's a handling fee unless you want them shipped via Priority Mail, which is feasible for small lots but not so feasible for the 61-pound monster lot of Antic magazines. :-) They can be seen at:

http://auctions.yahoo.com/user/mgfrank

Lots are:

* 53 issues of Creative Computing magazine, including some April Fool's issues
* 7 issues of Compute! magazine
* 14 issues of Family Computing (also includes an issue of Popular Computing and an issue of Home Computer magazine)
* 4 issues of Softside magazine. These might interest Infocom fans. One issue (with a detached cover, unfortunately) has reviews of Suspended and Zork I and an interview with Marc Blank and Mike Berlyn.
* 5 classic videogame magazines, sadly mostly in poor shape. 3 Electronic Gameses, 1 Videogaming and Computergaming Illustrated, and 1 Computer Entertainment
* 4 issues of Current Notes (Atari)
* 7 issues of Compute's Atari ST magazine
* 5 APX (Atari Program Exchange) catalogs
* 55 issues of Analog (Atari 8-bit), including earlier, hard-to-find issues, such as all of issues 1 through 25
* 113 issues of Antic (Atari 8-bit). Lots of dupes, unfortunately, but also many early issues--volumes 1 and 2 are complete.
* 29 issues of STart magazine
* 24 issues of ST Log magazine

I've also got two ST games up (Questron II and Dungeon Master) and the C64 Programmer's Reference Guide.

I'm trying to get rid of these with minimal shipping hassle, which is why they're in such large lots and why I didn't sort out the dupes into separate lots. Enterprising collectors may wish to fill in the holes in their collection and auction off the rest one issue at a time.

Thanks for looking!

--
Marc G. Frank
mgfrank@yahoo.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 533. FS: APX Software

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-27 00:00:00 UTC
From: jack <jackaloy@ix.netcom.com>
Message-ID: <37769FE8.6F00@ix.netcom.com>
Source record: 51518

For Sale : Any or All of the following:

Chameleon CRT Terminal Emulator by Joh Howard Palevich (March 1982)

Deep Blue Secrets - adapt the DEEP BLUE C Compiler to fit you own needs
by John Howard Palevich (March 1982)

Wordmaker by Dale Disharoon (March 1982)

Hickory Dickory by Dale Disharoon

These are all on diskette, in their original boxes with manuals. there
is a dealer label on the box. They are unused and untested.

I also have Avalanch by Dennis Koble which is in a plastic pouch.

Email me any offer.

JAck

## 534. Bruce Lee Codes?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-28 00:00:00 UTC
From: chrisw@columnwest.reno.nv.us
Message-ID: <3777280f@news.greatbasin.net>
Source record: 51519

Does anyone remember how to get unlimited lives in Bruce Lee?
(More accurately, how, when you get killed, you gain a life instead of losing one.)

Thanks.

-- Chris

## 535. FS: WARGAME CONSTRUCTION $10

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-28 00:00:00 UTC
From: markreed@ptd.net
Message-ID: <ruHd3.3963$I72.493222@nnrp1.ptd.net>
Source record: 51520

I have one copy (5.25 disk) in original box with manual of Strategic Simulations, Inc. "Wargame Construction Set". 48K req. Also includes Scenario disk. For sale only $10.00 plud 3.00 shipping. If interested, contact me at : markreed@postoffice.ptd.net
Thank you, Mark.

## 536. FA: X-Man (2600) and Homevision stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-28 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <37774B6F.29B0CA25@agnld.uni-potsdam.de>
Source record: 51521
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

If interested, please take a look at:

http://www.funstuff.de/cgi-bin/auction.cgi?viga0&1&1&1&1&1&2

Thanks and happy bidding (no fees).

Andre

## 537. MicroDOS wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-28 00:00:00 UTC
From: František Houra <F.Houra@sh.cvut.cz>
Message-ID: <37775221.8E2302AC@sh.cvut.cz>
Source record: 51522

Hi!

I'm looking for this nice utility. Any idea?

F.

# 538. need docs on Short Test (130XE Assembler, Torsten Carwoth)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-28 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7l7kmc$gik$1@nets3.rz.RWTH-Aachen.DE>
Source record: 51523

Howdy folks

Can somebody please check if the documentation to Torsten Carwoths 130XE Assembler contains so segment concerning the RAM tests?

I need an explanation of what it means if one of test finds an error. I'm trying to reduce the amount of support chips on my upgrade from 5 to 4.

CU Mathy van Nisselroy

PS I forgot the address to the Atari Mailing list and have just deleted all my old messages (with the address in it). Could somebody please port this message to the Polish list? Thanks!!

# 539. Re: Covox Voice Master Junior

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-28 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7l7ku8$gik$2@nets3.rz.RWTH-Aachen.DE>
Source record: 51524

Howdy folks

>I have the Covox jr. also, and it does work surprizingly well in
>Basic. I also have the earlier SAM speech module, but it is not
>nearly as good as the Covox. Bought my Covox jr. in 1988 for
>$39.95
>
>>I have the instructions. Yes, it can be used for voice commands in BASIC
>>programs.

Is that company still alive?
Do they still support the Classic Atari?
Are we allowed to copy those devices :-))))) ?

CU Mathy van Nisselroy

## 540. Docs to 4050BE chips

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-28 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7l7l36$gik$3@nets3.rz.RWTH-Aachen.DE>
Source record: 51525

Howdy folks

I'm using an HCF 4050 BE in my 1MB (30pin SIMM) upgrade at the moment. It works fine. I'd like to know how much of a delay this chip (and it's other versions) give me. Could anybody help me get that info?

CU Mathy van Nisselroy

## 541. Re: using 8bit as a terminal

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-28 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7l7laq$gik$4@nets3.rz.RWTH-Aachen.DE>
Source record: 51526

Howdy folks

>has anyone burned a terminal program and the rverter software into a
>cartridge? i would like to be able to use my 8bit has a dumb terminal
>by simply adding a cart, monitor, and SIO2PC cable.

Doesn't B&C Computervisions (who's Email address is unknown to me, but they have a site somewhere) still sell the Express! Cartridge? Don't know if it's any good, but it was written by Keith Letbetter, author of 850 Express.

CU Mathy van Nisselroy

## 542. Re: Wanted: ATARI CX70 light pen

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-28 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7l7le6$gik$5@nets3.rz.RWTH-Aachen.DE>
Source record: 51527

In article <7kjjj8$po9$1@wanadoo.fr>, atari.fr@wanadoo.fr says...
>
>make offers

If you can not find any, try Best Electronics. I believe he has dozens of
them, with or without manual, box, etc. for a resonable price.

CU Mathy van Nisselroy

## 543. Re: 1050 fault

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-28 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7l7lgb$gik$6@nets3.rz.RWTH-Aachen.DE>
Source record: 51528

In article <7kjkqp$rbj$1@barcode.tesco.net>, Richard.Daley@tesco.net says...
>
>Just a note to say thanks to all those who replied, for taking the trouble.
>
>Richard

Howdy Richard

Did you solve the problem? What was it?

CU Mathy van Nisselroy

## 544. Re: MIO and modems

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-28 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7l7lud$gik$7@nets3.rz.RWTH-Aachen.DE>
Source record: 51529

In article <Pine.GSO.3.95.iB1.0.990625213207.14946A-100000@vtn1>,
yg473@victoria.tc.ca says...
>
>Amen to what Russ said. The serial cables for the MIO, PRC and 850
>Interface are identical (also the Balack Box I think).
>
>John

Howdy John, folks

The BlackBox uses flatcable with crimp on connectors.

CU Mathy van Nisselroy

## 545. Atari DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-28 00:00:00 UTC
From: paul.barker@orange.co.uk
Message-ID: <7l7t00$gl1$1@nnrp1.deja.com>
Source record: 51530

Hi

Being just about to install my nice new US Doubler into my 1050, my thoughts turned to DOS. I would be interested to hear comments and recommendations on versions of DOS (DOS XE / Sparta X / Sparta Cons Kit etc) to use with the Doubled 1050.

Also if anyone knows where to source them from that would be cool !

TIA
Paul

--

##################################################################################
# Paul Barker - Senior Systems Engineer (Technical) - Orange PLC - UK #
# The opinions expressed here are my own and may be incorrect. #
##################################################################################



Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 546. Where can I get an Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-28 00:00:00 UTC
From: Mattias Perrson <lamperss@algonet.se>
Message-ID: <01bdd51b$e74da2a0$6e0064c3@preinsta>
Source record: 51531

I want to find an Atari 400 with the original membrane keyboard intact (and
maybe an Atari 800 as well).
I am a collector, and I live in Uppsala in Sweden
my email address is lamperss@algonet.se

## 547. Re: using 8bit as a terminal

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-28 00:00:00 UTC
From: eparent@reply.here.net
Message-ID: <3778054d.5766617@207.106.92.52>
Source record: 51532

unfortunately 850 Express! is not 80 columns and i doubt it will work
with the SIO2PC cable.

On 28 Jun 1999 11:12:26 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
Van Nisselroy) wrote:

>Howdy folks
>
>>has anyone burned a terminal program and the rverter software into a
>>cartridge? i would like to be able to use my 8bit has a dumb terminal
>>by simply adding a cart, monitor, and SIO2PC cable.
>
>Doesn't B&C Computervisions (who's Email address is unknown to me, but they
>have a site somewhere) still sell the Express! Cartridge? Don't know if it's
>any good, but it was written by Keith Letbetter, author of 850 Express.
>
>CU Mathy van Nisselroy
>

# 548. Re: VINTAGE COMPUTER FESTIVAL - VCF 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-29 00:00:00 UTC
From: rbernardo@delphi.com
Message-ID: <JRV4XhK.rbernardo@delphi.com>
Source record: 51438

Sam Ismail <siconic@jasmine.psyber.com> writes:

> Curt Vendel
>
> Curt is the founder of the Atari Historical Society (check out his
> great website at http://www.atari-history.com) and has amassed an
> amazing collection of Atari artifacts and company history, including
> some one-of-a-kind Atari prototypes. Curt will be bringing along
> some of these prototypes for show and tell.
>

In the spirit of friendly competition, I invite all Atari clubs and their members to come and participate in VCF 3.0. Though I'm from a different computer platform, all of us are 8-bit enthusiasts at heart, and VCF gives us a chance to gett together, show off our wares, and buy what we need. I attended last yesr's VCF 2.0, and I can say that there were many dealers and displays. I bought quite a bit of stuff there (some was given free!). Last year (as it will be this year), VCF was at the modern Santa Clara Convention Center, adjoining the luxo Radisson Hotel and down the street from the Great America amusement park. It's in the heart of the Silicon Valley...what better place to celebrate computers?!
.
Our club plans to rent a table at VCF 3.0 this year, and we plan to display the greatest and latest in software/hardware for our platform. It would be cool to have Atarians do the same. C'mon over, and let's have fun at VCF 3.0.
.
Truly,
Robert Bernardo
president - Fresno Commodore User Group

## 549. Re: Atari DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-29 00:00:00 UTC
From: Eli-the-Iceman <rely@ix.netcom.com>
Message-ID: <3778AAAA.D4F751B1@ix.netcom.com>
Source record: 51439

paul.barker@orange.co.uk wrote:
> 
> Hi
> 
> Being just about to install my nice new US Doubler into my 1050, my
> thoughts turned to DOS. I would be interested to hear comments and
> recommendations on versions of DOS (DOS XE / Sparta X / Sparta Cons Kit
> etc) to use with the Doubled 1050.
> 
> Also if anyone knows where to source them from that would be cool !
> 
> TIA
> Paul
> 
> --
> ##########################################################################
> # Paul Barker - Senior Systems Engineer (Technical) - Orange PLC - UK #
> # The opinions expressed here are my own and may be incorrect. #
> ##########################################################################
> 
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

Paul,
I personally like SDX. However, it is not always completely compatible
with everything. Your best bet is to gather as many versions of DOS you
can find and try them out. The most popular ones are SpartaDOS, MyDOS
and AtariDOS 2.5. (not necessarily on that order) I happen to have
various stuff under the DOS that seems to work best for that program.
For BASIC XL/XE programs, however, I most definitely prefer SDX. I got
the best functionality out of that combination.
--
Robert S Ely -=aka=- Eli-the Iceman
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

## 550. Re: Atari DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-29 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3778BDAC.13F18573@mail.uni-mainz.de>
Source record: 51440

LWhite6497 schrieb:
>
> >for the best Dos 2.5 compatability, use > Superdos 5.1
>
> Where can 5.1 be found?
> Larry White

Search for the Umich archive. Once there take a look at the dir/subdir
"DOS". Click on it, to find Superdos. Or try the homepage of Taquart,
you will also find it there under "DOS". Good Luck - Andreas

## 551. ATARI/IBM Software/Hardware going cheap. Site updated.

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-29 00:00:00 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <3778C529.4D78A509@cyberpeeps.freeserve.co.uk>
Source record: 51441

Due to space needed I am selling my excess Software and Hardware for IBM PC, ATARI JAG, ST, STE, 800XL, 2600, 7800 and PC stuff prices starting from 30p.

Look at my web site WWW.CYBERPEEPS.FREESERVE.CO.UK
Updated 27/6/99

## 552. happy chip for 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-29 00:00:00 UTC
From: David Matthews <mathu@indigo.ie>
Message-ID: <TTbe3.998$C4.627@news.indigo.ie>
Source record: 51442

```
Hi All,
I am looking for a happy chip for a 1050 drive,please help??
Atari collector /!\
/!\
```

## 553. Memory upgrad?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-29 00:00:00 UTC
From: "Dilloware, Inc." <mickey@dilloware.com>
Message-ID: <37798591.2EB1@dilloware.com>
Source record: 51443

Was it possible to ever move an original 800 up to 64K RAM. I had originally bought a RAM board with 32 Meg on just one card so I have the last slot still available. All I do does not seem to help. Any suggestions?

Thanks

## 554. Re: Covox Voice Master Junior

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-29 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990628233007.23292.00002085@ng-fk1.aol.com>
Source record: 51533

Does anyone know the difference(s)
between the Voice Master and the V.M.
Junior? Is the software different?
Thanks,
Larry White

# 555. Re: Atari DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-29 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-Cr6wkmEgnLCp@localhost>
Source record: 51534

On Mon, 28 Jun 1999 13:23:23, paul.barker@orange.co.uk wrote:

> Hi
>
> Being just about to install my nice new US Doubler into my 1050, my
> thoughts turned to DOS. I would be interested to hear comments and
> recommendations on versions of DOS (DOS XE / Sparta X / Sparta Cons Kit
> etc) to use with the Doubled 1050.
>
> Also if anyone knows where to source them from that would be cool !

for the best Dos 2.5 compatability, use Superdos 5.1. It has highspeed
etc to take advantage of the USD.

James B

## 556. Trouble with my 1489 Cable - Solved

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-29 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990629001202.23292.00002095@ng-fk1.aol.com>
Source record: 51535

For years, I have had trouble getting
SIO2PC and more recently APE to work
properly with my system. My specific
problems were NAK's and what I can best
describe as a "static sound" produced by
the SIO as I/O would occur. This would
happen anytime I had a real Atari drive
hooked in the daisy chain with (either)
the MAX232-type or 1489-type cables.
(No problem if no real drive(s) were present.)
I originally thought I had a damaged 232
cable so I built a 1489, but the results were
virtually the same, and the severity was
somewhat different from time to time and
with different physical drives in the chain.
Problem Solved: I was directed to
Clarence Dyson's web site, and found
a number of different plans/mods for
the interface cables. (Easily the most
interface plans I've seen.) The "fix" for my
system was to add a decoupling capacitor
and pull-up resistor to the basic 1489 design.
The schematics are clear and easy to read.
My cable now works perfectly with real drives,
so I finally can move ATR's directly to disks!
Try http://www.redshift.com/~cdyson/atari.html
to check out his site/plans!
Larry White

## 557. Re: Atari DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-29 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990629001350.23292.00002097@ng-fk1.aol.com>
Source record: 51536

>for the best Dos 2.5 compatability, use > Superdos 5.1

Where can 5.1 be found?
Larry White

## 558. Re: using 8bit as a terminal

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-29 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37795c10.34533166@news.earthlink.net>
Source record: 51537

On 28 Jun 1999 11:12:26 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

>Howdy folks
>
>>has anyone burned a terminal program and the rverter software into a
>>cartridge? i would like to be able to use my 8bit has a dumb terminal
>>by simply adding a cart, monitor, and SIO2PC cable.
>
>Doesn't B&C Computervisions (who's Email address is unknown to me, but they
>have a site somewhere) still sell the Express! Cartridge? Don't know if it's
>any good, but it was written by Keith Letbetter, author of 850 Express.
>
>CU Mathy van Nisselroy

He wrote 1030 Express too! Hehe. While I commend Keith on a job well done with his Express programs, I must say Bob Puff came along and beat him out with Bob Term.

## 559. Re: happy chip for 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-30 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-UTmtPkCdFzP2@localhost>
Source record: 51444

On Tue, 29 Jun 1999 22:35:48, "David Matthews" <mathu@indigo.ie>
wrote:

> Hi All,
> I am looking for a happy chip for a 1050 drive,please help??
> Atari collector /!\

Happy for 1050 is not a chip but a plugin board.

James B

## 560. Atari 8-bit hardware for parts (US)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-30 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19990629220539.05316.00002891@ngol02.aol.com>
Source record: 51445

I have the following items that don't work, but would be good for parts to the right individual. If you're interested, make me an offer.

Atari XE Game System - This unit has some sort of upgrade, looks like it has a memory upgrade (Has an Innovative Concepts sticker on the back of the unit.). Power switch doesn't work. I by-passed the switch to test the unit. Audio appears to work. Video tries to work, but nothing displays that I can read. Does not boot a floppy drive. No power supply will be provided with this unit.

Atari 1050 disk drive - Suspect the internal power circuit is bad. Drive mechanism is not the Tandon style and looks to be in good shape. If desired, this will come with power supply & I/O cable.

Atari XMM801 printer - dead and missing plastic cover. Mechanism looks okay.

Atari 1027 printer - Appears to work, but the rubber characters on the daisy wheel disintegrated when I turned it on. If desired, this will come with power supply & I/O cable.

Each of these will cost around $5.00 to $10.00 to ship to US addresses, if shipped separately. Make sure your offer includes consideration for the shipping cost.

Please reply to gwestndrf@aol.com

## 561. APX - Personal Fitness Program (anyone ever see it?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-30 00:00:00 UTC
From: Glenn <nobody@nowhere.net>
Message-ID: <gaje3.3514$Y51.130764@newshog.newsread.com>
Source record: 51446

I was looking through an old book that I forgot I had called the book of Atari Software 1984 that has a mini review of a lot of Atari 800 programs that were out at the time. I ran into one that I barely remember seeing called "Personal Fitness Program" that was released by APX (is that the Atari program exchange?) and it looks pretty interesting. It takes you through a set of exercises with an animated figure on screen that coaches you through the workout. Did anyone here ever try this program? How is it? Is it for sale or emulated anywhere? This looks like a really old Atari 800 program but it would be fun to check it out. Thanks!

## 562. Re: Memory upgrad?

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-30 00:00:00 UTC
From: vinnie5757@aol.comNOSPAM
Message-ID: <19990630074448.27700.00002488@ngol08.aol.com>
Source record: 51447

There are a few ways to get an 800 to 64k.. and beyond... I have 2- as follows-
128k in one slot plus 32 for 160k... and 512 in one slot plus 32k for 544k..
leaving one slot still open in each...

There are a lot of old mods out.. David Byrd, Windover(Dr. Jay Torres)....
these take Atari 16k boards and hack to the max... I bought mine... Axlon made
the 128... Magna Systems made the 512...they also made a one meg version!
How's that!
B'rgds,
Vinnie

"Can't means don't want to!"

## 563. Atari and Year 2000

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-30 00:00:00 UTC
From: Fred Rushing <rushing.fred@tci.com>
Message-ID: <7lcua9$s18$1@xingu.tci.com>
Source record: 51448

Does anyone have or know where I can obtain test documentation that supports the current year 2000 compliance status for the Atari computers? I am particularly interested in Atari models: 400, 65XE, 130XE, 800XL and 85 (does anyone know if Atari 85 is a valid model?).

Any information that could be sent to me would be greatly appreciated.

Thanks,

Fred

## 564. Copies of Anitic and Analog

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-30 00:00:00 UTC
From: Steve Lovett <Steve@NO.SPAM.co.uk>
Message-ID: <fW9d8AAgtie3EwXu@nexcon.demon.co.uk>
Source record: 51449

Got lots of old issues of both, are they worth anything to anyone ?

Drop me a line...

--
Chris

## 565. Atari XL/XE wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-30 00:00:00 UTC
From: Mike Tarpataky <tarpataky@job.de>
Message-ID: <7ldcuu$fnb$1@black.news.nacamar.net>
Source record: 51450

Hi from Germany,

I am looking for a (working) Atari XL/XE-Computer with 64KB and a working
Disc-Drive. If possible the PAL-Version with 220V Power-Supply.

Any offers?

Mike

# 566. Re: Atari and Year 2000

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-30 00:00:00 UTC
From: Eli-the-Iceman <rely@ix.netcom.com>
Message-ID: <377A52C1.E8C81DBF@ix.netcom.com>
Source record: 51451

Fred Rushing wrote:
>
> Does anyone have or know where I can obtain test documentation that supports
> the current year 2000 compliance status for the Atari computers? I am
> particularly interested in Atari models: 400, 65XE, 130XE, 800XL and 85
> (does anyone know if Atari 85 is a valid model?).
>
> Any information that could be sent to me would be greatly appreciated.
>
> Thanks,
>
> Fred

Fred,
Let's put it this way. If you are using an ICD R-Time8 cart, you'd have to find a way to replace it for a similar time piece cart that is y2k compliant. The R-Time8 uses the 2-digit year. Other than that the Atari 8-bit computers have NO time/date system (CMOS clock like a PC has). Almost all programs were written with 2-digit year so that makes them non-compliant. The hardware, other than that doesn't care. So, in that case they are. The only time system used in the Ataris is a 3-byte counter memory locations 18,19 and 20 (aka the jiffy counter) which is often used as a clock calendar in programs.
Take it from there.
--
Robert S Ely -=aka=- Eli-the Iceman
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

# 567. FA: Atari hardware and software USA

Newsgroup: comp.sys.atari.8bit
Date: 1999-06-30 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19990630155259.23761.00002580@ng-fj1.aol.com>
Source record: 51452

Well everyone, I'm going to be a father again, so to clear out some space to make room for the new addition to my family, I'll be losing my 'play' room and I'll be selling off certain items in my collection that I can live with out, so to speak. I have tons of Atari stuff, but I'll be keeping (hiding the stuff from the wife actually) my Atari neccesities. here is a list of items I have up for auction right now, more will follow.

Atari 130XE Starter System
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=124115981

Ultima II in box for Atari XL/XE
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=124289158

Exodus: Ultima III in box for XL/XE
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=124316054

Flight Simulator II for Atari 800 & XL CIB
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=124576295

And for you closet ST fans out there.....

Atari Mega ST2 & ST4 +2HD's + more, 1LOT!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=125037180

If you live over seas and want to bid, go ahead, just keep in mind the shipping.

Thanks,
BG

# 568. Re: Atari and Year 2000

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-01 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <377bea65.18317233@news.earthlink.net>
Source record: 51453

On Wed, 30 Jun 1999 05:14:45 -0600, "Fred Rushing"
<rushing.fred@tci.com> wrote:

>Does anyone have or know where I can obtain test documentation that supports
>the current year 2000 compliance status for the Atari computers? I am
>particularly interested in Atari models: 400, 65XE, 130XE, 800XL and 85
>(does anyone know if Atari 85 is a valid model?).
>
>Any information that could be sent to me would be greatly appreciated.
>
>Thanks,
>
>Fred
>
>

Atari 8-bit computers are not time or date aware. There is one
product which ads a clock and the SpartaDOSes use that info. So only
in those cases would it be important. Stock Atari 8-bits with stock
DOSes have no need to worry about the time or date.

## 569. atari pograming please HELP

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-01 00:00:00 UTC
From: t3en@aol.com
Message-ID: <19990701002830.12507.00003850@ng-fy1.aol.com>
Source record: 51454

I am very new to the atari 8 bit computers (I just bought one 5 days ago). I have an atari 800XL with an atari 1050 disk drive. I would like to learn how to program on the 800XL and save it to disk in basic. I have never programed any computer before but(I have made programes for a TI 86 calculator). It would help me greatly if you could teach me or show me a site that could teach me how to program on an atari. I do have the cartrige "Basic Computing language" But it came with no instructions. I don't know If that does anything but I would like to learn how to program. Please Help!
Ben Toth
Please Email- T3en@aol.com

# 570. Re: atari pograming please HELP

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-01 00:00:00 UTC
From: Robert Lein <rlein@ats-llc.com>
Message-ID: <377B88C6.3485F528@ats-llc.com>
Source record: 51455

Hi Ben,

Atari Basic is an easy language to learn. The SAVE command will save
to disk. I haven't used it in a while but I think the command is:
SAVE "D:name"
where "name" is six or eight characters of your choice.
To read the program from the disk, the command is:
LOAD "D:name"
Other useful commands are:
LIST -- lists all lines of the program in memory.
RUN -- run the program in memory.
NEW -- clear memory and start a new program.
Very simple BASIC program:
10 PRINT "HELLO, WORLD"
20 STOP
30 END
Hope this helps.
Bob
leinr@neca.com

T3en wrote:
>
> I am very new to the atari 8 bit computers (I just bought one 5 days ago). I
> have an atari 800XL with an atari 1050 disk drive. I would like to learn how
> to program on the 800XL and save it to disk in basic. I have never programed
> any computer before but(I have made programes for a TI 86 calculator). It
> would help me greatly if you could teach me or show me a site that could teach
> me how to program on an atari. I do have the cartrige "Basic Computing
> language" But it came with no instructions. I don't know If that does
> anything but I would like to learn how to program. Please Help!
> Ben Toth
> Please Email- T3en@aol.com

## 571. Re: atari pograming please HELP

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-01 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990701142725.27700.00002815@ngol08.aol.com>
Source record: 51456

B&C Computervisions at www.myatari.com has original manuals for sale. If you really get into programming this fun computer, you might want to get "Your Atari Computer", which will help you get a lot more out of Atari Basic. "De Re Atari" is great at explaining programming the neat things the hardware can do. B&C also still has a lot of other programming aids, including assemblers, which can maximize the speed and capabilities of your programs. Assembler programs are best at getting the graphics to fit the timing of the display, so that animation doesn't appear jerky. If you've programmed a TI calculator, you should be comfortable getting used to programming the 6502 with its accumulator and registers. It's also fun to set up your own "display lists", which are really small programs for the Antic chip, which controls the display (via GTIA?), all expalined well in "De Re Atari".

Bob

badbob1952@aol.com

## 572. Re: atari pograming please HELP

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-01 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <7lgiqj$nva$1@nnrp1.deja.com>
Source record: 51457

Your disk drive should come with a DOS disk. If not you
will have to find one somewhere or have someone make you
one. Atari DOS 2.5 or MyDOS are both good to start out
with. To be able to save programs with the BASIC cart, you
need to boot the Atari with one of these DOS disks.
Then you can type in BASIC programs and load and save by
the commands
LOAD"D:HELLO.BAS
or
SAVE"D:HELLO.BAS

also, you should check out the beginners columns in the
**excellent** Antic and Analog on-line magazine archives:

ANALOG:
http://www.cyberroach.com/analog/default.htm

ANTIC:
http://www.atarimagazines.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 573. Re: atari pograming please HELP

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-01 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <FZOe3.417$D1.3801@news1.online.no>
Source record: 51458

> Atari Basic is an easy language to learn. The SAVE command will save
> to disk. I haven't used it in a while but I think the command is:
> SAVE "D:name"
> where "name" is six or eight characters of your choice.
Yes, it's SAVE "D:filename.ext"
You can use 8 characters in the filename and have a 3 characters extension,
like .BAS for BASIC files, .DAT for data files or whatever

> To read the program from the disk, the command is:
> LOAD "D:name"
> Other useful commands are:
> LIST -- lists all lines of the program in memory.
> RUN -- run the program in memory.
> NEW -- clear memory and start a new program.
> Very simple BASIC program:
> 10 PRINT "HELLO, WORLD"
> 20 STOP
> 30 END
This prog won't do much after it gets to line 20, where it will halt and not
END. You can type CONTINUE (or was it only CONT, come to think of it, CONT.
for abbreviated command), and then it will end at line 30

The best thing to do, is type in listings from old computer magazines and
alter stuff. I learnt programming that way!

Good luck!

## 574. FA: Atari Programming Books

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-01 00:00:00 UTC
From: mkilgore@ix.netcom.com
Message-ID: <7lgtv7$s3u$1@nnrp1.deja.com>
Source record: 51459

My first computer was an Atari 600XL. I loved the 8-bit Ataris that I accumulated for years after that. They reminded me of VW Beetles; they were powerful, elegant, yet the innards were very accessible when I was learning to program.

Anyway, I recently saved a bunch of Atari books from the trash bin, so I did the All-American thing with them: I put them up for auction at eBay. I want to make sure they arrive in loving hands, and this seemed to be the best way to do it. And I'll make gas money for driving the books to the post office.

Here's the link:
http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=carload

Included are lots of Compute! books (my old favorites), Machine Language for Beginners, and more. Thanks for listening, and enjoy your Atari!

--Michael Kilgore
Don't get frustrated; that return address is the ultimate spam repellant -- a dead account.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 575. Re: Atari DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-01 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <377BFE8C.5ACD2A52@sisna.com>
Source record: 51460

The U.S. Doubler was designed with Sparta in mind, however they do work with any dos that can do bouble density.

bob

## 576. Re: Memory upgrad?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-01 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <377BFFF0.3DC75E99@sisna.com>
Source record: 51461

The 800 can be upgraded to 256k, there are Docs, available probably on U
of Michigan.
Somewhere I have the docs to make it axilon (sp?) compatable. If you
have the last slot
available you need to come up with another 16mg card.

bob

# 577. Re: FS: Atari 400 Modem

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-02 00:00:00 UTC
From: Gary <gkminns@home.com>
Message-ID: <IUWe3.5629$_A4.73210@news2.rdc1.on.home.com>
Source record: 51462

In order to connect a model to the Atari 8-Bit system you needed a Interface Module model 850 I have the manual only forsale see me webpage for this and other Atari 8-Bit items forsale.

http://members.home.net/gkminns

David A. Elliott <delliott@nac.net> wrote in message
news:WzL93.64$Z.216@nntp1...
> I don't think this guy has them... I e-mailed him on Monday and have not
> heard back...
> spearsk@mc-mc.com wrote in message <7k5ku9$m8r$1@nnrp1.deja.com>...
> >Geez, and all this time I thought my 400 was an actual computer. It's
> >really a modem with a keyboard! :)
> >
> >In article <3764f2ad.13302420@news.apex2000.net>,
> > not on your life! (8-bit fan!) wrote:
> >> Atari 400 modem?
> >>
> >> On Sun, 13 Jun 1999 22:07:37 -0400, "O. Alan Jones"
> >> <oajones@bright.net> wrote:
> >>
> >> >For Sale: Atari 400 Modem with power supply - $3 plus shipping
> >> >
> >> >If interested please send email to oajones@bright.net
> >>
> >>
> >>
> >>
> >>
> >Sent via Deja.com http://www.deja.com/
> >Share what you know. Learn what you don't.
>
>

## 578. Where to find 130 XE Keyboard?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-02 00:00:00 UTC
From: oltmansg@email.uah.edu
Message-ID: <7lhj89$3ak$1@info2.uah.edu>
Source record: 51463

Hey there! I'm looking for a replacement keyboard for the 130XE. Alternatively
I'll take a rebuild kit if such a thing exists.

Thanks!

--
*Geoff!*

# 579. More Atari stock. Lowered prices. FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-02 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7lhvaa$fkj$1@user2.teleport.com>
Source record: 51464
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

For Atari Sales and Service from someone with nearly 20 years of Atari experience go to my Web site below or E-Mail me at atari@benjamin.net where you can find for the Atari 8 Bit coveted Happy Drives and other Disk Drives modified for increased performance and speed. You can find NEW Atari ST software Marked down in Price and I've added and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. And remember if you dont come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

Click for WebSite!

***FREE*** Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, July 13th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

## 580. FA: Alternate Reality 'The Dungeon' complete

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-02 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <377C84B8.6097394A@agnld.uni-potsdam.de>
Source record: 51465

You can get a complete speciman at:

http://www.funstuff.de/cgi-bin/auction.cgi?viga0&1&1&1&1&1&2

Just register and plcae a bid. Thanks for your interest.

Andre

## 581. FS:

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-02 00:00:00 UTC
From: jack <jackaloy@ix.netcom.com>
Message-ID: <377CB9DF.4AB5@ix.netcom.com>
Source record: 51466

I have the following items for sale:

Swifty DATALINK by tony Dobre from Swifty Software - "converts your Atari into a Full Scale Data Communications Center"

DOS AUTOBOOTER by Silicon Valley Systems - "streamlines and autimates steps in the booting process" (July 1985)

MAGATAR (volume 1, Number 7) from the Programmer's Institute includes REVERSI, THE DATABOSS #1, PROGRAMMER'S KEYBOARD, 6502 TUTORIAL #1, MUSIC AND SOUND EFFECTS

THE NEXT STEP by The Logic Smiths and On-Line Systems - "a user-friendly graphics tool kit"

All are complete on disk with manuals. The dealer's labels are on the packages. Email me an offer on any or all of them.

Jack

# 582. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-02 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_930919719@rtfm.mit.edu>
Source record: 51467
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend,
several people volunteer their time and energies by maintaining Periodic
Informational Postings for this newsgroup. Please take a moment to refer to
these documents before posting to comp.sys.atari.8bit. The answer to your
question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
```

## 583. WTB - Ultima 1: The Original from Sierra Online

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-02 00:00:00 UTC
From: fortran@earthlink.net
Message-ID: <MPG.11e6aa184b9176e9989cc3@news.alt.net>
Source record: 51468

I'm looking for the Atari 400/800 game, Ultima 1: The Original by
Sierra Online. I'm a collector of Ultima games so I would like to
add this game to my permanent collection. While I am interested in the
complete game, I'm also willing to buy a partial copy.

Please email me if you would be willing to sell your game.

Thanks,
Edward

--

Edward Franks
<fortran@earthlink.net>

## 584. WTB: Indus GT Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-02 00:00:00 UTC
From: jackk <jackk@ns.net>
Message-ID: <Qa6f3.2662$Sl3.119261@nuq-read.news.verio.net>
Source record: 51469

Wanted to buy, Inuds GT disk drive (with power supply) at a reasonable
price. Please email me directly if you are looking to sell.

Thanks,
Jack

jackk@ns.net

# 585. Re: atari pograming please HELP

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-02 00:00:00 UTC
From: moore@ruth.mc.vanderbilt.edu
Message-ID: <7lj066$c53$1@news.vanderbilt.edu>
Source record: 51470

Ben,

There are usually at least several Atari programming books being auctioned on eBay. Many of them deal specifically with Atari basic. You might also check your local used bookstores for old Atari programming books. Good luck! -Jason

In article <19990701002830.12507.00003850@ng-fy1.aol.com>, t3en@aol.com (T3en) wrote:
>I am very new to the atari 8 bit computers (I just bought one 5 days ago). I
>have an atari 800XL with an atari 1050 disk drive. I would like to learn how
>to program on the 800XL and save it to disk in basic. I have never programed
>any computer before but(I have made programes for a TI 86 calculator). It
>would help me greatly if you could teach me or show me a site that could teach
>me how to program on an atari. I do have the cartrige "Basic Computing
>language" But it came with no instructions. I don't know If that does
>anything but I would like to learn how to program. Please Help!
>Ben Toth
>Please Email- T3en@aol.com

## 586. River Raid

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-03 00:00:00 UTC
From: ffargo@aol.com
Message-ID: <19990703000640.20252.00007514@ng-fu1.aol.com>
Source record: 51471

Looking for River Raid for the 800
Frank

## 587. Re: River Raid

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-03 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <Zajf3.22$nk6.276@news1.online.no>
Source record: 51472

I have a loose cart, but I am located in Norway! We could make a deal if we could trade some more.

Check my pages at : http://home.sol.no/~olavese/

and let me know!

I have stuff for Intellivision, Coleco, 2600, 7800, 5200, Jag, Lynx, 8-bit Atari and more

FFargo <ffargo@aol.com> wrote in message news:19990703000640.20252.00007514@ng-fu1.aol.com...
> Looking for River Raid for the 800
> Frank

## 588. Omega Race - 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-03 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990703062813.23870.00003477@ng-fj1.aol.com>
Source record: 51473

If memory serves, I recall seeing
"Omega Race" advertised for the 400/800,
but I'm sure it was never sold in the U.S.
Anyone ever see a prototype/pre-release
version of it?
Larry

## 589. FS/T: HP 320LX Palmtop

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-03 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <377E157F.A1DBD98E@midamer.net>
Source record: 51474
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I have a Hewlet Packard Palmtop I am considering selling. It is complete with docking bay to a PC, CD software, 4meg and Windows-CE (similat to Win95). If you are interested, please e-mail me your offer. Unit is still in the box.

Would also consider trade for scanner with USB connection, software and at least 600x600 res.

Tony

## 590. Re: River Raid

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-03 00:00:00 UTC
From: Jim Mirous <jmirous@halcyon.com>
Message-ID: <377E1410.5768AC72@halcyon.com>
Source record: 51475

I found a version for Windows. It's good. I could send you the file?

FFargo wrote:

> Looking for River Raid for the 800
> Frank

## 591. Wanted!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-03 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <931019891.15280.0.pluto.d4ee0f47@news.demon.nl>
Source record: 51476

Hi,

I am looking for a 1Meg MIO and or 256K MIO interface also a SpartaDOS X cartridge...

Please send offers to: SysopTXG@underground.demon.nl

# 592. FS: WARGAME CONSTRUCTION $10

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-03 00:00:00 UTC
From: markreed@ptd.net
Message-ID: <92rf3.5455$I72.596348@nnrp1.ptd.net>
Source record: 51477

I have one copy (5.25 disk) in original box with manual of Strategic Simulations, Inc. "Wargame Construction Set". 48K req. Also includes Scenario disk. For sale only $10.00 plud 3.00 shipping. If interested, contact me at : markreed@postoffice.ptd.net
Thank you, Mark.

## 593. Re: River Raid

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-03 00:00:00 UTC
From: jackk <jackk@ns.net>
Message-ID: <1Xrf3.3188$SI3.125609@nuq-read.news.verio.net>
Source record: 51478

You may want to try Best Electronics (408-243-6950). They may still have a
few copies of RiverRaid (CB102084)... Good luck.

-Jack
FFargo <ffargo@aol.com> wrote in message
news:19990703000640.20252.00007514@ng-fu1.aol.com...
> Looking for River Raid for the 800
> Frank

## 594. Kim-1, AIM 65

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-03 00:00:00 UTC
From: Charles Bond <cbond@ix.netcom.com>
Message-ID: <377E600E.A63E197D@ix.netcom.com>
Source record: 51479

Anyone know where to find an operational KIM-1 or
AIM-65 system?

## 595. Re: Kim-1, AIM 65

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-03 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <931037327.349.75@news.remarQ.com>
Source record: 51480

Saw an AIM-65 ~a year ago in a surplus electronics wharehouse, Haltek or Halted in Palo Alto or Mt. View.

Haven't seen a KIM in a while. I have a friend that I think built one, tried to talk me into going that route vs the Super Elf I chose. I haven't seen him in 4 years, but I know where he works if you are really that interested.
Charles Bond <cbond@ix.netcom.com> wrote in message news:377E600E.A63E197D@ix.netcom.com...
> Anyone know where to find an operational KIM-1 or
> AIM-65 system?
>

# 596. Re: FS/T: HP 320LX Palmtop

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-04 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7lmibs$iqv$1@nnrp1.deja.com>
Source record: 51481
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Please tell us what Atari stuff you want to trade for.

In article <377E157F.A1DBD98E@midamer.net>,
lmartin@midamer.net wrote:
> I have a Hewlet Packard Palmtop I am considering selling. It is
complete
> with docking bay to a PC, CD software, 4meg and Windows-CE (similat to
> Win95). If you are interested, please e-mail me your offer. Unit is
> still in the box.
>
> Would also consider trade for scanner with USB connection, software
and
> at least 600x600 res.
>
> Tony
>
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 597. FS: Atari items

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-04 00:00:00 UTC
From: GENE EHRICH <generic3@home.com>
Message-ID: <Y6Kf3.6213$Mp5.5066@news.rdc1.pa.home.com>
Source record: 51482
Cross-posted to: comp.sources.atari,comp.sys.atari.8bit,fidonet.atari,rec.games.video.atari

Lots of Atari items for sale on my web site listed below:

--
http://www.voicenet.com/~generic
On-Line Computer & Video Game Garage Sale
gene@ehrich.com

# 598. Killer 800XL system for sale and MORE on eBay

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-04 00:00:00 UTC
From: Internet Newsgoups <nicknbea@ptinet.net>
Message-ID: <7lp4fe$omk$1@elwha.ptinet.net>
Source record: 51483

I'm finally selling off all my 8-bit stuff and there's some great items!

800XL w/256K and dual O.S.'s
Happy 1050 with controller and more.
See it at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=127005867

I'm also selling:
ICD P: R: Connection
Print Shop w/extras
A Trio of Games
2400 baud modem
Faster Than Lightspeed C programming package
MORE!
All on www.ebay.com

Do a Seller Search for "beesmart" or go to the link for the 800XL ad above
and there is a link on that page to see all the items currently for sale.
The bidding starts tonight 7/4/99 and ends 7/11/99.

Thanks,
Nick Berry

# 599. Atari 8-Bit Computers: Frequently Asked Questions

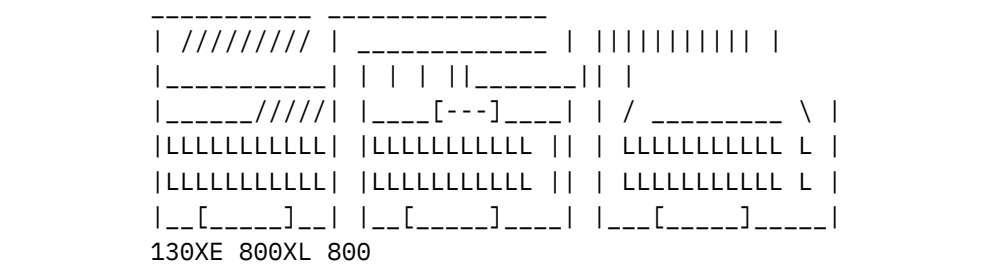
Newsgroup: comp.sys.atari.8bit
Date: 1999-07-05 00:00:00 UTC
From: Michael Current <mccurrent@carleton.edu>
Message-ID: <atari-8-bit/faq_931175983@rtfm.mit.edu>
Source record: 51388
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: Juny 1, 1999

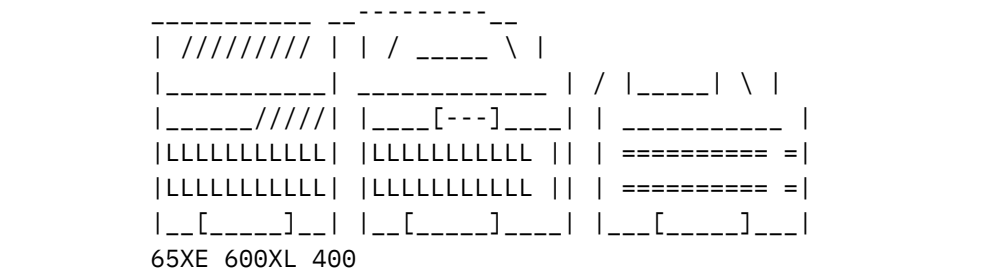
Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

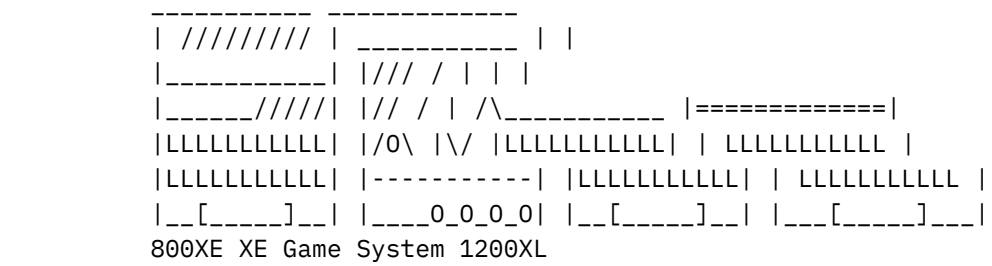
Frequently Asked Questions List



130XE 800XL 800



65XE 600XL 400



800XE XE Game System 1200XL

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu

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that portion reproduced is not modified, and so long as credit is given to this
FAQ list or its Maintainer, or the author of that section reproduced when
given.

This FAQ list is in a constant state of development and comes with no guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible! Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 0.1) Table of contents

0.1) Table of contents

Introduction to the Atari
1.1) What is an Atari 8-bit computer?
1.2) What can I do with an 8-bit Atari?
1.3) What are some of the performance features of the 8-bit Atari?
1.4) What is the internal layout of the 8-bit Atari?
1.5) How did Atari get it's name?

Usenet newsgroups
2.1) What is comp.sys.atari.8bit?
2.2) What other Usenet newsgroups cover the 8-bit Atari?

E-Mail lists
3.3) What is ATARIPL?
3.4) What is ATARI8-L?
3.5) What is ATARI8PL-L?

Public Domain/Freeware/Shareware Archives
4.0) What is XL Search?
4.1) What is the University of Michigan Archive?
4.3) What is the PVV Archive?
4.4) What is the ClarkNet Archive?
4.5) What is the Gatekeeper's Archive?
4.6) What is the Polish Demo Archive?
4.7) What is the Atari 8bit FTP Archive in Slovakia?

Telnet sites
5.1) What is the Cleveland Free-Net Atari SIG?
5.2) What is the National Capital FreeNet Atari Users SIG?
5.3) What is the Victoria Telecommunity Network Atari Users SIG?

FidoNet
6.1) What is FidoNet?

World Wide Web pages
7.1) What is the Atari 8-bit Computer Web Ring?
7.2) What WWW pages support the 8-bit Atari?

IRC channels
8.1) What IRC channels discuss the 8-bit Atari?

File Formats
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?
9.2) What is an .arc file?
9.3) What are the .DCM, .ATR, and .XFD file formats?
9.4) What are the .XMO and .BIN file formats?
9.5) How can I make my commercial boot disk (tape, cart) into a load file
or disk image?
9.6) How can I convert my commercial boot tape into a cassette image file?

File Transfer Solutions
11.1) What are the best terminal emulators available?
11.2) Can I read/write 8-bit Atari disks on an IBM-PC?
11.3) Can I read/write MS-DOS disks on an 8-bit Atari?
11.4) How do I transfer files using a null modem cable?
11.5) What is SIO2PC?

Peripherals
12.1) What 5.25" floppy disk drives are available?
12.2) How can I use 3.5" floppy disks with my 8-bit Atari?
12.3) What do I need to connect a hard drive to my 8-bit Atari?
12.4) What kinds of monitors can I use with my Atari?

General Interest
13.1) What's the best DOS for the Atari?
13.2) What hardware has Atari created in the 8-bit computer line?
13.3) What are the power-supply requirements for my Atari components?
13.4) What are the pinouts for the...?
13.5) What BBS software can be used on the Atari?
13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?
13.7) Which versions of the Operating System (OS) are there?
13.8) What games support 4 simultaneous players on the 400/800?
13.9) Why should I disconnect the 810/1050 power supply before connecting or
disconnecting SIO cables?
13.10) What is Omnimon?
13.11) What is the difference between NTSC and PAL machines?
13.12) Is the software for the Atari 8-bit computers "TV-standard dependent?"
13.13) What programming languages are available for the Atari?
13.14) What is the Atari XEP80 Interface Module?
13.15) What makes some XL/XE software incompatible with the 400/800?
13.16) What games run only on the 400 and 800 models?
13.17) What games make use of the Light Gun?
13.18) How do I type a tilde (common character in Web URL's) on my Atari?
13.19) What's the difference between ASCII and ATASCII?

Other FAQ Lists for the 8-bit Atari
14.1) What vendors, developers, or publishers support the 8-bit Atari?
14.2) Where is my nearest 8-bit Atari BBS?
14.4) I'm new to the Atari. How do I use this thing?
14.5) Can I use an emulator to run my old Atari software on my new computer?
14.6) What hardware upgrades, modifications and add-ons are available?

14.7) What is the HARD-Interlacing-Picture (HIP) format?
14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

Reader-suggested topics, unwritten as yet: (volunteers?!)
How fast of a modem can my Atari display keep up with?
-with UltraSpeed roms?
-with XEP-80
-with any particular terminal program

What is APE?

---

Subject: 1.1) What is an Atari 8-bit computer?

400 800 1200XL 600XL 800XL 65XE 130XE 800XE XE Game System

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27. Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), later known as the 2600, giving birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor. The Atari 800 was code-named "Colleen"; the 400, "Candy."

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan, mailto:finneganj@delphi.com )
Jerry Jessop, mailto:jjessop@ix3.ix.netcom.com
Scott Emmons, mailto:scotte@center.uscs.com

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design

Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

OS PROGRAMMERS:
Larry Kaplan
David Crane
Bob Whitehead
Al Miller

1979
The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop, mailto:jjessop1@home.com writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirment had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were 400's to Sears followed very shortly by 800's."

These MOS Technology 6502-based systems run at a clock speed of 1.79 MHz, offering 128 colors displayable simultaneously, up to 320x192 graphics resolution and up to 40x24 text resolution in 8 graphics modes and 6 text modes. Video may be displayed either on a composite video monitor in the case of the 800, or on a standard television for both systems. 4 independent sound voices are available through the audio output of the television or monitor, each with a 3 1/2 octave range, plus there is a built-in speaker for key-click and other programmable sounds. The 800 has a second cartridge port and a full-stroke keyboard, while the 400 has a single cartridge port and a membrane keyboard. Each has 4 serial controller ports and an Atari Serial Input/Output port. Originally, both the 400 and 800 were sold with 8K RAM, but later most 800's were sold with 48K and 400's with 16K. Each includes the 10K Atari Operating System in ROM.

The 800 can be fitted with 1-3 of the following two RAM modules:
CX852 8K RAM module, CX853 16K RAM module
and must be fitted with a ROM module:
CX801 10K ROM, CX801-P 10K ROM for PAL machines

[WHEN WAS THE 400/800 REVISION B OS INTRODUCED????]

1981
November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop, mailto:jjessop1@home.com adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system. The 1200XL runs most software and hardware designed for the 800 and 400, but now runs a slightly more advanced 6502C microprocessor, and includes a full 64K RAM. The single cartridge and monitor ports remain, along with 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL. These new machines include most of the features of the 1200XL minus the Function keys and the demo program. But now both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Buss Interface (PBI), providing fast parallel access to the heart of the computer. The 800XL contains 64K RAM while the 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the 1064 Atari Memory Module.

1984
Warner Communications sells Consumer Electronics and Home Computer divisions of Atari Inc. to Tramiel Technologies on Monday, July 2.

Atari Corporation is formed by Tramiel Technologies and its products marketed under the Atari brand.

(
Atari Games Corporation is also formed from the former coin-op division and markets coin-op games under the Atari Games brand.

Atari Games Corporation is a developer, marketer, licensor and publisher of coin-operated video games, having created such classics as Pong, Asteroids, Centipede, Missile Command, Gauntlet, Area 51, and San Francisco Rush Extreme Racing. Atari Games Corporation is a subsidiary of Midway Games Inc. (NYSE:MWY). The Atari Games Corporations home page is at http://www.atarigames.com.
)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985. The 65XE is nearly identical to the 800XL in features, minus the PBI. The 130XE, however, offers 128K RAM, plus the FREDDY chip, supporting the unique (but rarely used) ability for the 6502C and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface (ECI), continuing the powerful feature of a fast parallel port. European 65XE's include the ECI port.

Only by the final production run of the 130XE (when was this???) was the XL/XE OS revised to include a "keyboard test mode" that matched the XE keyboard, and

a RAM test that tests the full 128K of RAM.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game (hold down Select at startup), while offering 64K RAM and full compatibility with the 65XE.

The 800XE, a 130XE with just 64K, was released at some point in eastern Europe. [WHEN???]

1992
Atari officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

1996
On July 31, 1996, Atari Corp. became a JTS subsidiary. JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.

1998
On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-owned subsidiary of Hasbro Interactive, Inc., which is a subsidiary of Hasbro, Inc., for $5 million in cash.

Hasbro Interactive, Inc. is a leading all-family interactive games publisher, formed in 1995 to bring to life on the computer the deep library of toy and board games of parent company, Hasbro, Inc. (Amex: HAS - news). Hasbro Interactive has expanded its charter to include original and licensed games for the PC, the PlayStation(R) and Nintendo(R) 64 game consoles and for multi-player gaming over the Internet. Headquartered in Beverly, Massachusetts, Hasbro Interactive has offices in the U.K., France, Germany, Japan and Canada. For additional information, visit Hasbro Interactive's web site at: http://www.hasbro-interactive.com .

Atari Interactive, Inc. is a Hasbro affiliate, online at http://www.atari.com/

Atari currently markets Centipede, see http://www.atari-centipede.com/

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Subject: 1.2) What can I do with an 8-bit Atari?

What can you do with an 8-bit Atari computer system? Virtually anything you can do with any other type of computer!

Programming? Pascal, C, BASIC, Logo, Pilot, Forth, Lisp, 6502 assembler... Plus powerful unique languages like Action! and QUICK...

Word Processing? Try AtariWriter, Letter Perfect, Paperclip, TextPro, Bank Street Writer, 1st EXLent, TurboWord, Cut & Paste, Letter Wizard, Panther, Superscript...

Database? Try TurboBase, TurboFile, Synfile, Data Perfect, MicroFiler, MegaFiler, Homebase, Super Data Base 1-2-3, Small Business System...

Speadsheet? Look at Syncalc, Visicalc, TurboBase, Calc Magic, Turbo-Calc, SAM Budget...

Communications? There's Express!, BobTerm, Kermit-65, Omnicom, VT850, Chameleon, Ice-T, FlickerTerm 80, Term80...

Graphics? Print Shop, Newsroom, Blazing Paddles, Video Title Shop, Virtuoso, Movie Maker, News Station, Publishing Pro, Awardware, Page Designer, ChromaCAD, Rambrandt...

Music? Virtuoso, Music Studio, Music Construction Set, Songwriter, Electronic Drummer, Music Painter, Music Composer, AtariMusic, MIDI-Track, Digital Music System, Chaos Music Composer... The ATARI 8-bit could also be made to speak using SAM (Software Automated Mouth) by Don't Ask Software. It can speak without the use of any hardware modification.

Alternate Operating Systems? There's the Diamond Graphic Operating System; SpartaDOS X, the 64K DOS on a "supercartridge"; the S.A.M. (Screen Aided Management) 80 column Desktop System; the Ultra Speed Plus OS; the TurBoss! High Speed O/S...

Hardware? A plethora of upgrades and add-ons are available, realizing improvements in speed, memory, sound, graphics, storage media...you name it!

Education? Colorful graphics, exciting sounds and full-screen editing give rise to hundreds of quality educational software titles.

Entertainment? The 8-bit Atari has long been famous for thousands of great games.

If you want to do something with a computer, chances are you can do it on an 8-bit Atari computer. While slower than today's PC's, the 8-bit Atari is far less costly than any of these, is easier to program at the machine level or alter at the hardware level, and has been documented more thoroughly than any of the newer computing platforms. The relative simplicity in design of the 8-bit Atari also means that many people find the systems more reliable than their modern counterparts.

The software for the 8-bit Atari is sometimes more powerful than on any other platform. For example, some Bulliten Board Systems are still run on 8-bit Ataris specifically because the BBS software available can be better than that for any other type of computer. There is a reason for the relative quality of software on the 8-bit Atari. People program commercially for the latest PC's to make money; people program the 8-bit Atari because they want to -- they enjoy producing good software. It takes a team of specialized programmers to develop a major piece of software for those other systems; with the 8-bit Atari, a single person has the chance to learn the entire system, thereby developing greater pride in his programming abilities and his final product. The character of the programmer can shine through.

The 8-bit Atari owner can take pride that his/her computer platform was developed years before the IBM PC or Apple Macintosh were even on the drawing

boards, but remains as useful today as it was in 1979.

For these reasons and more, the 8-bit Atari remains a popular alternative
in today's home computer marketplace.

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Subject: 1.3) What are the some of the performance features of the 8-bit Atari?

Some of this text by mailto:bill@newbreedsoftware.com (Bill Kendrick).

CLOCK SPEED:
NTSC machines: 1.7897725 MHz
PAL machines: 1.773447 MHz

SCREEN REFRESH RATE:
59.94 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

ANTIC AND THE DISPLAY LIST:
ANTIC CIO/BASIC Display Resolution Number of
Mode # Graphics # Type (full screen) Colors
---
2 0 Char 40 x 24 1 *
3 - Char 40 x 19 1 *
4 12 ++ Char 40 x 24 5
5 13 ++ Char 40 x 12 5
6 1 Char 20 x 24 5
7 2 Char 20 x 12 5
8 3 Map 40 x 24 4
9 4 Map 80 x 48 2
A 5 Map 80 x 48 4
B 6 Map 160 x 96 2
C 14 ++ Map 160 x 192 2
D 7 Map 160 x 96 4
E 15 ++ Map 160 x 192 4
F 8 Map 320 x 192 1 *
F 9 + Map 80 x 192 1 **
F 10 + Map 80 x 192 9
F 11 + Map 80 x 192 16 ***
* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16
luminances x 16 hues = 256 colors. (Four registers are for player-missile
graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video
incarnation, are totally redefinable.

PLAYER-MISSLE GRAPHICS:
Four 8-bit wide, 128 or 256 byte high single color players, and four
2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also
available, as is a mode to XOR colors or blacken out colors when players
overlap (good for making three colors out of two players!) Players
and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display
List - a program which is executed by the ANTIC graphics chip every
screen refresh:

All other screen attributes (color, player/missile horizontal position,
screen width, player/missile/playfield priority, etc.) can be ajusted
at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any
line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

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Subject: 1.4) What is the internal layout of the 8-bit Atari?

The following four paragraphs were written by Chris Crawford and appear in De
Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc.,
1981-1982. The text been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different
from other systems. It of course has a microprocessor (a 6502), RAM,
ROM, and a (PIA). However, it also has three special-purpose (LSI) chips
known as ANTIC, GTIA, and POKEY. These chips were designed by Atari
engineers primarily to take much of the burden of housekeeping off of the
6502, thereby freeing the 6502 to concentrate on computations. While
they were at it, they designed a great deal of power into these chips.
Each of these chips is almost as big (in terms of silicon area) as a
6502, so the three of them together provide a tremendous amount of
power. Mastering the Atari 8-bit computers is primarily a matter of
mastering these three chips.

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor
dedicated to the television display. It is a true microprocessor; it has an

instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

CTIA ("Color Television Interface Adapter") / GTIA ("George's Television Interface Adapter") is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

While the 400/800 models contain a generic 6502 CPU, all of the XL/XE models contain Atari's customized 6502C chip. Alan Manuel K. Gloria, mailto:mani@pworld.net.ph writes:

The difference goes something like this: On the Atari, there are two microprocessors, ANTIC and the 6502 or 6502c. To allow them to coexist, ANTIC must shut off the 6502/6502c, a process called DMA. The 6502 supports DMA, but in Atari's implementation, it required 4 chips. The 6502c has this additional circuitry built-in.

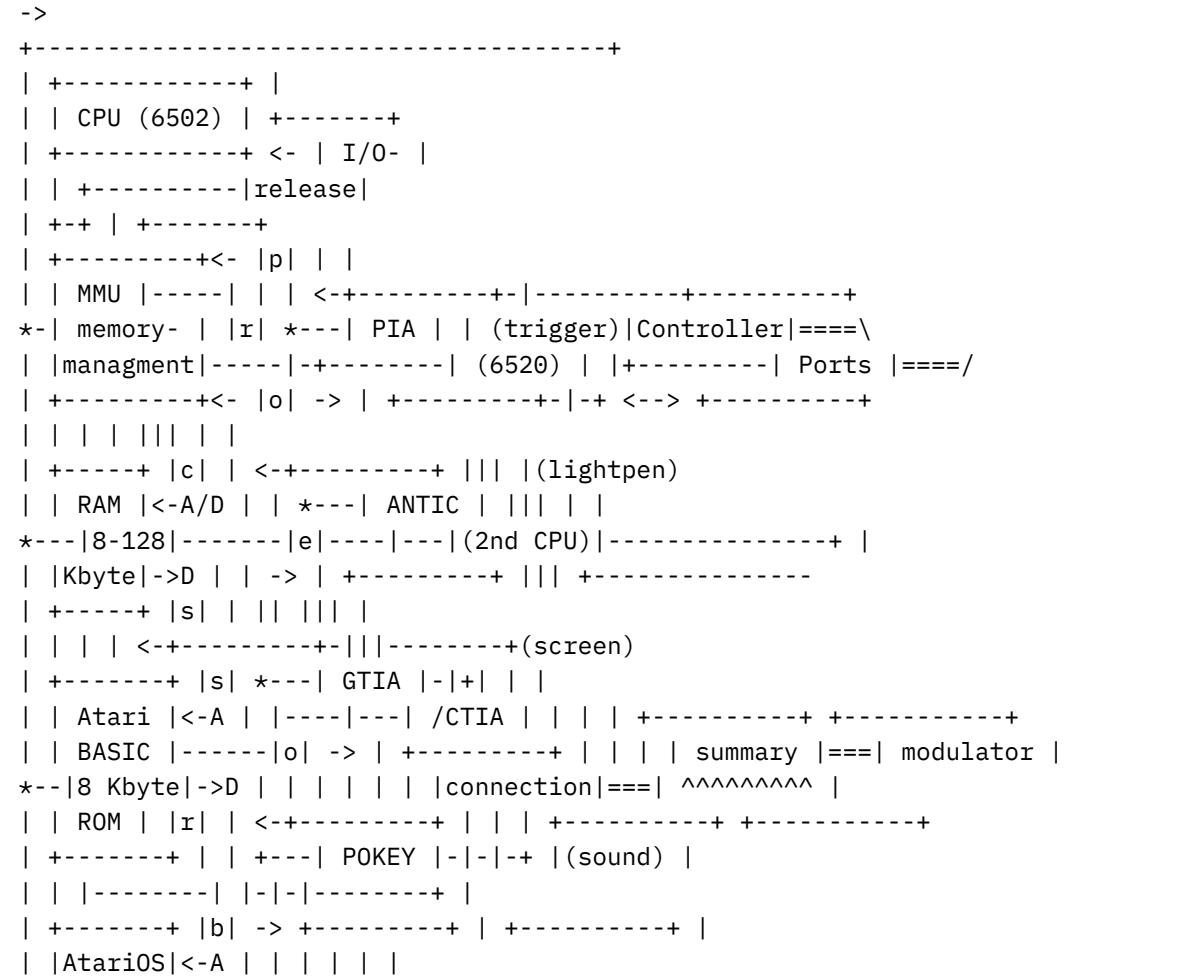
More on this from James Bradford, mailto:sup8pdct@mail.cth.com.au :
The 6502c in all PAL atari's, late 400/800, XL, XE NTSC atari's have A special 6502. This 6502 has an extra line called HALT. It is controlled by ANTIC which it uses whenever it needs the data/address bus. The HALT line is on pin 35 of the atari 6502 and must be pulled high for the chip to work (I think) . Early 400/800 NTSC atari's used a standard 6502 and a couple of chips to stop the processor when antic needed the busses

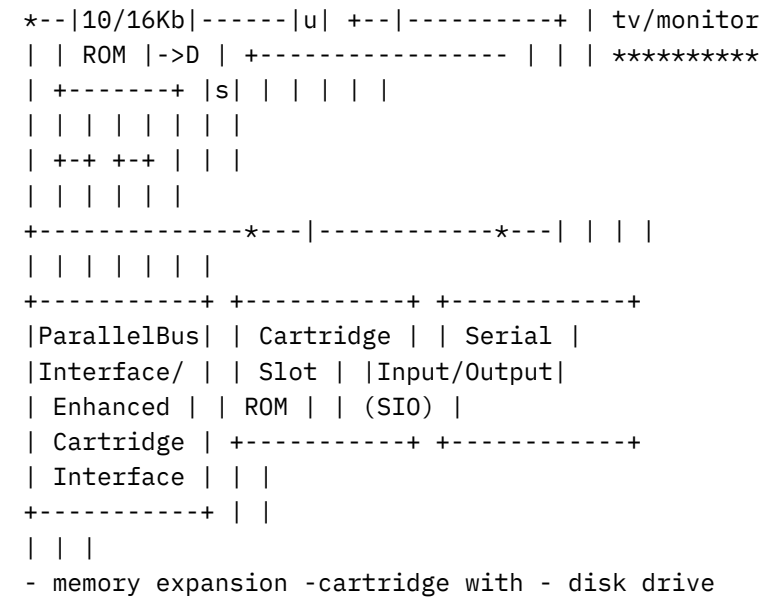
The 130XE and XEGS contain a small additional LSI called FREDDY, a RAM address multiplexer. According to mailto:sup8pdct@mail.cth.com.au (James Bradford), "FREDDY is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDY also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDY but it doesn't have the extended RAM. Even if it did, you would still need

the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDY, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDY for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDY does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDY) and an extra 8 RAM chips."

And more recently James Bradford has written:
Freddy is just a memory decoder and timer. It replaces several chips in the 800xl The small chip near freddy does all the bank selection. CO25953. One line from freddy , Ras (or is it cas?) goes to this chip, Halt and the bank /processor select lines go into this same chip and ras (cas?) comes out. a pin for each bank. If i remember correctly, refresh also goes into this small chip. It would be quite easy to make an 800xl work just like a 130xe with this chip since Ras (Cas?) is required by ALL dynamic ram.

Hardware Arrangement (With thanks to mailto:twh@bigfoot.de (Thomas Havemeister))




*--|10/16Kb|------|u| +--|----------+ | tv/monitor
| | ROM |->D | +----------------- | | | **********
| +-------+ |s| | | | |
| | | | | | |
| +-+ +-+ | | |
| | | | | |
+--------------*---|------------*---| | | |
| | | | | |
+-----------+ +-----------+ +------------+
|ParallelBus| | Cartridge | | Serial |
|Interface/ | | Slot | |Input/Output|
| Enhanced | | ROM | | (SIO) |
| Cartridge | +-----------+ +------------+
| Interface | | |
+-----------+ | |
| | |

- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos ) - modem

NOTES
* RAM: 400/800: 8K, 16K or 48K standard
600XL:16K standard
1200XL/800XL/65XE/800XE/XEGS: 64K standard
130XE:128K standard
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE only

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Subject: 1.5) How did Atari get it's name?

Graham Thornton, mailto:dangermouse@prodigy.nospam.net types:

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official mouthpiece of Atari UK. The article was not attributed to any one person. The words are thiers, not mine.

How Atari Got It's Name
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The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong(r).

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

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Subject: 2.1) What is comp.sys.atari.8bit?

news:comp.sys.atari.8bit is the unmoderated Usenet newsgroup for discussion about the Atari 8-bit family of computers, including the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE and the XE Game System!

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st.

Large binary posts do not belong in unmoderated discussion groups like comp.sys.atari.8bit. If you wish to share PD/freeware/shareware, use alt.binaries.atari and alt.binaries.atari.d or upload the software to the University of Michigan Atari Archive.

To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

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Subject: 2.2) What other Usenet newsgroups cover the 8-bit Atari?

news:comp.sys.atari.advocacy
Attacking and defending Atari computers. Unmoderated.

news:comp.sys.atari.announce
Announcements of Atari-related hardware and software, Web sites and other Internet resources, and events
Moderated by Kevin Savetz, mailto:savetz@northcoast.com
Archived at http://www.savetz.com/csaa/

news:comp.sys.atari.programmer
Programming on the Atari computer. Unmoderated.

news:rec.games.video.classic
Orphan home video game systems. Unmoderated.

news:comp.emulators.misc
Emulating one kind of computer on another. Unmoderated.

news:comp.emulators.announce
Announcements related to computer emulators.
Moderated by Qualcomm, mailto:emulators-request@qualcomm.com

news:alt.binaries.atari
uuencoded software for Atari computers. Unmoderated.

news:alt.binaries.atari.d
Descriptions/discussions on software posted on alt.binaries.atari. Unmoderated.

news:alt.binaries.comp.atari8bit
uuencoded software just for the 8-bit Atari. Not widely available.

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Subject: 3.3) What is ATARIPL?

From: Wojciech Hartman <harti@waw.pdi.net>
Date: Saturday, March 15, 1997 3:51 AM

I am proud to announce that there is a mailing list "ataripl" for all
polish-speaking Atari users and enthusiasts.

To subscribe the lists you have to send an email to
mailto:majordomo@piwo.bl.pg.gda.pl containing a line "subscribe ataripl".

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Subject: 3.4) What is ATARI8-L?

maciej grzeszczuk, mailto:krap@zwieracz.ideefixe.nom.pl writes:

i'd like to invite all of you to atari8-l mailing list.

it's probably the biggest atari 8 bit related mailing list in the world -
- connected bidirectionally to old list at MARIST, and gatewayed to the
FidoNet(tm) international ATARI8-L echo.

for now it has about a 100 subscribers, from all around the world. the list
is free from all the F/S messages, and other off-topic discussions, so
you can find there pure atari8 related stuff... all the messages comes right
to your email account, so there is no need to contact a newsserver, there
is no old-messages deleting, and so on... my wish is that every atari user
would be subscribed, so the atari community stay together and grow in
strenght.

to subscribe, please send the message to majordomo@zwieracz.ideefixe.nom.pl
with the following line in the body (not the subject) of your message:

subscribe atari8-l

the language we use is, of course, english. the list is fast, reliable,
regularily maintained.

there is also mail2news gateway that translates all postings on the list to
easy to read usenet articles, available read-only to everyone at:
news://zwieracz.ideefixe.nom.pl/listserv.atari8-l

the atari8-l mailing list is available as well as a newsgroup listserv.atari8-l
on public newsserver zwieracz.ideefixe.nom.pl .

there is also archive of all postings that appeared on the list (well, in fact
almost all - about first hundred is missing).

(There's an old list called INFO-ATARI8 which is actually still alive. But
knowing about it is know longer necessary, as 100% of its postings are cross-
posted with atari8-l.)

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Subject: 3.5) What is ATARI8PL-L?

any atari 8bit related threads are welcome. Polish language only.

to subscribe, please mail a message to
mailto:majordomo@zwieracz.ideefixe.nom.pl

containing a line:

subscribe atari8pl-l <mailing address you'd like to receive the list to>

in the body (not the subject) of your message

if you get any problems, please report to
maciej grzeszczuk, mailto:krap@zwieracz.ideefixe.nom.pl

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Subject: 4.0) What is XL Search?

XL Search is a new and growing search engine created and maintained by mailto:bill@newbreedsoftware.com (Bill Kendrick), designed to provide much-improved access to the various PD/freeware/shareware Atari 8-bit software archives available on the Internet.

XL Search is located at: http://xlsearch.atari.org/

You can also access XL Search via e-mail! Send a blank e-mail to:
mailto:xlsearch@newbreedsoftware.com

XL Search now contains an index of 7 sites, totalling over 17,000 Atari 8-bit programs and files!

(By the way, the UMich site is also indexed at http://shareware.com/.)

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Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of files for many computing platforms, including the Atari 8-bit computers. For more information:

Bill Kendrick, mailto:bill@newbreedsoftware.com (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading
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There are numerous methods available for downloading files from the UMich Archive. The Archivists request you use these mechanisms in this order of preference:

1) The number one way to get into the UMich archives is via AFS. If you have AFS, all our files are kept in the directory "/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT! Specifically, use:

file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software Archives" choice. Specifically, use:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/ Specifically, use:

http://www.umich.edu/~archive/atari/8bit/

Mirror web sites:
http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
http://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory. Specifically, use:

ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are several mirror sites which are all updated from the home site regularly:
ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
ftp://barnone.citi.umich.edu/atari/8bit/
ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
ftp://pmftp.cs.vu.nl/pub/atari8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files (.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How do I access Usenet, FTP, Gopher, and WWW by e-mail?

Uploading
---
General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You might also suggest what permanent 8bit subdirectory you'd like your file to end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file and mail it to mailto:bill@newbreedsoftware.com
(Bill Kendrick).

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Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by mailto:eyvind@stud.unit.no
(Eyvind Bernhardsen). PVV stands for ProgramVareVerstedet, or The Software
Workshop, a student society at the University of Trondheim, Norway.

ftp://ftp.pvv.unit.no/pub/atari/8bit/ (129.241.210.232)

Uploads go to /incoming/atari/8bit; Eyvind will move them to the appropriate
directory. Please include a readme file with each upload, so people know
what they're downloading.

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Subject: 4.4) What is the ClarkNet Archive?

A mirror of Kevin Atkinson;s ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

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Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari
8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The
Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

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Subject: 4.6) What is the Polish Demo Archive?

It's a place when you can get all Polish (not only) demos (not only)
on a Atari 8-bit.
If You have any comments, write to:
mailto:LukSoft@hipokrates.am.lublin.pl

ftp://hipokrates.am.lublin.pl/sys/pub/atari8/

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Subject: 4.7) What is the Atari 8bit FTP Archive in Slovakia?

This FTP site contains demos, games, utilities, zines and other useful stuff
from all the world. Also, you can download big amount of slovak and czech

programs for 8bit Atari only from this archive. And finally, because this site is created and supported by slovak computer group GMG, most of our products can be found right here.

If you want to place here your program, just send it to me (with some comment) by e-mail and I will do the rest.

If you have some problems or questions, please contact me at this address:

mailto:mchorvat@econ.umb.sk (Marek Augustin Chorvat)

ftp://svs.scsss.sk/pub/atari

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Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

Internet access to the Cleveland Free-Net (Cleveland, Ohio, USA):

telnet://freenet-in-a.cwru.edu or
telnet://freenet-in-b.cwru.edu or
telnet://freenet-in-c.cwru.edu

Type "go atari" at any menu.

Contact:
mailto:xx004@cleveland.freenet.edu (Atari SIG)

The Cleveland Free-Net now has a home page:
http://cnswww.cns.cwru.edu/net/easy/fn/

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Subject: 5.2) What is the National Capital FreeNet Atari Users SIG?

Internet access to the National Capital FreeNet (Ottawa, Ontario, Canada):

telnet://telnet.ncf.carleton.ca (Type "go atari" at any menu) or
gopher://gopher.ncf.carleton.ca or
http://www.ncf.carleton.ca/

Contact:
mailto:ac382@freenet.carleton.ca (Jack Kitowicz) or
mailto:aa728@freenet.carleton.ca (Blair Dea)

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Subject: 5.3) What is the Victoria Telecommunity Network Atari Users SIG?

Internet access to the Victoria Telecommunity Network (Victoria, British Columbia, Canada):

telnet://freenet.victoria.bc.ca (Type "go atari" at any menu)

Contact:
mailto:ua558@freenet.victoria.bc.ca (Gordon Hooper) or
mailto:ud264@freenet.victoria.bc.ca (Ted Skrecky)

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Subject: 6.1) What is FidoNet?

[We're not quite sure of the source of the following two paragraphs, but they may have been orginally written by Alan Sharkis.]

FidoNet is a system not unlike the Internet in that it consists of BBSs linked together. Each discussion group (there are nearly a thousand) may or may not be carried by an individual BBS as the sysop chooses. Discussion groups are called echoes, and each echo must be moderated. There is an Atari National Echo which is 8-bit, and several (I believe) ST echoes. BBSs are also free to have local discussion groups that may or may not be echoed nationally.

To access FidoNet, you need to find a FidoNet BBS that carries the echo or echoes you wish to read, and then abide by the rules of both that BBS and the echo. Some of these BBSs require annual membership fees. Some are supported by voluntary donations. One such that can also be reached by telnet is Doc's Place BBS. I'm not even sure of its location, but I think it's Clearwater, FL. If you're coming in via an ordinary ISP and either Netscape or IE, you simply type:

telnet://bbs.docsplace.org

mailto:krap@zwieracz.ideefixe.nom.pl (maciej grzeszczuk) adds:

all fidonet backbone echoes are carried by zwieracz.ideefixe.nom.pl, and they are available read-only via any newsreader. zwieracz itself (2:480/70, 2:48/70, 2:48/700, 2:2/3009) is the main polish fidonet-internet gateway. i gateway many usenet groups onto fidonet echoamil bidirectionally, so fidonet users here in poland can easily read and post articles. this group is also available at my system via EMSI over TCP or standard modem dial-up connection (emsi over tcp ports are 60177 - for telnet, and 60179 for raw socket).

try url: news://zwieracz.ideefixe.nom.pl/fido.atari and you'll reach national ATARI group.

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Subject: 7.1) What is the Atari 8-bit Computer Web Ring?

A WebRing is a set of web pages that have been linked to each other. Basically the first page in the ring has a link to the second one, the second one to the third, the third to the fourth... with the last page linking back to the first. This is all done by adding a small piece of HTML code to your page, which will automatically keep track of where your page lies in the WebRing. In this way pages from all over the world dealing with similar subjects can be linked together. In our case the subject is Atari 8-bit computers, so all pages in this WebRing are about the Atari 8-bit.

The home page of the Atari 8-bit Computer Web Ring is at:

http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

and the ring is maintained by Raphael Espino, mailto:rje@co.umist.ac.uk

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Subject: 7.2) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

VENDORS/DEVELOPERS/PUBLISHERS:
See my companion vendor/developer list

USER GROUPS:

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Wolfgang Burger, mailto:wburger@cityweb.de
http://www.atari-computer.de/abbuc/

Atari Boise User Group (ABUG)
Ron Whittam, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus (ACEC)
Michael Steve, mailto:steve.2@osu.edu
http://hcgl1.eng.ohio-state.edu/~steve/ATARI/acec.html

The Atari Exchange of Louisville (AEL)
http://ourworld.compuserve.com/homepages/rlink/

Central Atari Information Network (CAIN)
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Edmonton Atari Computer Hobbyists (EACH)
Leslie Hartmier, mailto:leslieh@tibalt.supernet.ab.ca
http://www.compdirect.com/each/

Long Island Atari User Group (LIAUG)
Mark Glicksman, mailto:mglicksm@suffolk.lib.ny.us
http://liaug.com

Queensland Atari Computer Enthusiasts (QACE)
mailto:qace@closer.brisnet.org.au
http://www.closer.brisnet.org.au/atari/atari.html

St. Paul Atari Computer Enthusiasts (SPACE)
Michael Current, mailto:mcurrent@carleton.edu
http://www.library.carleton.edu/space/

Toronto Atari Federation (TAF)
Stephen Christian, mailto:schrist@interlog.com
http://www.interlog.com/~schrist/taf/

Atari Users of North Texas (AUNT)
http://www.atariusers.com/aunt/

BBS HOME PAGES:

Beco Tel
Bernard Kok, mailto:webmaster@becotel.demon.nl

http://www.becotel.demon.nl/

Atari Inside
Marius Diepenhorst, mailto:pokey@dds.nl
http://huizen.dds.nl/~pokey/

The Last Hope
Ryan Goolevitch, mailto:ryang@trideja.com
http://www.trideja.com/lasthope/

ALTERNATE REALITY PAGES:

Original 8-bit Alternate Reality Homepage
Robert Hagenstrom, mailto:rob@ksk.sala.se
http://www.ksk.sala.se/~rob/alternate-reality/

Alternate Reality The Classic Role Playing Game
Matt Roller, kirk.webb@m.cc.utah.edu
http://myst.slcc.edu/~AR/

Alternate Reality on the Web
Sean Noble, mailto:seaner@exo.com
http://www.pacificone.com/sean/

Alternate Reality - The Star Wizard's Guild
mailto:halifax1@usa.net
http://www.geocities.com/SiliconValley/Haven/1438

OTHER HOME PAGES:

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html
http://www.atari-computer.de/resort/ (mirror)

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Atari XL/XE-System
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

ATARI XL/XE - Homepage
Stefan Lausberg, mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/atari.html

Sacha's Homepage
Sacha Hofer, mailto:hofer@iam.unibe.ch
http://www.iam.unibe.ch/~hofer/

Beyond...The Black Stump Atari Page
Peter Garriga, mailto:lions@mira.net
http://www.blackstump.com.au/atari.htm

Reminiscing: 8-Bit Atari Games
John V. Goodman, mailto:jgoodman@tiac.net
http://www.tiac.net/users/jgoodman/atari/atarienter.html

Classic Home Video Games Museum
Dennis Brown, mailto:dgb@owlnet.rice.edu
http://www.owlnet.rice.edu/~dgb/museum/

La cueva de los 8 bits
Mariano Domnguez Molina, mailto:mariano@ce.fciencias.unam.mx
http://www.geocities.com/TelevisionCity/Set/4826/atari.html

Atari 8-bit Emulator Page
Tony Smolar, mailto:asmolar@ma.ultranet.com
http://www.ultranet.com/~asmolar/atari8/

Atari 8-bit Utilities (emulators/SIO2PC/APE)
Preston Crow, mailto:crow@cs.dartmouth.edu
http://www.cs.dartmouth.edu/~crow/atari/

BRiTiSH Underground Atari 8bit
Craig Lisowski, mailto:clisowsk@mcs.kent.edu
http://aegis.mcs.kent.edu/~clisowsk/8bit.html

Homepage Nyman: Atari 8 bit
Peter Nyman, mailto:N94PetNy@Midgard.Liu.Se
http://www.geocities.com/SiliconValley/2741/8bit.html

Atari 8-bit Emulator utilities
Ivan Mackintosh, mailto:ivan@dales.rmplc.co.uk
http://dales.rmplc.co.uk/ivan/atari/

Draco's Atari area
Konrad M. Kokoszkiewicz, mailto:draco@mi.com.pl
http://www.orient.uw.edu.pl/~conradus/atarieng.html

8-Bit Atari Emulation and Games
David Grieve, mailto:DavidG@bagend.otago.ac.nz
http://www.otago.ac.nz/Web_menus/User_Homepages/david/

Cartridge List for the Classic Atari 800/XL/XE Computers
Andrew Krieg, mailto:krieg@execpc.com
http://www.execpc.com/~krieg/VidGames.htm

The M*U*L*E Web
David L. Tucker, mailto:dtucker@dtucker.ultranet.com
http://www.ultranet.com/~dtucker/

The Digital ANTIC Project
Kevin Savetz, mailto:savetz@northcoast.com
http://www.atarimagazines.com/

Exploring the Arabic Atari 65 XE
Kevin Savetz, mailto:savetz@northcoast.com
http://www.savetz.com/vintagecomputers/arabic65xe/

TIGHT group - Atari 8-bit stuff
Michal Franczak, mailto:mfranczak@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~mfranczak/atari/

The Atari 400/800 and OSS
Paul Laughton, mailto:paul@laughton.com
http://www.laughton.com/paul/abps/oss/oss.html

Atari Planet
Trevor Holyoak, mailto:infoman@poboxes.com
http://www.holyoak.com/atari/

BKproductions 8bit Power!
Will Fisher, mailto:blackat@direct.ca
http://www.ogopogo.com/blackat/8bit/

Atari Gaming Headquarters
Keita Iida, John Hardie & Les Caron, mailto:editor@atarihq.com
http://www.atarihq.com/

Phoenix Atari Connection
John Collins, mailto:bosco@inficad.com
http://www.inficad.com/~bosco/

ATARI XL/XE Computer - Welcome / Willkommen / Bienvenue
Ulf Petersen, mailto:ulf@antic.cls.de
http://members.aol.com/upetersen/atari.htm

Nordic Atari Show (NAS) and Convention
Rolf Johansson, mailto:rojo@tripnet.se
http://www.tripnet.se/sak/nas/

Atari 8-Bit
Marcus Phillips, mailto:marcusphillips@geocities.com.
http://www.geocities.com/RainForest/4677/Atari8.html

Computer Trading Zone
Sean Noble, mailto:trader@pacificone.com
http://www.pacificone.com/trader/

FM Atari 8bit Info
Fred Meijer, mailto:webmaster@meijer.demon.nl
http://www.meijer.demon.nl/

Unfinished Projects Page
David Wyn Davies, mailto:ansawdd@compuserve.com
http://ourworld.compuserve.com/homepages/Ansawdd

Planet Irata...World of Atari
Tony Cervo, mailto:tcervo@slip.net
http://www.geocities.com/SiliconValley/Vista/3015/

Atari XL/XE Demos Page
Sven Gleich / CubE, mailto:sven.gleich@mb1.tu-chemnitz.de
http://www.tu-chemnitz.de/~sgl/atari/demosind.htm

HeAvEn's Demo-Homepage
mailto:nadkar@fh-pforzheim.de
http://wwwstud.ira.uka.de/~s_tomczy/

The Video Game High Score Page
Sam Hartmann, mailto:pbjurman@aol.com
http://members.aol.com/pbjurman/highscores.html

Atari 8-bit Projects & Stuff
Sidney Cadot, mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/

Atari Historical Society
Curt Vendel, mailto:webmaster@atari-history.com
http://www.atari-history.com/

Atari Preservation Society (APS)
mailto:ShelShock@aol.com (Dave Bell)
http://www.geocities.com/SiliconValley/Vista/1863/main.html

Atari 8-bit & Linux
mailto:pavel@atrey.karlin.mff.cuni.cz (Pavel Machek)
http://atrey.karlin.mff.cuni.cz/~pavel/atari/

Atari Pub / Masters of Electric City official page
Dhor, mailto:Dhor@iko.zakopane.top.pl
http://dhor.zakopane.top.pl/

Atari Technical Information
mailto:trevin@xmission.com (Trevin Beattie)
http://www.xmission.com/~trevin/atari/atari.html

Chris's Home Page (Cobra Team)
Krzysztof Sieniawski, mailto:chris@se.com.pl
http://chris.se.com.pl/

"Break Movie" Warehouse (ATASCII movies)
Tom D'Ambrosio, mailto:ambrosia@flash.net
http://atascii.atari.org/

Atari B.A.S.I.C. Emulation
http://free.prohosting.com/~atari/

Atari Reference Desk
Terry Ross, mailto:tross3@hamtel.tds.net
http://personalpages.tds.net/~tross3/ard/atari001.htm

I.C. When - The Chronology of Video Games and Computers
Donald A. Thomas, Jr., mailto:curator@icwhen.com
http://www.icwhen.com/

Giant List of Classic Game Programmers
James Hague, mailto:jhague@dadgum.com
http://www.dadgum.com/giantlist.html

Toute la Collection Atari
Patrice Muller, mailto:pamuller@imaginet.fr
http://wwwusers.imaginet.fr/~pamuller/

Undead Games: Classic Video Games and Classic Computers
Gregory L. Miller, mailto:gmiller@iswt.com
http://www.classic-games.com

Kilka slow o komputerze Atari...
Waldi, mailto:wbolesta@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~wbolesta/atari/atari.pl.index.html

Atari Internet Magazyn
http://www.cuprum.com.pl/~service/atari

Tomasz Pecko - ATARI
http://bossx.boss.com.pl/~pecus/atari.html

Project: ATARI
Andy Leininger, mailto:akablinky@msn.com
http://www.geocities.com/SiliconValley/Pines/8493/

Atari Hardware Showcase
Eric Parent, mailto:eparent@shaysnet.com
http://equinox.shaysnet.com/~eparent/atari/

Atari-Computer
Matthias Faust, mailto:matzi@atari-computer.de
http://www.atari-computer.de/

Star Raiders Tribute Page
Bill Kendrick, mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/star-raiders/

Atari 8-bit Docs, Hints and Solutions
Larry Richardson, mailto:larryr@cyou.com
http://www.cyou.com/~richard/atari-docs.htm

Eric's Atari Stuff
Eric Cron, mailto:ericcron@pcc.net
http://www.pcc.net/dzone/atari8.htm

Mac/Atari Fusion
Mark Simonson, mailto:marksim@bitstream.net

http://www2.bitstream.net/~marksim/atarimac/

Steve's handy Atari vs. C64 comparison chart
Stephen L. Judd, mailto:judd@stratus.esam.nwu.edu
http://stratus.esam.nwu.edu/~judd/fridge/atari.compare

Russ Gilbert's Home Page
Russ Gilbert, mailto:russg@en.com
http://www.en.com/users/russg/

Clarence's Atari 8bit page
Clarence Dyson, cdyson@redshift.com
http://www.redshift.com/~cdyson/atari.html

Rate Atari Products and Prototypes
Glenn Bruner, mailto:brunergs@pcisys.net
http://www.pcisys.net/~brunergs/Atari/

Fujiman's Atari Homepage
Rory McMahon, mailto:mcmahom@inil.com
http://www.fujiman.com/

Rick Cortese's Atari Page
mailto:ricortes@netmagic.net
http://www.netmagic.net/~ricortes/

Atari 2000
(also the site for the Phoenix web browser project)
mailto:Morloc@acd.net
http://members.tripod.com/~morloc/

The Atari-to-PC joysticks interface
Emmanuel Fernandes, mailto:fernandes@agel.ucl.ac.be
http://gauss.math.ucl.ac.be/~manu/Atari/joystick.html

A simple monitor cable for Atari computers
Emmanuel Fernandes, mailto:fernandes@agel.ucl.ac.be
http://gauss.math.ucl.ac.be/~manu/Atari/monitor.html

ATARI XL/XE and MIDI (also:Music in Chaos Music Composer,Upgrade 130XE->320XE)
Ireneusz Kuczek, mailto:ixkuczek@kki.net.pl
http://friko6.onet.pl/lu/ixkuczek/

Atari 8-bit Page (includes Turbo 2000 description, File Formats, File Systems,
Atari DOSes, SIO, 6502 Opcodes)
Jindrich Kubec, mailto:kubecj@asw.cz
http://www.asw.cz/~kubecj

www.6502.org
Mike Naberezny, mailto:mnaberez@nyx.net
http://www.6502.org/

CK Computer Kontakt CD-ROM page
Rene Achter, mailto:rachter@rhein-zeitung.de

http://www.atari-computer.de/rachter

Twin Galaxies Atari Scoreboards
Ron Corcoran, mailto:sniper75@mindspring.com
http://www.snipercade.com/atari/

Raf's Atari 8-bit page
Raphael Espino, mailto:rje@co.umist.ac.uk
http://www.geocities.com/SiliconValley/Lakes/7953/atari.html

Digital ANALOG Archive
CyberRoach, mailto:reutter@w-link.net
http://www.cyberroach.com/analog/

Atari 8-bit developers page
Freddy Offenga, mailto:F.Offenga@student.kun.nl
http://www.student.kun.nl/f.offenga/atari.htm

Atari related homepage
Thomas Havemeister, mailto:twh@bigfoot.de
http://members.tripod.de/twh1st

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Subject: 8.1) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

Paul Clark offers this tip:

I think Dalnet carries #atari8, do the following;

telnet://telnet.dal.net

At the login prompt, type;

dalnet

If prompted for a password, just hit enter. You should
be able to navigate to #atari8 from there.......

==> #rgvc - Classic Games and Systems Collectors. "Rec.Games.Video.Classic"

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by
typing irc at your shell prompt and jumping on an EFnet server
(irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there,
and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download
mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if
they have gotten that far -- are familiar with IRC, :) and select one of
the servers and join #atari8. There is many IRC servers on EFnet, chances

are the one your on is on EFnet.

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Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

---

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

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Subject: 9.3) What are the .DCM, .ATR, and .XFD file formats?

These are all filename extensions used to name files containing entire 8-bit
Atari floppy disk images.

DCM - Disk Communicator format. Invented by Bob Puff,
mailto:audioguy@cheerful.com for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.

ATR - Atari disk image format. Invented by Nick Kennedy,
mailto:nkennedy@cswnet.com for his SIO2PC project.
Used when working with non-Atari hardware.

XFD - Xformer disk image format. Invented by Emulators Inc,
mailto:emulators@msn.com for their ST Xformer emulator.

Identical to ATR except without the 16 byte header.
Used when working with non-Atari hardware.

PRO - APE ProSystem format. Invented by Steven Tucker,
mailto:classics@nacs.net for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

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Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load
files. Like .xmo, use of .bin is discouraged.

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Subject: 9.5) How can I make my commercial boot disk (tape, cart) into a load
file or disk image?

Russ Gilbert, mailto:russg@en.com writes:

The disk image part is a matter of taking a copyable boot
disk and making an atr, xfd, dcm or other disk image type
file out of it, usually for use with an emulator. Before
emulators, the Bob Puff .dcm format was used to
store/archive/retrieve boot disk images.

Almost all commercial software for the A8 is/was copy
protected. For boot disks, this usually involved a large
number of special formatting that couldn't be copied using
ordinary sector copiers. Usually the boot process involved
checking to see if a certain sector error occurred, then
proceeding. If the error did not occur, the disk was a copy
and would not work.

For carts, usually the method of protection was to write to
the cart area of memory and see if the value changed. If the
value changed, the cart program was in RAM, not ROM and
would fail to operate.

For tapes, again a fair number of schemes were used. Some
varied the speed at which the tape loaded. I'm not familiar
with tape protection schemes.

With all software media (cart, tape, disk), there may be
program encryption, which must be decrypted before the
program can run. This to make more difficult disassembly of
the program.

There were/are a number of products to defeat copy protection/allow copying of protected software for the A8. The most common way to defeat copy protection was to disassemble the software and revise sections of code so that the copy protection was defeated. A software with defeated copy protection is called a 'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk, including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are a sector editor and disassembler. Carts are usually most easily dumped using a special OS, like Omnimon, to interrupt the cart and dump memory to disk. There are a few pd cart copiers that have the user plug the cart in when the program is running, I don't believe these pd cart copiers are very good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy protected commercial software' is don't bother. Find it on the net.

There is one exception, in that this 'solution' involves a minimum of effort and is relatively safe. I refer to 'Chipmunk' and 'Black Patch' software to make cracked boot disk copy of commercial disks. HOWEVER, even if you use these two commercial archival tools, be sure you write protect your originals, and be careful not to accidentally write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product.
The APE Pro system, by Steven Tucker, in the registered
version of this shareware allows making disk images called
'Pro' images. APE (Atari Peripheral Emulator) requires a
cable, called the SIO2PC cable, that connects the A8 13 pin
serial port to a serial port on the IBM PC clone. To make
'Pro' images, a special adapter cable is needed, not just
the 'standard' SIO2PC cable. The 'Pro' image can 'capture'
the copy protection of an original commercial disk. The
'Pro' image can then be loaded into an A8 using the APE
registered version software, thus backing up your original
disk software. Note the 'Pro' image will only be of use to
person(s) owning registered APE software and 'Pro' adapter
cable.

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Subject: 9.6) How can I convert my commercial boot tape into a cassette
image file?

mailto:ernest@pi.net (Ernest R. Schreurs) writes:

For those of you that like ALL classic Atari software, there is now a
way to store all software that has been recorded on cassette tapes on
the hard disk of your PC. I have written a program that is similar to
the SIO2PC utility written by Nick Kennedy. But this one is intended
for use with cassette software. You will need the following items:

Any PC equipped with a sound card and about 50 to 100 Megs of free
disk space to work with. The sound card should be able to sample sound
at a sample rate of 44.100 Hz mono. The sample must be recorded into
a .wav file.
You need the wav2cas program to convert the .wav file to a .cas file.
The .cas file is a digital cassette image file that only contains the
data that is on the cassette tape. Once you have that, you can throw
away the .wav file. The .cas files are typically 16 to 64K, so they
are relatively small.

To load cassette files into your Atari (i.e. boot a digital cassette
image) you do not need a sound card. You do need a SIO2PC cable or
similar device. You also need the cas2sio program.

The wav2cas and cas2sio programs should be available from the archives
of Umich by now. They have been put together in one zip file
wav2cas.zip, along with the documentation and the 'C' source code.
You can download it through the web interface at the URL
http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
Note the capital in Emulators and in Peripherals.
Thanks to William Kendrick for helping me get it uploaded there!
You can also try the gopher stuff:
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Emulators/Peripherals/

Steven Tucker, the author of APE, has added support for this file
format as of version 1.15 of APE. It looks real neat, so try that out

too! Thanks to Steven for adding a nice user interface for these
cassette images. He did a nice job. I am hoping other using are
willing to write some programs to get more enjoyment out of this
underrated storage medium.

My stuff is available totally free for personal use, so I hope you
enjoy it. Read the docs about the conditions.

Keep those XL's/XE's humming.
If you have any questions feel free to E-mail me: mailto:ernest@pi.net

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Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel, mailto:itayc@hotmail.com
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)
Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
http://www.sitcom.co.il/users/itayc/

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit

Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

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Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz, mailto:draco@mi.com.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo, mailto:ssilicon@lax.net sums it up this way:
So a basic rule of themb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Apparently 2.07 is buggy.
Anadisk 2.06 is available at: http://ch.twi.tudelft.nl/~sidney/atari/

Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:crow@cs.dartmouth.edu (Preston Crow),
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

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Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 11.5), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to read
720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software
Services (see the companion vendor/developer list), allows both low
density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe
Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard
floppy drives to be used on the Atari. A utility is included to
read/write MS-DOS formatted floppies in all supported densities.

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Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (Russ Gilbert)

Q: How do I connect two cmputers using a null modem cable?

A: You need a term program and RS 232 ports on both computers. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 baud, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25 pin port. 25 pin #2 goes to Atari #4 (XMT to RCV), 25 pin #3 goes to #3 on Atari (RCV to XMT) and #5 of 850 goes to #7 of 25 pin (GND to GND).

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go to the left 1 to 13 then #14 is under #1 and left again so that #25 is under #13.

Most term programs allow a null connection, without a carrier detect. Notably, 'Express 850' does not. I have only used 'Procomm 2.4.3' (the last shareware version of Procomm) on the PC and Bob Term on the Atari, but other term programs may work.

To check your null modem connection, start both PC and Atari term programs, set baud to 2400 or 4800 on both computers. No parity, 8 data bits, 1 stop bit on the PC. Be sure to use the correct COM port on the PC. Go to 'terminal' mode and you should now be able to type on either computer and see it on the other screen. To accomplish a file transfer, use Y-modem probably from Bob Term, rather than X-modem. X-modem will often append bytes to a file transfer, an undesirable event. There is also a very nice Z-modem recieve program for the Atari, called AtarZmodem by Larry Black for the Atari.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors (Radio Shack) some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modems and plugging in the null modem cable into the two modem cables. This also avoids the confusion of variations in the computer ports. Most computers connect into the modem end via a standard RS232 DB25 connection. With this both ends 25 pin cable, you would cross pins 2 and 3 and connect the #7s together to make a null modem

cable.

The SIO port on the Atari cannot be used directly. An 850, P:R: connection, MIO, Black Box or similar device that provides an RS232 port must be used.

Following are pin assignments for a DB25 pin RS 232 C port.
1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

For higher speed connections, above 4800 or 9600, you need the flow control lines and Atari term software that has flow control built in. You also need an MIO or Black Box, which uses the PBI (parallel bus). A high speed cable would need not only XMT, RCV, and GND, but also flow control lines. I suggest a commercial null modem from computer store to ensure correct lines. A null modem is a small adapter with the correct lines already crossed. I don't know how to correctly connect the CTS, RTS, DTR, DSR, CRX lines for a high speed null modem. With a null modem, you just plug it into the 25 pin connectors of the two modem cables you might already have connected to your Atari and PC or Mac. You may need a straight thru 25 pin gender changer also.

Following is in this FAQ elsewhere, but I summarize here: (Figure out or look for pin numbers on the ports.) Note that these are pin assignments, and NOT null modem connections with the XMT, RCV crossed and GND straight thru.

Atari 8-bit PC AT 25 PC AT 9 pin
---
1. DTR 20 4*
2. CRX 8 1*
3. XMT 2 3
4. RCV 3 2*
5. GND 7 5
6. DSR 6 6
7. RTS 4 7
8. CTS 5 8
9. No connect? shield RI
22 RI

Note: * above indicates the difference between an AT 9 pin
and a Atari 8-bit 9 pin cable connector. eg. If you check
continuity from pin 3 of 25 pin end and it goes to pin
4 of nine pin end, you have an Atari serial cable. If pin
3 of 25 pin goes to pin 2 of 9 pin end, you have a PC
serial cable.
(updated 3/1/99)
(DTE = Data Terminal Equipment ie. your computer.
DCE = Data Communications Equipment ie. your modem.)

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Subject: 11.5) What is SIO2PC?

From the SIO2PC home page, written by Nick Kennedy:

SIO2PC is a hardware & software package interfacing the 8-bit Atari to PC
compatible computers.

The original idea was to have the PC emulate Atari disk drives so Atari
programs could be stored on the PC's hard (or floppy) drives. It turned out to
be quite successful. About 95% of my work was in the software, but a hardware
device to convert logic levels was also necessary. This device is now commonly
referred to as an SIO2PC cable.

Features:

Emulates 1 to 4 Atari disk drives

Store your Atari files on PC hard or floppy drives

Boot from the PC, real drive not needed to start-up

No software or drivers required for the Atari;
no conflicts: use your favorite DOS

Twice as fast as an Atari 810 drive and more reliable

Co-exists with real drives in the Atari daisy chain

Compatible down to the hardware level: use sector copiers, etc.

Print-Thru captures Atari print-out and routes to PC's printer

Convert Atari files to PC files and vice versa

1050-2-PC version connects PC directly to Atari disk drive

Nick Kennedy
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/

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Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:sup8pdct@mail.cth.com.au (James Bradford)
mailto:draco@mi.com.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed 52k

==> Micro MainFrame - made by a company in Rancho Cordova, CA
?????

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> 1050 US Doubler Created by ICD, now sold by K-Products
SS SD/ED/DD UltraSpeed 52k.

==> Happy 1050
SS SD/ED/DD Warp speed 52k ; track buffering

==> Cheer-Up 1050 Clone of "Happy" 1050

==> Super Archiver 1050
SS SD/ED/DD UltraSpeed 50+K

==> Speedy 1050
SS SD/ED/DD 55-57k bps

==> Super Speedy 1050
SS SD/ED/DD Like the Speedy 1050, but enough RAM on board to
hold the contents of an entire disk

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k UltraSpeed
by Super Products. Compatiable with SuperDOS and K-Products US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ K-Products
US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38400 burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

More data on the XF551 compiled by Marco Antonio Checa Funcke,
mailto:mcheca@li.urp.edu.pe :

Processor: 8040/8050AH at 8.3333MHz (docs say 18.33, but it's a mistake)
Disk controller: WD 1772 02-02 (I opened my drives and looked at the
complete code)
SIO data rate: normal: 19040bps (NTSC)/18866bps (PAL)

high speed: 38908bps(NTSC)/38553bps (PAL)
Rotaton rate: 300RPM
Power source: external power adapter, 9V AC, 31VA, 60Hz (NTSC)/50Hz (PAL)

Operating modes: Single Dual Double Density
Number of sides 1 1 2
Total tracks 40 40 80
Sectors per track 18 26 18
Bytes per sector 128 128 256
Total bytes 92160 133120 368640
Encoding method FM MFM MFM
Transfer rate 125000bps 250000bps 250000bps
Acces time: (maximum)
track to track 40ms 40ms 40ms
motor start 1000ms 1000ms 1000ms

==> CSS XF551
SS/DS SD/ED/DD K-Products US Doubler compatible. Updates drive to
work better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

Master and slave models

All Percom RFD drives support double density.

==> Percom AT-88
SS SD

==> Percom AT88 S1 PD
SS SD/DD, plus built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOS XL only. 72k under SpartaDOS X, 37k bps under DOS XL.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- UltraSpeed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- UltraSpeed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton

Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 67000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2001 "California Access"
SS SD/ED/DD 19200 bps or 38400 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2002 "California Access"
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European
Sysop Fox-1 writes:
The HDI drive is, like all other I mentioned, connected to the atari 8-bit
SIO-bus. It's a PCB on where you can connect up to 4 PC-mechanics, no matter
it's 360, 720, or 1440Kb, nor 3.5" or 5.25". It's (partial?) developed by
Erhard Puetz (aka Floppy-Doc, aka Sysop Atreju), but is not available anymore
due the lack of the hard-to-get high-speed floppy-controller.

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.

Preferred systems: MYDOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
What's Top Drive? Konrad M.Kokoszkiewicz, mailto:draco@mi.com.pl writes:
the command is sent as 19200, but all other communication (acknowledge,
data block, completion) is done at 72000 (IIRC).
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatible with the SDX)
- UltraSpeed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF551.
288 RPM

==> XFD-602B
The two XFD-601B drives in the one unit.

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Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades (CSS)
- Floppy Board (CSS)
- Percom drive upgrades

==> Atari XF351 or XC35
3.5" system Unreleased

---

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need to obtain one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Rare.
Fast but still relatively slow I/O, kludge through joystick ports for 800.

==> KPI Hard Disk Drive Interface (formerly Supra)
from K-Products (bobkla19@mail.tcd.net - Bob Klaas)

Some limitations on drive type and size and total number of drives in sys.

==> Multi I/O (MIO) (formerly from ICD)
from Fine Tooned Engineering (FTe) (ftooned@crl.com - Mike Hohman)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2K bps

==> Black Box
from Computer Software Services (CSS) (mailto:audioguy@cheerful.com - Bob Puff)
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the
only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface
from Konrad M. Kokoszkiewicz and Jacek Zuk
(see http://www.orient.uw.edu.pl/~conradus/docs/ide_eng.html )
o Maximum drive capacity: 16777215 physical blocks on each device.
o Maximum number of partitions: 16
o Maximum capacity of a partition: 16777215 logical sectors
o Logical sector length: 256 or 512 bytes
o Average speed (in kilobytes per second, WDC 130AB drive):
- Native mode, sequence of sectors (R): 75
- Emulation mode, sequence of sectors (R): 43
- Emulation mode, back sequence (R): 28
- Emulation mode, random sectors (R): 13
- Emulation mode, same sector (R): 29
- Emulation mode, DOS file (W): 7
- Emulation mode, DOS file (R): 36
o Booting from any partition (on the standard XL OS)
o Write protection capability
o 8 jumpers to set the device number for the operating system
o Sweet 16 compatibility

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

==> MSC IDE-Harddisk-Controller
created by Steve Birmanns and Matthias Belitz in Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
* real device for the parallel-port of the Atari XL-Series
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at
one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)

* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* access of ATAPI-CDROM with additional software

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Subject: 12.4) What kinds of monitors can I use with my Atari?

In general, you either need a Composite Video monitor, or a standard TV.

Television:
You'll need a video cable (not detachable on the 400/800), and a TV Switch Box. Used with VHF Channel 2 or 3.

Monitor:
The 8-bit Atari produces a color Composite Video signal, plus separate chroma (color) and luminance (brightness) signals which the best composite video monitors can take advantage of. Popular examples of such monitors include the family of monitors produced by Commodore.

Gotcha's:

-the 400 and North American 600XL lack a monitor port entirely. They can only be used with a TV.

-the XE Game System provides an RCA-style jack in place of the Monitor port; so it provides Composite Video but lacks separate chroma\luma signals

-the 600XL, 800XL and 1200XL lack separate chroma signal (can be added via hardware modification)

-the XEP80 Interface Module produces a monochrome Composite Video signal via an RCA-style jack. This higher-resolution signal produces crisp, clear 80 column text on 80-column monochrome composite video monitors.

The pinout of the Monitor port is in the pinout section of this FAQ list. The monitor connector on the back of the Atari can be utilized using a 4-pin DIN to RCA converter. You don't need to build a separate cable.

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

"The best monitor for an Atari 8 bit that is readily available today would be a television with an S-video input---these tend to be large and high-quality, so the s-video input is the deciding factor there. You'll have to build the cable yourself, and if you have an XL you'll want to do the Super Video upgrade that Ben Poehland published in Atari Classics a few years ago---this puts the chroma signal back on the pin that it should be and cleans up the video signal enormously. It's really more of a fix than an upgrade.

I use a commodore split-video monitor. They work great and are cheap-to-reasonable when you can find them."

mailto:bryede@emi.net (Bryan Edewaard) writes:

"Yes, the best choices are monitors that support "Separated Video" (sometimes called Commodore video on Commodore monitors), or S-Video.

These monitors have separate color and luminance video inputs, which give a sharper picture without cross-color artifacts - such as the colored fringes on text when viewed on a TV (although some games use these artifacts to get additional colors). If you have an XL computer, then it needs an upgrade to support these monitors due to the omission of chroma from the monitor port. the 800 and XE computers don't have this problem.

The 2nd best choice is a TV or monitor that has a "Composite Video" (usually called just "Video" or "Aux") input. This is a signal that has the color and luminance information combined into one signal. The picture will be a little less sharp, but still much better than using the "Channel 3" output.

>Where might I find one?

I've seen them a flea markets, garage sales, swap meets, ham fests, and in newsgroups like this one. Plus, many new TV's support S-Video and Composite video inputs.

>What are the advantages of using one of these rather than a TV?

Well, it's all a matter of how many stages the signal must go through.

1. The Atari generates video as a color signal and a brightness (luminance) signal. These are passed to the monitor port as Chroma and Luma signals (XL's have no Chroma output from the factory).

2. The signals are mixed together to make a standard video signal which is also passed to the monitor port as Composite Video.

3. Then the mixed video signal (along with audio) goes through the process of being "modulated" into a TV radio signal (channel 3 or 4). This step involves removing high frequencies from the video (blurring it) and sending it to the TV in a fragile broadcast form that's suseptable to all kinds of interference. Then the TV must (1) extract the video signal from the radio signal, (2) separate the Chroma and Luma components as best it can, then (3) divide the Chroma in R, G, and B. Any of these steps that you can eliminate will help your picture.

>Are there any other composite video monitors that anyone would recommend
>(and where might I find one)?

Maybe the 8-bit FAQ mentions these monitors. The most common one is probably the Commodore 1702 which has a very good picture and is quite reliable.

If you plan to use an XL (which I do), upgrading the video circuitry makes as big a difference as what monitor you choose. Ben Poehland has some excellent articles in Atari Classics magazines for improving the quality of the XL's video, as well as restoring the missing Chroma output."

Lonnie McClure mailto:lmcclure@ibm.net has the last word on Commodore monitors:

Comodore models: 1701, 1702, 1802, CM-141, 1080, 2002, 1902, 1902A*, 1084**, 1084S**.

* The 1902A used a DIN connector for chroma/luma, which makes cabling a bit more of a problem. The composite and audio connectors are standard RCA jacks, however.

** The 1084 and 1084S had more than one version. Some used the a DIN connector for chroma/luma connections, like the 1902A, while some used standard RCA jacks.

The 1902 and 1902A are very different in appearance. The original 1902 shares the same slightly rounded front case design as the 1080 and 2002, while the 1902A is has a rather square case design, and was manufactured by Magnavox (as were some of the 1084 and 1084S versions).

Jerry Jessop, mailto:jjessop1@home.com explains why French Ataris produce fewer colors:

"I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible."

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Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8 drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum. Complete documentation about the disk formats and commands, as well as the source code, is available.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g and 3.2gx are disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS 3.3a and 3.3b were rewritten by Stephen J. Carden for use with BBS Express PRO!. SpartaDOS 3.3c is

produced on disk or in a 16K ROM cartridge from K-Products.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2g)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek.
BW-DOS 1.30 and all other versions are available via:
http://atari.boss.com.pl/files

Any other versions of DOS all 8-bit Atari users should be aware of??

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Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Home Computer (1979) 8/16K, membrane keyboard, 400/800 OS
800 Home Computer (1979) 8/16/48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI (Europe: includes ECI)
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missile Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions. 410a - Taiwan
version
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 40-Column Printer -
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, w/ Telelink I. =Novation 'CAT'
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige &
black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
mailto:rrs0059@ibm.net (Frank McKenney) writes:
The printer/plotter mechanism for the Atari 1020 is
(I believe) the same one used in the Tandy/Radio
Shack CGP series and the Commodore 1520(?), and
was
made by a company named ALPS.
1025 80-Column Printer -7-pin dot matrix. =Okidata ML80. 40cps

1027 Letter-Quality Printer-80 col letter quality =Mann-Tally Riteman LQ. 20cps
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software. 2 SIO ports
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, w/ XE Term software. Permanent SIO cable
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package.
SIO & DB25 RS232 serial ports.external power supply

For definitive information on unreleased Atari products, see:

Atari Historical Society, http://www.atari-history.com/
(Curt Vendel, mailto:webmaster@atari-history.com )

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
600 early 600XL, all black case, joyports on the left, missing PBI
800XL brown prototype
800XLF late 800XL with a redesigned motherboard, plus the FREDDY chip
800XLD low-cost 1450XLD, no modem&speech, include disk drive
controller&FREDDY
1250XLD Earlier name for the 1450XLD
1400XL brown prototype
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" drives (controller not included)
1450XLD 1400XL plus 5.25" floppy drive (Epson SD521 360K disk drives)
1600XL Amiga/Amiga-like.Now appears that 1850XLD was the model name for this
1650XLD to use 1450XLD case and 1200XL keyboard
1850XLD "Mickey" Atari clone of the Amiga Lorraine
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE/AMY sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
816 ????
1053 -looks like a 1050, but supports DS/DD 360K format
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -"SweetPea" Z-80 CPU, 64K RAM, CP/M 2.2, 80 col display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor

XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -XE Thermal Color Printer

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Subject: 13.3) What are the power-supply requirements for my Atari components?

Thanks to Matthias Belitz, mailto:matz@kawo2.rwth-aachen.de for the European data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have.

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)
VA=VoltAmps

N O R T H A M E R I C A: INPUT = 115-120 V AC, 50/60Hz
==========
9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030
9 V AC 4.5 VA (500 mA) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027,1090XL
20 V AC 7 VA (330 mA) Atari#CO60479/CA060535 transformer:
835
24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
600XL,65XE,XE Game System

5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814 adapter:
600XL,800XL,65XE,130XE,XE Game System
6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P" (vaporware)
9 V DC 200 mA (1.8 W) adapter:
MPP1000C (the modem from MPP, interfaces via a joystick port)
9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CX261 adapter:
XEP80,SX212,2600 (center positive)
9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200
5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450 adapter:
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220 V AC, 50 Hz, 26 VA
==========
5 V DC 1,8 A, #CO61763-107: 800XL
5 V DC 1,5 A (7,5 W) #CO61763-34 : 800XL (U.K., 240 V AC in)
5 V DC 1.5 A (7.5 W) #CO61763-11 : 65XE,800XL,800XE (Germany)
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA
9 V AC 27 VA (3.0 A) CO60592-34/TM 7498 : 1050 (UK)
9V AC 0,5 A, CO#61516/34 : 1010 (UK)
9,3V AC, 1,66 A CO# (not printed), FW 6799: 800

These draw their power from the SIO +5 V:
XM301 (60 mA),XC11,XC12,ICD/FTe P:R:Connection,Wizztronics MidiMax,RVerter

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

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Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt

7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V

5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
CX22 trackball meanings from Steve
Wallace:
1. (Joystick) Forward Input X Direction
2. (Joystick) Back Input X Motion
3. (Joystick) Left Input Y Direction
4. (Joystick) Right Input Y Motion
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port DB9P (850 Interface Module):
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P

1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module) DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16

12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

---

Subject: 13.5) What BBS software can be used on the Atari?

This section mostly by mailto:winston@merk.com (Winston Smith)
Credit for AMIS to MACE by Steven Sturza, mailto:cordata@ameritech.net

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
The AMIS BBS was written in BASIC by people from the
Michigan Atari Computer Enthusiasts. It included designs for a ring-detector.
You needed a sector editor and had to allocate message space by hand, hex byte
by hex byte.

Steven Sturza adds:
The AMIS BBS was written by people from the Michigan Atari Computer
Enthusiasts.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that

performs networking. There was an OASIS network between Boston, Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank Walters wrote it.

o Carina BBS -- a shareware product of Shadow Software.

o BBS Express! Professional -- a product of K-Products. See Vendor List.

o OASIS IV -- a product of ???

o Forem-XE Pro -- by Len Spencer. http://members.aol.com/lenspencer/

---

Subject: 13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?

Atari BASIC:

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Freddy Offenga, mailto:F.Offenga@student.kun.nl adds:

there's another good answer (IMO):

You can also take a look at the part numbers on the IC's inside your Atari and compare them with the numbers from the following table:

| Part# | Version |
|---|---|
| CO12402 + CO14502 | A |
| CO60302A | B |
| CO24947A | C |

CTIA or GTIA installed?

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Clay Halliwell, mailto:earl.halliwell@dyess.af.mil provides this tidbit:

A bit of trivia: CTIA 400/800s artifacted in blue/green, GTIA 400/800s artifacted in green/blue, and all XL/XEs artifact in red/blue.

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Subject: 13.7) Which versions of the Operating System (OS) are there?

This section also kept at http://www.student.kun.nl/f.offenga/osroms.txt

Atari 8-bit Operating Systems
~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Version 3.2, 6/23/1999.
By Freddy Offenga (mailto:F.Offenga@student.kun.nl)

| Rev. | System(s) | Found in | Size | CRC-32 | Part Nr(s) |
|---|---|---|---|---|---|
| A | NTSC 400/800 | 10kB | ? | CO12499B, CO14599B, | 12399B (*) |
| A | PAL 400/800 | 10kB | 0x72b3fed4 | CO15199, CO15299, | CO12399B |
| B | NTSC 400/800 | 10kB | 0x0e86d61d | ? | |
| B | PAL 400/800 | 10kB | ? | ? | |
| 10 | NTSC/PAL 1200XL | 16kB | 0xc5c11546 | CO60616A, CO60617A | |
| 11 | NTSC/PAL 1200XL | 16kB | ? | CO60616B, CO60617B (*) | |
| 1 | NTSC/PAL 600XL | 16kB | 0x643bcc98 | CO62024 | |
| 2 | NTSC/PAL XL/XE | 16kB | 0x1f9cd270 | CO61598B | |
| 3 | NTSC/PAL XE | 16kB | 0x29f133f7 | C300717 | |
| 4 | NTSC/PAL XEGS | 16kB | 0x1eaf4002 | C101687 | |

(*) these versions should exist, although I've not seen them.
If you have one (or more?) of these, please contact me.

NOTES:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).
The 1200XL contains two ROMs (8k each) and all other models use
a single 16k ROM.

Origins
~~~~~~~
400/800 rev.A PAL Found in my Atari 400 and my Atari 800
400/800 rev.B NTSC ???? don't remember ????
1200XL rev.10 PAL/NTSC Found in my Atari 1200XL
XL/XE rev.1 Found in my 600XL
XL/XE rev.2 Found in my 800XL (130XE/65XE/800XE?)
XL/XE rev.3 ???? don't remember, one of my XE's ????
XL/XE rev.4 Found in my XE Game System

O.S. Authors and dates
~~~~~~~~~~~~~~~~~~~~~~
Revision A (400/800)
D.Crane / A.Miller / L.Kaplan / R.Whitehead

Revision B (400/800)
Fix several problems.
M.Mahar / R.S.Scheiman

Revision 10 (1200XL)
Support 1200XL, add new features.
H.Stewart / L.Winner / R.S.Scheiman /
Y.M.Chen / M.W.Colburn 10/26/82
~~~~~~~~~~~~~~~~~~~~~~

Revision 11 (1200XL)
Fix several problems.
R.S.Scheiman 12/23/82

Revision 1 (600XL/800XL)
Support PBI and on-board BASIC.
R.S.Scheiman / R.K.Nordin / Y.M.Chen 03/11/83

Revision 2 (600XL/800XL)
Fix several problems.
R.S.Scheiman 05/10/83
Bring closer to coding standard (object unchanged)
R.K.Nordin 11/01/83

References
~~~~~~~~~~
- The modified september Atari 400/800 computer operating system
listing, revision B, (c)1982 Atari.
- The Atari O.S. source code rev.2, (c)1984 Atari.
- Atari XL addendum Atari home computer system operating system
manual: supplement to Atari 400/800 technical reference notes.

Credits
~~~~~~~
Special thanks to Nir Dary for the rev.2 source code and the 1200XL
he send me. It's in good hands.

------------------------------

Subject: 13.8) What games support 4 simultaneous players on the 400/800?

contributors to this section:
mailto:jlodoen@shell.portal.com (Jeff M Lodoen)
mailto:olavese@online.no (Vidar \"Hawk\" Olavesen)
mailto:pmulvey@erols.com (Pat Mulvey)
mailto:stevenposey@usa.net (Steven E. Posey) (Party Quiz controllers descr)

The following games support 4 player head-to-head play. Remember, only the
400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor,
Thorn EMI Soccer, Major League Hockey

The following support 8 players on the 400/800 or 4 on the other computer
models, using the 2 controllers-per-port CX30 Paddle controllers:

Super Breakout, Worms?

The following supports 4 players on all machines, using special 4-button keypad
controllers linked together with RJ-11 jacks (standard phone jacks) to a box
with 2 joystick port connectors.

Party Quiz by Suncom

------------------------------

Subject: 13.9) Why should I disconnect the 810/1050 power supply before connecting or disconnecting SIO cables?

Rich Mier writes:

You've been plugging and unplugging the SIO cable with the 1050 power pack plugged in, right? That's a no-no. Most of the time it's Okay, but about 1 in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right, rear of the main board. A 14 pin DIL chip. Actually it is an array of 5 transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be ON on the CPU. The problem has to do with the secondary winding of the Power Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it 'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

---

Subject: 13.10) What is Omnimon?

--This section was written by Scott Charles, mailto:scharles@blast.net

Omnimon is a add in board for the Atari 400/800 series of computers and a replacement OS chip for the xl/xe series of computers. The original Omnimon board fit onto the OS board in the 800 series and had a switch attached to it to disable the board. The 400 series required you to bend the circuit board into a right angle for it to fit inside the 400's case. (It was designed to do this.). The Xl/Xe version replaces the OS Rom chip inside the computer with one that contains the Omnimon code, and a revised OS to make the XL more compatible (no translator disks needed).

Omnimon itself is a machine language monitor residing from $C000-$CFFF, with a few variations. It was designed in 1981 by David C. Young (who also wrote Cartcopy, a copier for the right slot of the 800) of CDY Consulting in Texas. The first software revision of Omnimon had a few basic commands and was only 4K long, only for the 400/800. The second revision required the addition of a bank select switch, and was 8K long. Since it was addressed by the 400/800 as 4K, when you needed to use the code in the other bank, all the text on the screen flips upside down, you flip the switch and hit any key. The Xl and Xe versions of Omnimon do their bank selecting through the normal XL port for this function, so it is seamless.

So what can you use Omnimon for? Its main claim to fame is its ability to interupt any running program by pressing and holding the SELECT-OPTION-RESET keys. Depending on the sequence you press determines what kind of warm boot the Atari does. SELECT+RESET does NO warm boot, preserving the stack and flag values of the 6502. OPTION+RESET allows a warm boot (as if you had just pressed RESET) and interupts the vector at $C (initialation vector).

I think you can see where we are going with this - Omnimon was developed as a machine language developer's tool, much in the same way that the Happy modification was developed for legitimate backups. I.E. far more people use both products for software piracy. If you have an Omnimon! in your machine and you try to boot up an Electronic Arts program, for example, you will get a message that says "REMOVE ROM AT $C000", and the program hangs. (Hence,the need for the disable switch on the 400/800 version. There is no way to disable the xl/xe version, just switch it to an alternative OS.) The 400/800 version, since the disable switch just deselects the mapping of Omnimon to $c000 area, can be switched on and off at will.

I myself did not know what Omnimon was used for until I was using a sector editor on a program called Pharaoh's Pyramid, from Master Control Software. On it is a sector that reads, "REMOVE OMNIMON YOU DIRTY PIRATE". This got me to thinking, what does that mean? After about 5 months of playing around with the Omnimon board, I figured out how to use it to pirate software. In fact, it can be used to make most boot disks into binary files, and remove copy protection from countless more.

At the risk of sounding melodramatic, I can safely say that Omnimon hastened the demise of the Atari 8 bit computer by 2-3 years, because of its power.

---

Subject: 13.11) What is the difference between NTSC and PAL machines?

Software written for NTSC (North America) will always work on PAL machines, but software designed on PAL machines (Europe) won't necessarily work on NTSC machines.

Wayne Booth, mailto:trek@ihgp15.ih.att.com writes:

The differences with PAL and NTSC have to do with the number of lines displayed on the screen and whether they are using 50 or 60 Hertz.

If I remember correctly, I believe PAL has 625 lines/screen and they refresh the screen 50 times a second doing 1/2 the lines each refresh so they effectively repaint the screen 25 times a second. NTSC is 525 lines/screen with a 60 times a second refresh - again only half the lines each refresh so a 30 times a second frame rate. This would change the amount of time available during vertical sync pulse, and the number of lines that need to be redrawn each time.

Graham Thornton, mailto:nero@chicagonet.net adds:

I use both a real PAL Atari 800 and a PAL-ANTIC 1200XL here in the US.

Replacing the ANTIC chip with a PAL version changes the screen refresh rate to 50Hz which allows most of the PAL-only European software to run. Your system will still report itself as a NTSC machine, unless you change the ROM (see the Nir Dary upgrade), but most software doesn't care.

The one problem you might run into is your monitor. Replacing the ANTIC will mean your North-American Atari is now generating an NTSC signal at 50Hz, instead of the usual 60Hz. Some people will tell you that modern TVs

and monitors don't care but that isn't actually true. My brand-new Sony Trinitron 15" colour TV/monitor goes bezerk with the upgraded 1200XL, but my 15-year old 10" Texas Instruments color monitor (designed for the TI-99/4A) is fine.

You can also use real European equipment here in North America, provided that you have a PAL-compatible TV/monitor. The frequency of the power system is irrelevant, as I use my 800 with a 110V/60Hz 1050 power supply.

---

Subject: 13.12) Is the software for the Atari 8-bit computers "TV-standard dependent?"

{some PAL demos flicker, or won't run at all on NTSC machines}

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

This is because PAL machines have a vertical refresh frequency of 50hz (NTSC use 60hz) which translates into more vertical blanking time for demos and other computation-intensive graphics software. So PAL demos that won't work on NTSC machines are usually returning from a VBI (vertical blanking interrupt) too late. Some also attempt to use more vertical resolution ("longer" display lists) than an NTSC display can handle.

mailto:thor@math.tu-berlin.de (Thomas Richter) adds:

Yes, it is. Mostly because the frequency of the vertical blank interrupt is different (60Hz for NTSC, 50Hz for PAL). The old OS A was not clever enough to notice the difference, so all system timings like the keyboard auto-repeat function depend on the TV system. These parts of the OS have been corrected with OSB and the XL versions of the OS. However, as most games install a VBI, their timing does still depend on the frequency -> they will run slightly slower for PAL versions.

Another point is that the popular pseudo-colors used in the Antic-F (Graphics 8) mode are not colorful at all when displayed on a PAL TV, because of differences in the color encoding for the TV. The schematics of the Xl computers include however a hack how to change the PAL version to the NTSC version (the PAL versions include two crystals, one with 5/4th of the frequency of the other. One is used for the system clock, the other for the color clock), but I never dared to apply it.

---

Subject: 13.13) What programming languages are available for the Atari?

This section also kept at http://www.student.kun.nl/f.offenga/lang13.txt

Revision : 1.3
Date.... : 4/19/1999

==========
!!!! This section is under construction - HELP WANTED !!!!

---
The goal is to give information about all available languages
for the Atari 8-bit computer. This information will include:
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Freddy Offenga, mailto: F.Offenga@student.kun.nl
==========

There are quite a lot! To get some structure in this section it's
divided into the following categories;

a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

The following format is used:

- Language titel (medium)
version, year : version, year
author/company : author/company
available..... : where/how to get it
package..... : programs, documentation
features..... : main features
Description.

The question marks (?) indicate that more information is
required about that topic.

Definitions:
umich University of Michigan Atari archive

Some resources:
- The Multi-lingual Atari, Analog magazine 45, August 1986
- A bunch of manuals
- Some copy-pasted lines from the Atari 8-bit newsgroup

a) ASSEMBLER

- 130XE+ Makro Assembler (disk)
version, year : 2.2, 1992
author/company : Torsten Karwoth
available..... : freeware, ?
package..... : assembler, editor, menu, monitor,
batch enhancement, linker/packer
features..... : macros

Two pass 6502 assembler with integrated menu, editor
and monitor shell. Needs extra RAM banks. Source
format is derived from Atmas Makroassembler.

- A65 (disk)
version, year : ?, 1989
author/company : Charles Marslett, WORDMARK Systems
available..... : freeware, ?
package....... : assembler, manual
features...... : source include
Two pass 6502 assembler. Source format is based on the
Atari Macro Assembler. Assembler source included.

- Alfasm, Turbo-Assembler/16 (disk)
version, year : 1.0, 1990
author/company : Jeff Williams, DataQue Software
available..... : ?
package....... : assembler, docs
features...... : source include
Two pass 6502/65816 assembler.

- Atari Assembler/Editor (cart)
version, year : ?, 1981
author/company : Atari
available..... : ?
package....... : assembler, editor, monitor, manual
features...... : -
Two pass 6502 assembler with integrated editor/monitor

- Atari Macro Assembler (disk)
version, year : 1.0C, 1981
author/company : Atari, APX
available..... : ?
package....... : assembler, editor, debugger, manual
features...... : macros, source include
Two pass 6502 assembler.

- Atmas Makroassembler (disk)
version, year : 2, 1985
author/company : Peter Finzel, Hofacker
available..... : ?
package....... : assembler, editor, monitor, manual
features...... : macros
Two pass 6502 assembler with integrated editor/monitor.

- Bibo Assembler (disk)
version, year : ?, 1986
author/company : Compy-shop
available..... : ?
package....... : assembler, editor, monitor
features...... : source include, data include
Two pass 6502/65c02 assembler with integrated editor/

monitor.

- Datasm/65 assembler (disk)
version, year : 2.0, 1981
author/company : DataSoft Inc.
available..... : ?
package....... : assembler, editor, menu, manual
features...... : -
Two pass 6502 assembler.

- EASMD (disk)
version, year : 1.0, 1981
author/company : OSS
available..... : ?
package....... : assembler, editor, monitor
features...... : ?
Two pass 6502 assembler with integrated editor/monitor.

- Fast Assembler (disk)
version, year : 1.5, 1995
author/company : MMMG Soft
available..... : ?
package....... : assembler, editor, disassembler
features...... : ?

- Kasm65 (disk)
version, year : 2.41, 1994
author/company : Ken Siders
available..... : shareware, umich
package....... : assembler, editor, linker, docs
features...... : macros, relocation, source include,
conditional assembly
Two pass 6502 assembler. Relocatable object files are
compatible with ra65. Source format is derived from
the Atari Macro Assembler.

- MAC/65 Macro Assembler (disk|cart)
version, year : 2.00, 1982
author/company : Stephen D. Lawrow, OSS
available..... : ?
package....... : assembler, editor, monitor, manual
features...... : macros, source include
Two pass 6502 assembler with integrated editor/monitor.
Mac/65 is a direct descendant of the Atari Assembler/
Editor (via EASMD).

- MAE (disk)
version, year : .96, 1996
author/company : John Harris
available..... : umich
package....... : assembler, menu, editor, monitor, docs
features...... : macros, source include, data include,

conditional assembly
Two pass 6502/65816 assembler with integrated editor/
monitor. Extra RAM supported.

- NASM65 (disk)
version, year : ?, 1992
author/company : Nat!
available..... : ?
package....... : assembler, linker, librarian
features...... : macros, relocation, source include
One pass 6502 portable cross assembler (initially for
the ST). Highly compatible with MAC/65.

- PC-65 (disk)
version, year : 1.0 beta, 1996
author/company : Jan Feenstra & Freddy Offenga
available..... : mailto: F.Offenga@student.kun.nl
package....... : assembler
features...... : macros, source include, data include,
boundary directive
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.

- Quick Assembler (disk)
version, year : 1.0, 1990?
author/company : JBW, Avalon?
available..... : ?
package....... : assembler, editor, menu, debugger
features...... : source include
Two pass 6502 cross assembler with integrated editor.
Very user friendly menu environment.

- Ra65 (disk)
version, year : 1.0, 1989
author/company : John R. Dunning
available..... : public domain, umich
package....... : assembler, linker, librarian
part of cc65 (c-compiler)
features...... : ?

- Synassembler (disk|cart)
version, year : ?, 1982
author/company : Steve Hales, Synapse Soft
available..... : ?
package....... : assembler, editor, monitor, manual
features...... : source include
Two pass 6502 assembler.

- ST-65 (disk)
version, year : ?, 1991
author/company : A. Stauffenberg, F. Offenga
available..... : mailto: F.Offenga@student.kun.nl

package..... : assembler, menu shell, manual
features..... : macros, conditional assembly,
source include, data include,
boundary directive
Two pass 6502/65c02 cross assembler for the Atari ST
written in 68000 assembly. As far as I know this is
the first assembler with the boundary directive.

b) BASIC

- A BASIC Compiler (?)
version, year : 1.03, ?
author/company : Monarch Data Systems
available..... : ?
package..... : BASIC compiler
features..... : ?

- Advan BASIC (disk)
version, year : ?, ?
author/company : Advan Language Designs
available..... : ?
package..... : BASIC compiler
features..... : ?

- Atari 800 Basic (disk)
version, year : 1.0, 1981
author/company : Microsoft
available..... : ?
package..... : ?
features..... : ?

- Atari BASIC (cart)
version, year : Rev.C, 1983
author/company : Atari
available..... : standard ROM in Atari XL/XE
package..... : BASIC interpreter, manual
features..... : pretty plain BASIC implementation

- Atari Microsoft BASIC II (cart)
version, year : ?, 1991
author/company : Atari
available..... : ?
package..... : BASIC interpreter
features..... : ?

- BASIC A+ (disk)
version, year : 3.05, 1981
author/company : OSS
available..... : ?
package..... : BASIC interpreter
features..... : ?

- BASIC XL (cart)
version, year : ?, ?
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC XE (cart)
version, year : ?, 1985
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- Turbo Basic XL (disk)
version, year : 1.5, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package....... : BASIC interpreter, compiler (V1.1)
features...... : ?
Published in the German magazine "Happy Computer".

c) C

- ACE C (disk)
version, year : ?
author/company : John Palevich & Ralph Walden
available..... : ?
package....... : ?
features...... : ?
This is a newer version of 'Deep Blue C'.

- C/65 (?)
version, year : ?
author/company : OSS
available..... : ?
package....... : ?
features...... : ?
Probably derived from Dr.Dobbs "Small C". Compiles to 6502
code which emulates the 8080 instruction set.

- C65 (?)
version, year : ?
author/company : Keith Ledbetter
available..... : ?
package....... : ?
features...... : good macro assembler
This compiler does not support structs.

- CC65 (disk)
version, year : 1989
author/company : John R. Dunning
available..... : ?

package..... : compiler, linker, assembler, librarian
features..... : ?
Public domain compiler. Also used as cross compiler.
Relocatable object linkage files, and the most thorough
K&R C for the 8-bit. Comes with an relocatable assembler.

- CC8 (disk)
version, year : 2.3
author/company : John Palevich & Steve Kennedy
available..... : ?
package..... : Compiler
features..... : ?
ACE C with more "real" C support (e.g. arrays of pointers
to structs). Requires ACE C runtime libs and linker.

- Deep Blue C (disk)
version, year : 1.2, 1982
author/company : John Palevich, APX
available..... : ?
package..... : Compiler, Linker
features..... : ?
Deep Blue C was originally an independent product, but it
then became available from APX. It converts C to pseudo-
code and then interprets the pseudo code (8080 instruction
set emulation).
Drawn from Ron Cain's public domain C-compiler (Small-C).

- DVC C (disk)
version, year : 1.05, 1985
author/company : Ralph E. Walden
available..... : ?
package..... : Editor, Compiler, Optimizer, Linker
features..... : Quite user friendly program
The compiler generates special object files (.CCC)
which can be optimized and linked. The package uses a
special DOS called DVC DOS which contains runtime stuff.

- LightSpeed C (disk)
version, year : 1.08, 1986
author/company : Clearstar Softechnology
available..... : ?
package..... : Compiler, Optimizer, Linker
features..... : ?
Runs under CLI DOS's and MENU DOS's.

- Tiny-C
version, year : ?
author/company : OSS
available..... : ?
package..... : ?
features..... : ?
First sold C compiler by OSS. This compiler was used to

compile itself! First true language "bootstrap" on any
8-bit machine (it was also available for Apple and CP/M
machines). Derived from Dr.Dobbs "Small C". Compiles to
6502 code which emulates the 8080 instruction set.

d) PASCAL

- Atari Pascal (disk)
version, year : 1.0, 1982
author/company : APX
available..... : APX-20102
package....... : ?
features...... : ?

- Draper Pascal (disk)
version, year : 2.1, 1989
author/company : Norm Draper
available..... : ?
package....... : ?
features...... : ?

- Kyan Pascal (disk)
version, year : 1986
author/company : Kyan Software, APX
available..... : ?
package....... : editor, compiler, linker, macro-assembler
and manual
features...... : ?
Kyan Pascal would run off a single floppy. The Atari (APX)
version needs two drives. A version which runs entirely in
128k should be available too.

e) LISP

- INTER-LISP/65 (disk)
version, year : 2.1, 1981
author/company : Special Software Systems, DataSoft
available..... : ?
package....... : ?
features...... : ?

f) FORTH

- ValForth (?)
version, year : ?
author/company : Valpar International
available..... : ?
package....... : ?
features...... : ?

- Extended fig-Forth (?)
version, year : ?
author/company : APX

available..... : APX-20029
package....... : ?
features...... : ?

- fig-Forth (disk)
version, year : 1.4s
author/company : ?
available..... : ?
package....... : ?
features...... : ?

- fun-Forth (?)
version, year : ?
author/company : APX
available..... : APX-20146
package....... : ?
features...... : ?

- Grafik-FORTH
version, year : ?
author/company : ?
available..... : ?
package....... : ?
features...... : ?

- QS Forth (?)
version, year : ?
author/company : Quality Software
available..... : ?
package....... : ?
features...... : ?

g) PILOT

- Atari PILOT (cart)
version, year : 1980
author/company : Atari
available..... : ?
package....... : ?
features...... : ?

h) LOGO

- Atari LOGO (cart)
version, year : 1983
author/company : LCSI, Atari
available..... : ?
package....... : ?
features...... : ?

i) All the rest

- Action! (cart)
version, year : 1983
author/company : OSS
available..... : ?
package..... : compiler, editor, monitor and library
features..... : fast compiler which generates good code
Needs cartridge for runtime procedures. A PD runtime
library is also available.
All variables are static, so recursive routine calls
are not possible. No floating point type (though a
PD library should make this possible). No arrays of
objects (arrays of POINTERS to objects are possible).

- Quick (disk)
version, year : 2.0, 1990
author/company : Raindorf Soft
available..... : ?
package..... : ?
features..... : ?
This is the "poor man's Action!". Same restrictions as
Action! apply also to Quick. Further restrictions are:
only simple assignment expressions, no records and no
pointers.

- Test Computer Language (disk)
version, year : 2.2, 1985-1990
author/company : D.Firth
available..... : public domain, ?
package..... : compiler and editor
features..... : ?

---

Subject: 13.14) What is the Atari XEP80 Interface Module?

This section written by: mailto:raukamp@dame.de (Thomas Raukamp)

Since the development of the Atari 8-bit line of computers in 1979, users
wanted better text displays than the default 40x24. There has been some
attempts to satisfy this need, like the Austin-Franklin board or the Ace
80/80xl cartridge. For more informations about these modifications read The
Atari 8-bit Hardware Upgrade FAQ from mailto:david_p@storm.ca (David A.
Paterson)

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It
lets a XL, XE, 400 or 800 computer system display a full 80 columns across
your monitor screen. The XEP80 provides a 256-character wide by 25-line
display window. Up to 80 characters are displayed horizontally at once, and
you can scroll horizontally all the way to the 256th character, depending on
the application you're running. The XEP80 is connected to your system via a
joystick port.

The XEP80 Module interprets commands from the computer for screen display or
output to a printer. The module is supplied with an industry-standard 8-bit

parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;) ).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
**********
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by mailto:slackey@slackey-sun.cisco.com (Stan Lackey)
MAE and its previous standalone editor ED

---

Subject: 13.15) What makes some XL/XE software incompatible with the 400/800?

Konrad M.Kokoszkiewicz, mailto:draco@mi.com.pl writes:

XL/XE software won't work on 800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

---

Subject: 13.16) What games run only on the 400 and 800 models?

The following are reported as incompatable with models other than the original Atari 400/800. Most probably do work on XL/XE's if you use a translator to run the original 400/800 OS on your XL/XE.

Apple Panic Broderbund
Aquatron Sierra On-Line
Atlantis Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bandits
BearJam Chalkboard Inc.
Boulders And Bombs CBS
Chicken Synapse
Disk 50

Dreadnaught Factor, The Activision
Drelbs Synapse
Forbidden Forest Cosmi
Galahad And The Holy Grail APX
Go Hayden
Gorf Roklan
Jet Boot Jack English
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS Software
K-razy Kritters K-Byte
Kangaroo Atari
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard Inc.
Leo's Links Chalkboard Inc.
LogicMaster Chalkboard Inc.
Lunar Leeper
Mario Bros. ('83) Atari
MicroMaestro Chalkboard Inc.
Monster Maze Epyx
M.U.L.E.(early release only)Electronic Arts
Nautilus Synapse
Picnic Paranoia Synapse
Pool 1.5 IDSI
Protector II
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius

---

Subject: 13.17) What games make use of the Light Gun?

mailto:jmouchmino@aol.com (Bertrand M. (LEXX)) writes:

Bug Hunt, Barnyard Blaster, Crossbow, Crimebuster, Operation Blood, Operation Blood II - Special Forces (not completely sure about that one), Light Gun Blaster (PD), Gangsterville (Italian game written in BASIC), maybe a couple more...

Bertrand M. (LEXX)

---

Subject: 13.18) How do I type a tilde (common character in Web URL's) on my Atari?

The Shadow, mailto:The_Shadow@spnt.com writes:

The question is: "How do I type the tilde or squigly line which is in most web addresses? I don't have a key for it..."

Answer: The tilde is an inverse backspace on the Atari 8-Bit which can be very hard to type depending on the term program you are using, however you can insert the hex equivalent very easily, which is %7e in place of the tilde and it will work just perfectly. Do not put a space either before or after the %7e.

I (Michael) add:

Some advanced Atari software supports the tilde character natively. E.g., you can type a tilde in Ice-T with the Atari Logo/Inverse Video key.

---

Subject: 13.19) What's the difference between ASCII and ATASCII?

David Moeser -- erasmus att iglou dott com -- produced this nice translation table.

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
==========

SECTION ONE: CONTROL CHARACTERS
==========

DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ========== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header
2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (8:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell
8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed
13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)
22 16 SYN ^V short - left | Synchronous idle
23 17 ETB ^W base-V-arrs.low T End of block

24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute
27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator
31 1F US E^* DN triangle R arrow Unit separator
32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
==============================
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line
(only at end of paragraphs or last column for data)
13,10 EOL ENTER ^M^J IBM end of line
(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
====================
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
==================================

DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 ( S9 ( 88 58 X X X X
41 29 S0 ) S0 ) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z
43 2B S= + + + 91 5B [ [ S, [
44 2C , , , , 92 5C \ \ S+ \

```
45 2D - - - - 93 5D ] ] S. ]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c
52 34 4 4 4 4 100 64 d d d d
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f
55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i
58 3A S; : S; : 106 6A j j j j
59 3B ; ; ; ; 107 6B k k k k
60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o
64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x
73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[ { ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant
```

---

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." Available via:

http://www.faqs.org/faqs/atari-8-bit/vendev/

and Usenet FAQ archives everywhere.

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Trevor Holyoak, mailto:trevor@holyoak.com maintains the "Atari BBS List."

http://www.holyoak.com/atari/

---

Subject: 14.4) I'm new to the Atari. How do I use this thing?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:bill@newbreedsoftware.com (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms.

See: http://www.sonic.net/~nbs/new_and_emu.html

If you'd like a text-only copy, simply send e-mail to mailto:bill@newbreedsoftware.com with the subject:

send emulator faq

---

Subject: 14.5) Can I use an emulator to run my old Atari software on my new computer?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:bill@newbreedsoftware.com (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms.

See: http://www.sonic.net/~nbs/new_and_emu.html

If you'd like a text-only copy, simply send e-mail to mailto:bill@newbreedsoftware.com with the subject:

send emulator faq

---

Subject: 14.6) What hardware upgrades, modifications and add-ons are available?

The Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ is maintained by David A. Paterson, mailto:david_p@storm.ca or see:

http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

---

Subject: 14.7) What is the HARD-Interlacing-Picture (HIP) format?

HIP is a new method to displaing pictures on small atari...

HIP stands for HARD-Interlacing-Picture and was found by Members of HARD Software, Hungary in June, July 1996...

It enables to display 160 x 240 Pixels with 30 shades without
nearly all flickering (depends on the source-picture you use)...
HARD stands not for HARD or HEAVY Interlacing, just for the
inventors...

For more information, see the HIP-FAQ, located at:
http://www.uni-karlsruhe.de/~Marek.Tomczyk/Atari8/hipfaq.html

or contact HeAvEn at mailto:nadkar@fh-pforzheim.de

---

Subject: 14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

The Accessing the Internet by E-Mail FAQ is maintained by "Doctor Bob" Rankin,
mailto:BobRankin@MHV.net or see:

http://www.faqs.org/faqs/internet-services/access-via-email/

==========
End of atari-8-bit/faq
==========

## 600. Re: BASIC to .EXE Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-05 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3780A3B2.637AB5F5@mail.uni-mainz.de>
Source record: 51389

jeking@NOSPAM.COM schrieb:
>
> Looking to find a program that will convert an ATARI BASIC program (I
> wrote) into executable (.EXE) code.
>
> I know there are a few floating around.
>
> Thanks.
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

Hello James,
look for the ABC Compiler from Datasoft or the MMG Compiler from MMG
(?). These compilers are hard to find today, but maybe you are lucky.
Greets - Andreas

# 601. Re: Atari DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-05 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3780A552.75C28898@mail.uni-mainz.de>
Source record: 51390

sup8pdct@mail.cth.com.au schrieb:
>
> On Mon, 28 Jun 1999 13:23:23, paul.barker@orange.co.uk wrote:
>
> > Hi
> >
> > Being just about to install my nice new US Doubler into my 1050, my
> > thoughts turned to DOS. I would be interested to hear comments and
> > recommendations on versions of DOS (DOS XE / Sparta X / Sparta Cons Kit
> > etc) to use with the Doubled 1050.
> >
> > Also if anyone knows where to source them from that would be cool !
>
> for the best Dos 2.5 compatability, use Superdos 5.1. It has highspeed
> etc to take advantage of the USD.
>
> James B

Hello Paul,
just one comment: do not use DOS XE !! It is incompatible to any other
DOS (even to Sparta!!) and uses more memory than any other (14kbyte).
There are some good improvements (batch enhancements, etc.), but
therefore you lose compatibility, simplicity and you are not supported
with any DOS XE utilities at all. There is no US-Doubler support
(High-Speed Sector Skewing) in DOS XE, only XF Highspeed...
Greets - Andreas

# 602. Re: Memory upgrad?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-05 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3780A74F.49E7E99E@mail.uni-mainz.de>
Source record: 51391

Vinnie Rinaldi schrieb:
>
> There are a few ways to get an 800 to 64k.. and beyond... I have 2- as follows-
> 128k in one slot plus 32 for 160k... and 512 in one slot plus 32k for 544k..
> leaving one slot still open in each...
>
> There are a lot of old mods out.. David Byrd, Windover(Dr. Jay Torres)....
> these take Atari 16k boards and hack to the max... I bought mine... Axlon made
> the 128... Magna Systems made the 512...they also made a one meg version!
> How's that!
> B'rgds,
> Vinnie
>
> "Can't means don't want to!"

Hello Vinnie,
yes there are many memory upgrades for the Atari 800. But the original
question was ... could it be upgraded to 64k Ram...?? , which also
included ... could it be made compatible to 64k XL/XE computers... ??
Am I right ??

- The answer is: you can upgrade your Atari 800 to any memory
configuration you wish (up to 1 Megabyte or more), but you will not be
able to make it fully XL/XE compatible. The 800 Atari uses the older OS,
thus you do not have access to the RAM under the OS ROM... Programs that
need this Ram under the Rom (64k) will not work, even with a Mega 800.
Greets - Andreas

# 603. Re: BASIC to .EXE Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-05 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7lq8sa$fou$1@autumn.news.rcn.net>
Source record: 51392

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in message
news:3780A3B2.637AB5F5@mail.uni-mainz.de...
>
>
> jeking@NOSPAM.COM schrieb:
> >
> > Looking to find a program that will convert an ATARI BASIC program (I
> > wrote) into executable (.EXE) code.
> >
> > I know there are a few floating around.
> >
> > Thanks.
> >
> > --
> > @ @ @ ------------------------------------ @ @ @
> > @ @ @ James King - Atari Fanatic! @ @ @
> > @ @ @ ------------------------------------ @ @ @
> > Atari 8bit Hobbyist by choice, IT Professional by Accident!
> > To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>
> Hello James,
> look for the ABC Compiler from Datasoft or the MMG Compiler from MMG
> (?). These compilers are hard to find today, but maybe you are lucky.
> Greets - Andreas

Somewhere in my collection is a commercial BASIC compiler put out by Advan
Language Systems. I might have used it _ONCE_. I don't even know if the
disks are still good.

Then there's always TurboBasic ...

## 604. FA: 2800 "Sears Video Arcade II" / PAL

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-05 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <3780B3FC.158E1B9B@agnld.uni-potsdam.de>
Source record: 51393
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace

If interested in this rare piece of videogame history please take a look
at:

http://www.funstuff.de/cgi-bin/auction.cgi?viga0&1&1&1&1&1&2

Happy bidding !

## 605. Re: River Raid

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-05 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <9197-3780FF17-27@newsd-171.iap.bryant.webtv.net>
Source record: 51394

we still have it new in the box,
www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 606. MEGA ATARI USER LIST !!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-05 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3780FC57.2C05@geocities.com>
Source record: 51395
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Fellow Atarians,

In April I put out the word for contributions of names and E-mail addresses for a MEGA ATARI LIST, and I'm happy to say that after getting married and much mundane work, I finally finished composing and organizing the near hundred contributions for the United States of America list.

Coming soon, Canada and other parts of the world, and most importantly... a URL location to access this list at any time.

Keep those submissions coming!

Doctor Clu
Arlington, TX

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/|\ M E G A A T A R I U S E R L I S T /|\

Have you played Atari today?

The following is a list of those who have. A list like this was made possible so that people could stop feeling like they were a solitary Atari user/player and meet up with some other people.
From this, other people/vendors could be found, swapping encouraged amoungst collectors, and possibly meetings and user groups!

Neat idea? Then why not jump in! To join, please send the following information to Greg@atariusers.com

NAME:
E-MAIL:
LOCATION: (City optional)
COMPUTER: (Optional)
COMMENTS: (Optional)

Only vendors will have a complete address or phone number listed. Everyone else, out of respect and caution, will only be listed by state and E-mail for contact purposes.

You can find information in this document quickly by using the "find" option in your html reader/word processing program, and key on the following words. You can also search by state.

MAILLIST:
VENDOR:

BBS:
URL:
CLUBS:
ORGANIZATION:

@>-->-----------------

---=== ARIZONA ===---

NAME: Bosco
E-MAIL: <bosco2000@my-dejanews.com>
LOCATION: Here in Phoenix, AZ

NAME: Mike Freeman
LOCATION (City, State): Tucson, Arizona
E-MAIL ADDRESS: nameerf@flash.net

NAME: David Ormand
E-MAIL: dlormand@aztec.asu.edu
LOCATION: Tucson, Arizona USA
COMMENT: 1040STfm (4MB, TOS1.4), Zip and CD-ROM on a LinkII under
HDDriver 7.5

NAME: David M. Acklam
E-MAIL: <d-acklam@raytheon.com>
LOCATION: Tuscon, AZ
COMMENT: Atari TT, Falcon, and (hopefully sonday again) Hades user

NAME: "Bill Pike"
E-MAIL <wpike@doitnow.com>
LOCATION: Phoenix, AZ (Interested in meeting with others/starting
group)

NAME: David Wiseman aka "Poolguppie"
E-MAIL: poolguppie@aol.com (Poolguppie)
LOCATION: I live in Mesa and I have some Atari hardware
COMMENTS: (1040's and a MegaST, 20 and 30 meg hard drives and several
B&W and color
monitors)

---=== ARKANSAS ===---

NAME: "Edward Williams"
E-MAIL: <tchermok@flash.net>
COMMENTS: Started Atari list group: atari8-l@zwieracz.ideefixe.nom.pl
"I Repair ATR8000's so if ya need help let me know?"
MAILLIST: atari8-l@zwieracz.ideefixe.nom.pl

---=== CALIFORNIA ===---

NAME: Bill Kendrick
E-MAIL: nbs@sonic.net
LOCATION: Davis, CA
COMPUTERS: Interest in 8-bit Atari computers

NAME: Shane Curd
E-MAIL: (NetHak@aol.com)
LOCATION: San Jose, California

NAME: Paul Nurminen
E-MAIL: Nurmix@socal.com
LOCATION: El Segundo, California

NAME: Aaron Finney
E-MAIL: A_Finney@wfi-inc.com
LOCATION: Glendora, CA
COMMENTS: 1200 XL

NAME: Gene Pineda
E-MAIL: <broncos@primenet.com>
LOCATION: Los Angeles/San Jose, CA
CLUBS: Has an interest in stating a California wide Atari user group

VENDOR: Video Game Liquidators
E-MAIL "VGL, Inc" <gametr@loop.com>
LOCATION:
>> 7326 Laurel Cyn
>> North Hollywood, CA 91605
COMMNENT: Great place to find Jaguar and Lynx games.

NAME: Tim Conrardy
E-MAIL: tconrardy@hotmail.com
LOCATION: Verio Northern California's Usenet News Service

NAME: Lou Lew
E-MAIL: <loulewlj@gte.net>
LOCATION: California

VENDOR: BEST ELECTRONICS
LOCATION
2021 The Alameda
Suite 290
San Jose CA, 95126-1127
408-243-6950
COMMENT: Great place to find about anything Atari.

VENDOR: GO ATARI
LOCATION:
PO BOX 1111
SAN LUIS OBISPO, CA 93406
800-GO-ATARI
COMMENT: Great place to find Lynx and Jaguar games and merchandise.

---=== C O L O R A D O

NAME: "Kate and John Norton"
E-MAIL: <jnorton@bwn.net>
LOCATION: Colorado Atari User

---=== FLORIDA ===---

NAME: Kathy Severance
E-MAIL: severancekathy@juno.com
CLUBS: President of the Atari club "Pace"

NAME: "Guitar Studio"
E-MAIL: <guitarra@afn.org>
LOCATION: High Springs, FL
COMMENTS: Raymond Lohengrin classical guitarist \composer

NAME: Mike Harvey
LOCATION: Orange Park, FL
E-MAIL: mharvey5@bellsouth.net
COMMENTS: Atari Mega ST4 & 1040STe

---=== IDAHO ===---

NAME: Tom Derrick
LOCATION : Boise, ID
E-MAIL ADDRESS tderrick@acpu.com
COMPUTER TYPE (optional)
2 TTs, 2 STs, and who knows what else.
CLUBS: I am the President of Atari Boise Users Group. We have about 10
members, only 3 of which are online, and a newsletter when the
editor does one. Monthly meetings, 2nd Monday at 6:30pm at one of
the local McDonalds.

---=== ILLINOIS ===---

NAME: Gail F Westendorf
E-MAIL: GWestndrf@aol.com
LOCATION: Decatur, IL

NAME: Nick DiMasi
E-MAIL nickd@enteract.com
LOCATION: Glen Ellyn, Illinois

CLUBS: Suburban Chicago ATarians (SCAT)
Address: PO Box 3745
Lisle, IL 60532-9998
WWW: http://www.fujiman.com/scat
BBS: 630-545-2554 (24hrs)
Contact: Nick DiMasi (see above)

Nick DiMasi ____
/|| | |__/*| (`\
nickd@enteract.com (on 2-3x/wk) |||/|\| |o o |__ _) )
turbonick@delphi.com (on 1x/wk) \||___| __ (=T= ) ` /
ndimasi@lucent.com (on Mon.-Fri.) .---'-`-. _((_ `^--' /_< \^
~-|_TT030_|__.-||__)`-'(((/ ((((/

NAME: Rick Berry
E-MAIL: Rber123@aol.com
LOCATION: Wood River, IL

NAME: JRT
E-MAIL: JRT@medioone.net
LOCATION: Palentine, IL
COMMENT: Formerly "Missionware Software" and seller of FLASH II.

---=== INDIANA ===---

NAME: Edward S. Baiz (gamer on the NET and Genie)
E-MAIL: ebaiz@qtm.net
LOCATION: Granger, Indiana 46530
CLUBS: There is about 10-20 of us here in northern Indiana that have and
use Atari computers. Our club is IMAGE (Indiana-Michigan Atari Group
Exchange). I have sent your letter to some of the gang who have an
email address. Hopefully you will hear from them as well.

NAME: Brent Garvey
E-MAIL: BGarvey355@aol.com
LOCATION: Elkhart, IN
COMMENTS:My list of Atari's includes:
1 600XL
3 800XL's
4 130XE's
1 520ST
2 520STfm's
2 1040STf's
1 MEGA ST2
1 MEGA ST4

NAME: Paul R. Hochstetler
E-MAIL: prhoch@michiana.org
LOCATION: South Bend, Indiana

NAME: ?
E-MAIL: shuffman@ideanet.doe.state.in.us
CLUBS: "In case you have not heard, we Mid-Indiana MIST users want to
share the news about the September swap meet right next door at
Columbus, Ohio..."

NAME: Stephen Elek, Jr.
E-MAIL: selekjr@michiana.org
LOCATION: South Bend, Indiana
CLUBS: I am also the 1998-1999 president of:
Indiana-Michigan Atari Group Exchange (I.M.A.G.E.)
City, State: South Bend, Indiana

---=== IOWA ===---

NAME: Mark Slagell
E-MAIL: ? (Sorry)
LOCATION: IA 50014
COMMENTS: Creator of "TOSBOX"

NAME: Rick Turner
LOCATION:

PO BOX 1822
FAIRFIELD, IA 52556
COMMENTS: Sells the "Atari ST Book" along with other Atari books and
publications.

---=== KENTUCKY ===---

NAME: Ronald J Hall
E-MAIL: darkchyld@pcc-uky.campuscwix.net (Ronald J. Hall)
LOCATION: Prestonsburg, KY
COMMENTS: I have the following systems:

Atari 800XL, 130XE (with 1050 drives, software)
Atari Mega ST (runs my BBS)
Atari 1040 STe (games, my 8-yr old!)
Atari TT030 (just bought-on its way)
Atari Falcon 030 (heavily modified, DeskTopper case, 14 megs
Ram, 2 gig HD, Yamaha CDRW, TT-Touch keys,
Nemesis accelerator, FPU, running TOS 4.04,
MiNT/N.aes/Thing v1.27e)
Atari Jaguar with CD-ROM, numerous games
Atari Lynx with numerous games

BBS:

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

CLUBS:

AEL Personal Computer Users
The AEL Personal Computer Users
PO BOX 34183
Louisville, KY 40232
http://ourworld.compuserve.com/homepages/rlink
Jan Wilt - President - jdwilt@bellsouth.net
Lloyd Bromwell - VP Co-ordination llyoyd1@bellsouth.net
Don Garr - Newsletter Editor - dongarr@mindspring.com

---=== MARYLAND ===---

NAME: "christian a. h."
E-MAIL: <godpup@ix.netcom.com>
LOCATION: Baltimore, Maryland

NAME: Keith Scroggins
E-MAIL: <kws@Radix.Net>
LOCATION: Suitland, MD
COMMENTS: Bought a lot of the remaining stock of what used to be TOAD

COMPUTERS

---=== MASSACHUSETTS ===---

NAME: Dan Wilga
E-MAIL: dwilga@mtholyoke.edu
gribnif@pair.com
LOCATION: Northampton, MA

NAME: John Teffer
LOCATION: North Eastham (Cape Cod), MA
E-MAIL: jdteffer@c4.net

NAME: Dave Burns
E-MAIL: dburns@world.std.com
LOCATION: Lowell, MA

---=== MICHIGAN ===---

NAME: Jim Agar
E-MAIL: ujb@bigfoot.com
LOCATION: Michigan
COMMENTS: Hi, you can add me even though I'm just a casual user
(collector of Atari stuff if you're adding interests!).

---=== MINNESOTA ===---

NAME: Carl Forhan
E-MAIL: forhan@millcomm.com
URL: http://homepage2.rconnect.com/forhan/games.html

VENDOR: Systems For Tomorrow
NAME: Kent Cordes
PHONE 816 833 4738
800 875 4943
COMMENTS: Sells Atari ST and Amiga, along with Lynx and Jaguar. Great
place for picking up a copy of ATARI COMPUTING and current
Atari ST hardware.

NAME: Lance Ringquist
E-MAIL: Video61@webtv.net
VENDOR:
Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
COMMENTS: Specializing in the selling and development of Atari 8-bit
items, as well as Lynx, Jaguar, 2600 ....

CLUBS:

S.P.A.C.E.
PO BOX 120016
New Brighton, MN 55112
http://www.library.carleton.edu/space/

---=== NEW JERSEY ===---

NAME: Jim Donovan
E-MAIL: jtdon@direcpc.com
LOCATION: Absecon, NJ
COMMENTS: TT030 @ 48mhz 4/4 550mb 1024x768 vme card
running Geneva, Naes, Magic, Nvdi 5 or good ole TOS

---=== NEW YORK ===---

NAME: CLAB
E-MAIL: clab@buffnet.net
COMMENTS: Using a F030, 14mg, Nemesis, 2.1g HD. Always have liked atari,
esp with Magic os. In the Buffalo Ny area.

NAME: Curt Vendel
E-MAIL: cvendel@worldnet.att.net
ORGANIZATION: The Atari Historical Society
URL: (www.atari-history.com)
LOCATION: Staten Island, NY 10303

CLUBS:
OL' HACKERS ATARI U.G. INC
C/O RON FETZER
22 MONACO AVE
ELMONT, NY 11003

---=== NORTH CAROLINA ===---

NAME: "Sheldon H. Winick"
E-MAIL: s.winick@worldnet.att.net
VENDOR: ? Computer STudo
LOCATION: Asheville, NC

---=== OHIO ===---

NAME: david moeser
E-MAIL: <erasmus@iglou.com>
LOCATION: Ohio ?
COMMENTS:
>>>-----------------------------------------------<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

NAME: Fred Horvat
E-MAIL: aa778@cleveland.Freenet.Edu
LOCATION:Chesterland OH
COMMENTS:
Win98 - MagiC 5.03 - BeOS 4.0 Free-Net Atari Portfolio Sigop
File Attachments to : fmh@netzero.net Atari Classic/LYNX/Jaguar gamer

NAME: "james w krych"
E-MAIL: <jwkrych@n2net.net>
ab453@cleveland.Freenet.Edu
CLUBS:

We are an Atari user group, here in the Cleveland area. We allow users
from the video game consoles to the 16/32 bit Atari computers. Our next
meeting is 19 Apr 99, 7:30PM.

NAME: Raymond Collins
E-MAIL: Collins.197@osu.edu
rcollins@gcfn.org
LOCATION: Ohio

NAME: Frank Wagner III
E-MAIL: cq585@cleveland.Freenet.Edu
LOCATION: Case Western Reserve University, Cleveland, OH (USA)

---=== OKLAHOMA ===---

NAME: Frank Lawrence
E-MAIL flawrenc@genie.idt.net
lOCATION: OK

---=== PENNSYLVANIA ===---

NAME: John Haggerty
E-MAIL: smile4@voicenet.com
LOCATION: Stroudsburg, Pa.

---=== SOUTH CAROLINA ===---

NAME: Jeff Jewell
LOCATION: Greenville, SC
E-MAIL: jeff@jjewell.com

---=== TENNESSEE ===---

NAME: Dan Birchett, aka Bandit1
LOCATION: ...calling from Beautiful Downtown Dayton, TN, USA
E-MAIL: bandit1@volstate.net

NAME: Jason H Moore
E-MAIL: moore@ruth.mc.vanderbilt.edu (Jason H. Moore)
moore@phg.mc.vanderbilt.edu
LOCATION: Nashville, TN
COMMENTS: Atari 2600 (6), 2600 jr (1), 5200 (1), 400 (2), 800 (2),
800xl (1), 130xe (2)
I collect all Atari hardware and software. I also sell a few things now
and then.

---=== TEXAS ===---

NAME: Greg Goodwin (Alias "Doctor Clu")
E-MAIL:greg@atariusers.com,
clu-da-bard@geocities.com
LOCATION: Arlington, TX (Member of AUNT)
COMMENTS: Enjoy Atari 8-bit, Atari ST, Jaguar, Lynx
Favorite Atari computer: Atari 400
Favorite Atari Game: Star Raiders

Enjoy BBS's, and love hearing from other Atarians.

The list of Atarians in Texas is quite numerous, represented by two
different user groups. (at least) who'd love to hear from other
Atarians out there!

CLUBS: : Atari Users of North Texas (AUNT)
MAIL: PO BOX 111065
CARROLLTON, TX 75011-1065
LOCATION: Dallas/Ft.Worth, TX
URL: www.atariusers.com/aunt
COMMENTS: You name it, if it has an Atari Fuji on it or is Atari
related, we're there. What can we say? We made this list.:)
In existance since 1985, though we have ties with the group
once known as Dal-Ace, which was started in 1978

CLUBS: Houston Atari Computer Enthusiasts (HACE)
LOCATION Houston, TX
COMMENTS Has been around since the introduction of the 400/800.
I hope to have more information on this amazing group soon.

---=== UTAH ===---

NAME: Alan K. Wortham
ORGANIZATION: Brigham Young University
LOCATION: Provo, UT
E-MAIL: akw32@email.byu.edu

NAME: BobKlaas
E-MAIL: <bobkla19@sisna.com>
LOCATION: Salt Lake City, Ut

---=== VIRGINIA ===---

NAME: Samuel A. Ferrer
E-MAIL: angief18@aol.com
LOCATION: Ashburn, VA.

NAME: Robert M. Janice
E-MAIL: .janice@wdn.com
LOCATION: Chantilly, Virginia, USA

---=== WASHINGTON ===---

NAME: Andy Blakely
LOCATION: Kennewick, WA
E-MAIL ADDRESS: AnakiMana@excite.com
COMPUTER TYPE: 1. Atari STe 4mb, TOS 1.6
2. Atari STf 1mb, TOS 1.4

NAME: Dan McInerney
LOCATION: Seattle, WA
E-MAIL: <dmcinerney@seanet.com>
If you want, check out my site at www.mcinerney-productions.com. I'm a

Falcon user ( got three of them ) and I also have a stacy. Use them
mainly for music. Cubase audio, Zero X and a few other things.
CLUBS: Interested in starting a user group.

Name: "Sin"
E-MAIL: <sin@uswest.net>
LOCATION: Spokane, WA

---=== WISCONSIN ===---

NAME: Cory Bonnett"
E-MAIL: <guitarmn@execpc.com>
LOCATION: Milwaukee, WI.

@>-->-------------

STATES REPRESENTED: 27 out of 50

Composed By: Doctor Clu
Written: July 4th, 1999
Last update: July 5th, 1999

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||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

# 607. Re: BASIC to .EXE Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-05 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990705162914.08639.00008912@ng-fa1.aol.com>
Source record: 51396

Ah! Basic compilers. A subject near and
dear to my heart. One the things on my
"list" is to write a Basic Compiler. IMO, the best of the lot is ABC. Not the
fastest, but generally less fussy than the others.
MMG is the "son of Data Soft" Fixed many bugs, but creates lots of
machine code. But still faster than ABC.
It's too bad that the Turbo Basic Compiler
doesn't make stand-alone EXE files. But there probably was a good reason.
Advan
is a whole different animal. Might work,
but you would likely have to rewrite your
program. Advan actually had the compiler,
and later an optimizing compiler, plus a
couple of tool kits. Then there's BASM. Actually more related to Quick Code,
(not to be confused with QUICK!), and the Mac 65 toolkit, which is actually
the "son of"
EASY. And probably there are a few I never heard of..

At last report, the author of ABC
was still selling it, so you you might check
that way. It was Monarch Data Services,
out of Morganville, New Jersey. Incidently, there is an interesting footnote.
I don't think that ABC was ever or will ever be "broken". Since it appears to
be a compiled Basic program, itself. One would have to under-stand the
structure of the run time module and P-Code syntax to break it. There are
supposedly some early Beta copies of it floating around, but they are said to
be "buggy". I love languages and compilers (if you couldn't tell!)
Larry

# 608. Re: Basic XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-05 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990705164057.08639.00008924@ng-fa1.aol.com>
Source record: 51397

>I have just looked in my basic xl cart that is black with a yellow
>label and I have found it to be a 2 eprom version. the other three
>(mac65, action and basicXE) are 1 chip versions.
>Has anyone else have a basic XL like mine and what version is it?
>Mine is version: 1.03.

Interesting. I thought that when OSS went
to the black carts, all were 1-chip versions.
Learn something new here all the time!
My BXL carts are orange - Version 1.02. Will the toolkit work with 1.03?
Probably will, but OSS made a big deal at
the time that you had to have 1.02, and
no other version would work - probably meant that 1.0 and 1.01 wouldn't work.
Larry

# 609. Resurrection of my Atari 8-bit SpartaDOS 3 and X utilities page

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-05 00:00:00 UTC
From: Nelson Nieves <nelnieves@hotmail-nospam.com>
Message-ID: <7lr3ga$t9h@news2.newsguy.com>
Source record: 51398

Hi all,

I am back and this time for good. I have set up an Atari 8-bit site at
http://atari8.homepage.com

To those who lost track of me, I am sorry. I was providing ISP service in
Philadelphia and just couldn't compete with the big guys so I just closed
the business and, well, my www.cybernetworking.com no longer exists--all the
pages came down including the Atari 8-bit page.

The new site should be permanent and I will add as many of my programs to
the website as time permits. I hope to hear from new Atari 8-bit fans and
the old timers as well.

The SpartaDOS utilities are for use with SpartaDOS 3 and X and will also
work in the XFormer emulator using the SpartaDOS 3.2z version of
SpartaDOS--the one with the null UltraSpeed routines. Unless of course the
new XFormer can handle the UltraSpeed versions of SpartaDOS--I don't know as
I have not kept up with the emulators either. Hope to change all that.

So, if you are a SpartaDOS 3 and X fan please keep in touch. Subscribe to
the Alert Me! service on my page.

Regards,
Nelson Nieves

## 610. Re: BASIC to .EXE Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-05 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7lqpvp$g0e$1@pale-rider.INS.CWRU.Edu>
Source record: 51399

mail to jeking@kingtechsvcs.com results in 'user unknown' bounce.
Russg

## 611. Basic XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-05 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-48QHVJpdYdUW@di11-ks.cth.com.au>
Source record: 51484

there was a discution about the oss/icd language carts a while ago.
I have just looked in my basic xl cart that is black with a yellow
label and I have found it to be a 2 eprom version. the other three
(mac65, action and basicXE) are 1 chip versions.
Has anyone else have a basic XL like mine and what version is it?
Mine is version: 1.03.
the cart case is't glued together either. it has plastic pins that
hold it together much like SDX and R-time 8 carts.

James B

# 612. Re: Basic XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-05 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19990705002149.26265.00007466@ng-ba1.aol.com>
Source record: 51485

>I have just looked in my basic xl cart that is black with a yellow
>label and I have found it to be a 2 eprom version. the other three
>(mac65, action and basicXE) are 1 chip versions.
>Has anyone else have a basic XL like mine and what version is it?
>Mine is version: 1.03.
>the cart case is't glued together either. it has plastic pins that
>hold it together much like SDX and R-time 8 carts.
>
>James B
>
I don't have BASIC XL, but I do have an original BASIC XE with the yellow label and it is glued together, so I will not atempt to pop it open to take a peek, but upon turning the computer on with it plugged in the screen reads: BASIC XE version 4.1 (c)1985 OSS, Inc . But on the other hand the MAC/65 that I have might be a copy I think. It is in a pull apart cart case (with the pins you speak of) But it does not have the familiar yellow label on it, It has what looks like a post-it note glued to it with a hand written name on it 'MAC/65 DDT', and on the inside are two 28 pin EPROM's (with white labels over the center, of course) each of the chip #'s read 3J1 TD 97 HN482764G
and when you install the cart the start up screen reads 'MAC/65 version 1.00 (c)1984 Stephen D. Lawrow, OSS, Inc'

maybe my MAC/65 is original, the previous owner could have maybe broke the cart shell, so the board was placed in a cheap 3rd party shell, sheer speculation though, I wouldn't know an original OSS cart if I had one ;-) (even the toolkit disk I got with it was a copied disk, with DOS XL 2.3 on it. But the manual is original!)
What am I trying to say here? I haven't a clue, but maybe it shed's some light as to what you have.

Just as confused,
BG

## 613. BASIC to .EXE Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-05 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7lpnes$h35$1@news.xmission.com>
Source record: 51486

Looking to find a program that will convert an ATARI BASIC program (I wrote) into executable (.EXE) code.

I know there are a few floating around.

Thanks.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

## 614. FA: Orc Attack, CIB !

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-05 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <378083F7.B4EF2CF9@agnld.uni-potsdam.de>
Source record: 51487

... and other hot Atari 2600 (X-Man, Homevision games, 2 Pak Specials from HES, ...) and Atari 8-Bit software (Alternate Reality "The Dungeon", Springer, Gauntlet, ...). Please take a look at:

http://www.funstuff.de/cgi-bin/auction.cgi?viga0&1&1&1&1&1&1

To place a bid just register (no fees). Or you can sell as well (no fees too) !

Happy bidding !

Andre

## 615. Re: Memory upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-06 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-d6BgkvsXnHWT@di10-ks.cth.com.au>
Source record: 51400

On Mon, 5 Jul 1999 12:38:39, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

> 
> 
> Vinnie Rinaldi schrieb:
> >
> > There are a few ways to get an 800 to 64k.. and beyond... I have 2- as follows-
> > 128k in one slot plus 32 for 160k... and 512 in one slot plus 32k for 544k..
> > leaving one slot still open in each...
> >
> > There are a lot of old mods out.. David Byrd, Windover(Dr. Jay Torres)....
> > these take Atari 16k boards and hack to the max... I bought mine... Axlon made
> > the 128... Magna Systems made the 512...they also made a one meg version!
> > How's that!
> > B'rgds,
> > Vinnie
> >
> > "Can't means don't want to!"
> 
> Hello Vinnie,
> yes there are many memory upgrades for the Atari 800. But the original
> question was ... could it be upgraded to 64k Ram...?? , which also
> included ... could it be made compatible to 64k XL/XE computers... ??
> Am I right ??
> 
> - The answer is: you can upgrade your Atari 800 to any memory
> configuration you wish (up to 1 Megabyte or more), but you will not be
> able to make it fully XL/XE compatible. The 800 Atari uses the older OS,
> thus you do not have access to the RAM under the OS ROM... Programs that
> need this Ram under the Rom (64k) will not work, even with a Mega 800.
> Greets - Andreas

not quite true. The hardware cannot support ram under the roms.
I do however have an add on board for the 800 to give you the option.
with a modifycation to the axlon compatiable ram addon card that I
have, a128k xe can be emulated. Rev B 800 os + Supermon.

James B

# 616. Re: BASIC to .EXE Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-06 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-7X4O9cnSVJfY@di10-ks.cth.com.au>
Source record: 51401

On Mon, 5 Jul 1999 12:23:14, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

> Hello James,
> look for the ABC Compiler from Datasoft or the MMG Compiler from MMG
> (?). These compilers are hard to find today, but maybe you are lucky.
> Greets - Andreas

I tried a basic compiler on a program that my cosuin wrote and it
wouldn't do it. I had to change a variable around just to get it to
compile.

James B

## 617. Re: BASIC to .EXE Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-06 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7lrs4e$ee0$1@news.xmission.com>
Source record: 51402

Thanks to everyone that responded..

I fond a couple of compilers and with the help of Russ Gilbert, was able
to get some help.

Now.. Does anybody have the full copy of ABC Comp or MMG for sale?

@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

## 618. Large Atari 400 collection (Boxed) FA: Final Day!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-06 00:00:00 UTC
From: Spud <spudz@home.com>
Message-ID: <mKhg3.13375$P61.21281@news.rdc1.bc.wave.home.com>
Source record: 51403

```
Title of item: Atari 400 Computer Collection *Boxed*
Your item number is: 124663019
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=124663019

Thanks for looking!

--

Spud@biosys.net or if there are problems with that server:
spudz@home.com
-----
Wanna trade? Videogames, Computer games, Apps & Hardware, Movies &
Collectibles!
-----
http://www.biosys.net/spud or http://members.xoom.com/Spudz/
```

# 619. Re: BASIC to .EXE Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-06 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <37820397.BFA1D93F@mail.uni-mainz.de>
Source record: 51404

```
Alan Sharkis schrieb:
>
> Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in message
> news:3780A3B2.637AB5F5@mail.uni-mainz.de...
> >
> >
> > jeking@NOSPAM.COM schrieb:
> > >
> > > Looking to find a program that will convert an ATARI BASIC program (I
> > > wrote) into executable (.EXE) code.
> > >
> > > I know there are a few floating around.
> > >
> > > Thanks.

-- snip, snip
>
> Somewhere in my collection is a commercial BASIC compiler put out by Advan
> Language Systems. I might have used it _ONCE_. I don't even know if the
> disks are still good.
>
> Then there's always TurboBasic ...

Hello folks,
the Advan compiler also produces true exe files, also I do not know how
(I do not own that program). But the Turbo Basic compiler does not
produce exe files, it merely produces *.CTB files, which can only be
loaded via runtime package... (and yes there is a Turbo Basic version
for 48k Ataris and/or Sparta, but there is not a compiler or runtime for
48k Ataris and/or Sparta...) greets - Andreas
```

## 620. Re: Where to find 130 XE Keyboard?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-06 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <OFqoPf#x#GA.246@nih2naad.prod2.compuserve.com>
Source record: 51405

If you can't find a 130XE at sales, thrift stores, then the next best place would be Best Electronics. They will have new keyboards, mylars, & key enhancers. Alternatively, you can take the keyboard apart, clean the traces, and use a silver pen to repair any that are damaged, A light box helps a lot. I like to spray the entire mylar, except the contact fingers with spray clear lacquer to prevent the tarnish when I'm done repairing and cleaning.

Rick D.

--

## 621. Re: Memory upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-06 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <uYjKQc#x#GA.261@nih2naad.prod2.compuserve.com>
Source record: 51406

> not quite true. The hardware cannot support ram under the
roms.
> I do however have an add on board for the 800 to give you the
option.
> with a modifycation to the axlon compatiable ram addon card
that I
> have, a128k xe can be emulated. Rev B 800 os + Supermon.

> James B

James, not true. you can access the ram under the rom in any 8
bit Atari. DOS 2.5 without RAMDISK.COM will allow you to format
a 101 sector ramdisk under the roms. Its about 12K. The
hardware tied to the other locations can't be used. Note that
the ramdisk is touchy, and you need the patch to get the correct
ramdisk sizes.

Rick D.

--

# 622. Re: BASIC to .EXE Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-06 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7lu2ts$c6s$1@news.xmission.com>
Source record: 51407

James R. Gilbert <cb541@cleveland.Freenet.Edu> wrote:

> mail to jeking@kingtechsvcs.com results in 'user unknown' bounce.
> Russg

This problem should be resolved.. I use Outlook98 via a Novell GroupWise 5.5 back-end, and somehow, my aliases (jeking, jamesk, lanman, etc..) got removed, thereby limiting me to just jamesk@kingtechsvcs.com.

Sometimes, owning your own mail server and domain is a pain! [grin]

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

## 623. Re: Memory upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-07 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-ZUvWocX53tZI@di12-ks.cth.com.au>
Source record: 51408

On Tue, 6 Jul 1999 19:38:01, Rick D <74766.1561@CompuServe.COM> wrote:

> > not quite true. The hardware cannot support ram under the
> roms.
> > I do however have an add on board for the 800 to give you the
> option.
> > with a modifycation to the axlon compatiable ram addon card
> that I
> > have, a128k xe can be emulated. Rev B 800 os + Supermon.
>
> > James B
>
>
> James, not true. you can access the ram under the rom in any 8
> bit Atari. DOS 2.5 without RAMDISK.COM will allow you to format
> a 101 sector ramdisk under the roms. Its about 12K. The
> hardware tied to the other locations can't be used. Note that
> the ramdisk is touchy, and you need the patch to get the correct
> ramdisk sizes.

hmmmm. How does a 400, 800 and 600xl do that?? there is physically no ram under the roms so that would be impossible on those computers. both 400 and 600XL are only 16k. the 800 is 48K. The 600XL can be easily upgraded to 64K and beyond, then it is possiable. The axlon ram card adds memory but none of that is under any roms. The Axlon ram cards use location $CFFF to switch banks.
The hardware required to have ram under the os roms isn't there in the 400/800. The bank switching port on the XL/XE is another 2 joystick ports on the 400/800.
If dos2.5 does do a 101 sector ramdisk on the 400/800 which it shouldn't, there is a problem with dos or the ramdisk handler.

James B

# 624. Re: Atari DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-07 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3782fdbc.37583216@news.earthlink.net>
Source record: 51409

On Mon, 05 Jul 1999 14:30:10 +0200, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>
>
>sup8pdct@mail.cth.com.au schrieb:
>>
>> On Mon, 28 Jun 1999 13:23:23, paul.barker@orange.co.uk wrote:
>>
>> > Hi
>> >
>> > Being just about to install my nice new US Doubler into my 1050, my
>> > thoughts turned to DOS. I would be interested to hear comments and
>> > recommendations on versions of DOS (DOS XE / Sparta X / Sparta Cons Kit
>> > etc) to use with the Doubled 1050.
>> >
>> > Also if anyone knows where to source them from that would be cool !
>>
>> for the best Dos 2.5 compatability, use Superdos 5.1. It has highspeed
>> etc to take advantage of the USD.
>>
>> James B
>
>Hello Paul,
>just one comment: do not use DOS XE !! It is incompatible to any other
>DOS (even to Sparta!!) and uses more memory than any other (14kbyte).
>There are some good improvements (batch enhancements, etc.), but
>therefore you lose compatibility, simplicity and you are not supported
>with any DOS XE utilities at all. There is no US-Doubler support
>(High-Speed Sector Skewing) in DOS XE, only XF Highspeed...
>Greets - Andreas

I wouldn't use DOS 3 or DOS 4 either for the same reasons. Come to
think of it stay clear of DOS 1 as well. My best advice is to use
MyDOS and or SpartaDOS. Between those two you cover most all of what
you could ever need. DOS 2.5 is a safe Atari standard but it does not
do double density (just 1050 enhanced density).

## 625. Re: BASIC to .EXE Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-07 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37850064.38262887@news.earthlink.net>
Source record: 51410

On 5 Jul 1999 07:39:08 GMT, jeking@NOSPAM.COM wrote:

>Looking to find a program that will convert an ATARI BASIC program (I
>wrote) into executable (.EXE) code.
>
>I know there are a few floating around.

Well there was the ABC compiler and the Advan compiler, but I suggest
using Turbo BASIC and the compiler for it.

## 626. Re: Basic XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-07 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3783ff73.38021805@news.earthlink.net>
Source record: 51411

On Mon, 05 Jul 1999 03:37:29 GMT, sup8pdct@mail.cth.com.au wrote:

>there was a discution about the oss/icd language carts a while ago.
>I have just looked in my basic xl cart that is black with a yellow
>label and I have found it to be a 2 eprom version. the other three
>(mac65, action and basicXE) are 1 chip versions.
>Has anyone else have a basic XL like mine and what version is it?
>Mine is version: 1.03.
>the cart case is't glued together either. it has plastic pins that
>hold it together much like SDX and R-time 8 carts.

I have an older Mac/65 that is an orange cart. It comes apart and has
two chips. I also have a BASIC_XL and ACTION! carts which are black
and epoxy'd shut. I have heard that such black carts with yellow
labels have one chip in them. I have never cut mine open to find out.

## 627. Ribbon replacement (820 printer)

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-07 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7lvcgo$r92$1@news.xmission.com>
Source record: 51412

Curious to know if anybody knows the make/model of a ribbon to replace the old one in my 820 printer.

I use this old tank as a dedicated label maker and it works great for that function.

Thanks.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

## 628. Telnet for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-07 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7lvcjd$r92$2@news.xmission.com>
Source record: 51413

Other than dialing into an ISP via a shell account, or serially connecting to a Unix/Linux box, is there any other way to have telnet access directly from the 8bit Atari?

Any NT/95 telnet type options?

Anybody working on a telnet.exe for the 8bit?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

## 629. Re: Memory upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-07 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7lvduj$1e8$1@news8.svr.pol.co.uk>
Source record: 51414

Hi Rick,

>James, not true. you can access the ram under the rom in any 8
>bit Atari....

Hmm, since the Atari 400/800 and unexpanded 600XL don't actually have any RAM hidden under the ROM area then that's some damned clever software you have there.... :-)

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

## 630. Re: Telnet for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7lvnh1$rj0$1@autumn.news.rcn.net>
Source record: 51415

<jeking@NOSPAM.COM> wrote in message news:7lvcjd$r92$2@news.xmission.com...
> Other than dialing into an ISP via a shell account, or serially connecting
> to a Unix/Linux box, is there any other way to have telnet access directly
> from the 8bit Atari?
>
> Any NT/95 telnet type options?
>
> Anybody working on a telnet.exe for the 8bit?
>
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>
Yep, I saw you on Tom's BBS and for a slightly different reason I share your frustration. I was able to do the proxy thing with the 8-bit and the PC into Tom's website for a while. The HTML came down to the Atari OK, but on a 40-column screen with no graphics, it was a little hard to follow. At that point I was using Windows 95 on the PC.

When Tom put his BBS in emulation on as a telnet site, I first tried it with the PC. But by then I had switched to Windows 98, so the proxy was no longer working (98 uses a new Winsock and the libraries for it are not yet available.) I do nice things on that BBS with an ANSI connection, but I'd really like to see a true ATASCII connection made with the 8-bit alone.

Alan

## 631. Re: Telnet for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-07 00:00:00 UTC
From: jamesk@news.hba.com
Message-ID: <7m00ic$589$1@news.xmission.com>
Source record: 51416

Please explain the "proxy" option. Apparently, I'm missing something.

Is there a "proxy agent" for the 8bit Atari that allows you to perform a
telnet session?

Alan Sharkis <asharkis@erols.com> wrote in message
news:7lvnh1$rj0$1@autumn.news.rcn.net...
>
> <jeking@NOSPAM.COM> wrote in message
news:7lvcjd$r92$2@news.xmission.com...
> > Other than dialing into an ISP via a shell account, or serially
connecting
> > to a Unix/Linux box, is there any other way to have telnet access
directly
> > from the 8bit Atari?
> >
> > Any NT/95 telnet type options?
> >
> > Anybody working on a telnet.exe for the 8bit?
> >
> >
> > --
> > @ @ @ ------------------------------------ @ @ @
> > @ @ @ James King - Atari Fanatic! @ @ @
> > @ @ @ ------------------------------------ @ @ @
> > Atari 8bit Hobbyist by choice, IT Professional by Accident!
> > To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
> >
> Yep, I saw you on Tom's BBS and for a slightly different reason I share
your
> frustration. I was able to do the proxy thing with the 8-bit and the PC
> into Tom's website for a while. The HTML came down to the Atari OK, but
on
> a 40-column screen with no graphics, it was a little hard to follow. At
> that point I was using Windows 95 on the PC.
>
> When Tom put his BBS in emulation on as a telnet site, I first tried it
with
> the PC. But by then I had switched to Windows 98, so the proxy was no
> longer working (98 uses a new Winsock and the libraries for it are not yet
> available.) I do nice things on that BBS with an ANSI connection, but I'd
> really like to see a true ATASCII connection made with the 8-bit alone.
>
> Alan
>

>

# 632. Re: MEGA ATARI USER LIST !!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-07 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37837FA8.73CC@geocities.com>
Source record: 51417
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi everyone!

I discovered a fun quirk about Newsie that I'll tell in another message. In the meantime, if you sent a submission for the MEGA ATARI USER LIST yesterday July 6th, then please resend since I lost a lot of mail. I most definately want to get you listed as one of many Atari users out there.

Again, sorry for the inconvenience, it won't happen again.

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

## 633. Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-07 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <7m02t0$f35$1@barcode.tesco.net>
Source record: 51418

I have a 1050 running slow, which component corrects the speed please on the board.

Thanks

Richard

## 634. Atari System Animal Name (Humor)

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-07 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <378397BE.F4@geocities.com>
Source record: 51419
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I like the trend of the animal names in the Atari systems, however, the earlier systems (pre-1990) did not seem to adhere to the same animal names. So at this time, I would like to make some suggestions on names we can call our computers.

Starting with the Atari ST/TT line of computers. So far we have a bird theme going here with the Falcon, Sparrow, (Phenix) and Milan, so let's expand the theme a little.

STork (Atari ST line of computers)
TiT (TT, just add an "i", actual bird name)
Sparrow (Falcon prototype)
Falcon
Milan
Phenix (legndary "soon to be released" computer)

Next we visit the 8-bit line of computers. Based on the usual nickname of the Atari 800 (The Hippo machine) we will base the animal based names off land animals. So in order it would go something like this:

Turtle - (Atari 400 - allusion to the "turtle graphics")
Hippo - (Atari 800 due to shear size)

Mule (Atari 600XL) (Was going to call this an "Ass") :)
Stallion - (Atari 800XL)
Rhino - (Atari 1200XL)
Mammoth - (Atari 1450XL)

Emu - (Atari 65XE XE's given land based bird names
Ostrich - (Atari 130XE since they were a transision to the ST)

Penguin - (What an Atari ST becomes when emulating an Atari 8-bit. Slow, but only because it's out of it's element.)

Game systems have taken a cat-like name. Suggestions would be helpful at the moment, but taking a BACKWARD progression we could deduce the following...

Tabby - Pong System
Calico - 2600 Game System
Persian - 5200 Game System
Courgar - 7800 Game System
Panther - Prototype system between 7800 and Jaguar
Lynx - 16 bit/hand held Game System
Jaguar - 64 bit game system

Cheetah - The upcoming Nuon System? ;)

So folks, let me know what you think. Are they fitting names or what would you suggest?

--
||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

## 635. Re: Atari System Animal Name (Humor)

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-07 00:00:00 UTC
From: Mac Hine <dmcinerney@seanet.com>
Message-ID: <01bec8ae$63ea0b60$94810ccf@dmcinerney>
Source record: 51420
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Lets keep our fingers crossed and hope that the " dodo " isn't added to
that list in the future;-)

## 636. Re: Atari System Animal Name (Humor)

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-07 00:00:00 UTC
From: Graham C Thornton <graham.thornton@ln.ssw.abbott.com>
Message-ID: <7m0hip$2mt3@news.abbott.com>
Source record: 51421
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Doctor Clu wrote in message <378397BE.F4@geocities.com>...
>I like the trend of the animal names in the Atari systems, however, the
>earlier systems (pre-1990) did not seem to adhere to the same animal
>names. So at this time, I would like to make some suggestions on names
>we can call our computers.

<snip>

>
> Next we visit the 8-bit line of computers. Based on the usual nickname
>of the Atari 800 (The Hippo machine) we will base the animal based names
>off land animals. So in order it would go something like this:
>
> Turtle - (Atari 400 - allusion to the "turtle graphics")
> Hippo - (Atari 800 due to shear size)
>
> Mule (Atari 600XL) (Was going to call this an "Ass") :)
> Stallion - (Atari 800XL)
> Rhino - (Atari 1200XL)
> Mammoth - (Atari 1450XL)
>
> Emu - (Atari 65XE XE's given land based bird names
> Ostrich - (Atari 130XE since they were a transision to the ST)
>
> Penguin - (What an Atari ST becomes when emulating an Atari
> 8-bit. Slow, but only because it's out of it's
> element.)

Like the idea, but i'd like to continue the bird-theme and make
some alternate ( and slight irreverent ) suggestions for the 8-bit line -
a few of these are borrowed from the original.....

Atari 400 Dodo - there used to be alot of these around.
Atari 800 Albatross - what it became to Atari Inc. after Commodore
introduced the cheap-to-produce, high profit margin C64.
Atari 1200XL Turkey - you need an explanation for this one?
Atari 600XL Bat - small, ugly and of questionable use.
Atari 800XL Starling - you always see at least one and usually more
at every garage/car boot sale.
Atari 1400XL Parrot - Looks nice and it talks too!
Atari 1450XLD Bald Eagle - very impressive - but have YOU ever seen one
in the flesh?
Atari 130XE Penguin - nice design, but environments where it could
thrive were diminishing.

Atari 65XE Pingu - a baby Penguin
Atari XEGS Ostrich - maybe if we stick our heads in the sand Sega and Nintendo will just go away.
Atari 800XE Big Bird - okay, so now this is just getting silly.

Graham

## 637. Re: Telnet for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7m0lkd$as9$1@autumn.news.rcn.net>
Source record: 51422

Actually, no, nothing that was released. But Tom Hunt was working on a proxy that would allow an 8-bit connected via a null-modem cable to a PC to receive the HTML when the PC was connected to a website -- specifically his, but, I assume, any. I and some others were testing it for him when his current project took priority. I wanted to continue with the Proxy, but it just doesn't work in Windows '98.

<jamesk@news.hba.com> wrote in message
news:7m00ic$589$1@news.xmission.com...
> Please explain the "proxy" option. Apparently, I'm missing something.
>
> Is there a "proxy agent" for the 8bit Atari that allows you to perform a
> telnet session?
>
>
> Alan Sharkis <asharkis@erols.com> wrote in message
> news:7lvnh1$rj0$1@autumn.news.rcn.net...
> >
> > <jeking@NOSPAM.COM> wrote in message
> news:7lvcjd$r92$2@news.xmission.com...
> > > Other than dialing into an ISP via a shell account, or serially
> connecting
> > > to a Unix/Linux box, is there any other way to have telnet access
> directly
> > > from the 8bit Atari?
> > >
> > > Any NT/95 telnet type options?
> > >
> > > Anybody working on a telnet.exe for the 8bit?
> > >
> > >
> > > --
> > > @ @ @ ------------------------------------ @ @ @
> > > @ @ @ James King - Atari Fanatic! @ @ @
> > > @ @ @ ------------------------------------ @ @ @
> > > Atari 8bit Hobbyist by choice, IT Professional by Accident!
> > > To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
> > >
> > Yep, I saw you on Tom's BBS and for a slightly different reason I share
> your
> > frustration. I was able to do the proxy thing with the 8-bit and the PC
> > into Tom's website for a while. The HTML came down to the Atari OK, but
> on
> > a 40-column screen with no graphics, it was a little hard to follow. At

> > that point I was using Windows 95 on the PC.
> >
> > When Tom put his BBS in emulation on as a telnet site, I first tried it
> with
> > the PC. But by then I had switched to Windows 98, so the proxy was no
> > longer working (98 uses a new Winsock and the libraries for it are not
yet
> > available.) I do nice things on that BBS with an ANSI connection, but
I'd
> > really like to see a true ATASCII connection made with the 8-bit alone.
> >
> > Alan
> >
> >
>
>

## 638. Re: Telnet for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-07 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <7m2lbl$7uv$1@news.storm.ca>
Source record: 51423

Look at

http://home.columbus.rr.com/ksiders/ice.htm

Kenneth Siders, who designed a high-speed SIO-modem interface, is working on
writing TCP-IP for the 8-bit. Right now, PPP connection works; there's
still some work to be done on the TCP-IP.

David P.

<jeking@NOSPAM.COM> wrote in message news:7lvcjd$r92$2@news.xmission.com...
> Other than dialing into an ISP via a shell account, or serially connecting
> to a Unix/Linux box, is there any other way to have telnet access directly
> from the 8bit Atari?
>
> Any NT/95 telnet type options?
>
> Anybody working on a telnet.exe for the 8bit?
>
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>

# 639. Re: Basic XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-08 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-X7fmKRXnvYlp@di14-ks.cth.com.au>
Source record: 51424

On Wed, 7 Jul 1999 07:21:22, ssilicon@earthlink.net (Jon Melbo) wrote:

> On Mon, 05 Jul 1999 03:37:29 GMT, sup8pdct@mail.cth.com.au wrote:
>
> >there was a discution about the oss/icd language carts a while ago.
> >I have just looked in my basic xl cart that is black with a yellow
> >label and I have found it to be a 2 eprom version. the other three
> >(mac65, action and basicXE) are 1 chip versions.
> >Has anyone else have a basic XL like mine and what version is it?
> >Mine is version: 1.03.
> >the cart case is't glued together either. it has plastic pins that
> >hold it together much like SDX and R-time 8 carts.
>
> I have an older Mac/65 that is an orange cart. It comes apart and has
> two chips. I also have a BASIC_XL and ACTION! carts which are black
> and epoxy'd shut. I have heard that such black carts with yellow
> labels have one chip in them. I have never cut mine open to find out.
>
My black with yellow label BasicXL cart can come apart very easily
because it isn't glued together. It held together by pins into holes.
The others are glued together and they are 1 chip type. the shell is
also a different designe.

James B

## 640. Re: Telnet for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-08 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7m21jk$9a$1@news.xmission.com>
Source record: 51425

Alan Sharkis <asharkis@erols.com> wrote:
> Actually, no, nothing that was released. But Tom Hunt was working on a
> proxy that would allow an 8-bit connected via a null-modem cable to a PC to
> receive the HTML when the PC was connected to a website -- specifically his,
> but, I assume, any. I and some others were testing it for him when his
> current project took priority. I wanted to continue with the Proxy, but it
> just doesn't work in Windows '98.

Is this proxy agent available for others to test/use?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 641. Re: Atari System Animal Name (Humor)

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-08 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <37848DAD.94079D34@mail.uni-mainz.de>
Source record: 51426
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Doctor Clu schrieb:
>
> I like the trend of the animal names in the Atari systems, however, the
> earlier systems (pre-1990) did not seem to adhere to the same animal
> names. So at this time, I would like to make some suggestions on names
> we can call our computers.
>
snip, snip...
>
Hello folks,
what about girl names for the atari computers ?!? Some are already given
for computers or chips: Sally (CPU), Sandy (??), Maria (7800 gfx chip),
Candy (not Strip-Poker this time !!), etc. Greets - Andreas

P.S.: It is always better to give your atari computer a girl name, than
your gun/pistol...

## 642. Re: Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-08 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <931439722.2515.0.pluto.d4ee0f47@news.demon.nl>
Source record: 51427

Open the drive and look in it, with the I/O connectors close to you. The look at the right corner and you will see the metal plate and some drive connectors. Look in this area for a blue resistor that could be changed. Code VR2 is on the PCB. Take a little screw driver and run a speed program while turning it. You drive speed should be 288 or a little bit higher lower speeds mostly give the most read error's

Gtx,
Sysop*TXG

Richard Daley <Richard.Daley@tesco.net> wrote in message news:7m02t0$f35$1@barcode.tesco.net...
> I have a 1050 running slow, which component corrects the speed please on the
> board.
>
> Thanks
>
> Richard
>
>

## 643. FA: Eternal Dagger ...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-08 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <3784CA51.288D234@agnld.uni-potsdam.de>
Source record: 51428

for Atari 8-Bit. Sequel to the famous 'Wizard's Crown' from SSI. If interested in getting this fine role playing game you can place a bid at:

http://www.funstuff.de/cgi-bin/auction.cgi?viga0&1&1&1&1&1&2

Happy bidding!

Andre

# 644. Re: BASIC to .EXE Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-08 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.931449360@math.tu-berlin.de>
Source record: 51429

Howdy!

lwhite6497@aol.com (LWhite6497) writes:

>Ah! Basic compilers. A subject near and dear to my heart.
> One the things on my
>"list" is to write a Basic Compiler. IMO, the best of the lot is ABC.

Depends on what you want. The ABC uses integer code only, limited to numbers
of 2^23, and doesn't really "compile" programs in the strict sense. It
generates p-Code which is, however, relatively fast to execute. Due to the
integer-only feature much faster, actually.

>Not the
>fastest, but generally less fussy than the others.

At least it got used in various commercial programs.

>MMG is the "son of Data Soft" Fixed many bugs, but creates lots of
>machine code. But still faster than ABC.

>It's too bad that the Turbo Basic Compiler
>doesn't make stand-alone EXE files. But there probably was a good reason.

The runtime library is rather big, but it really generates machine code, not
just p-Code.

> At last report, the author of ABC
>was still selling it, so you you might check
>that way. It was Monarch Data Services,
>out of Morganville, New Jersey. Incidently, there is an interesting footnote.
> I don't think that ABC was ever or will ever be "broken".

Err, ehem. If I may add a quick note here (-:
Yes, I *DO* have an ABC de-compiler here, a (rather long) Turbo-Basic program,
UNKOMP.TRB, 103 sectors. It doesn't restore all data, of course, variable
names and REM's are missing, but the result runs again.

Plug in ABC compiled code, get Basic code out. Yup, ABC is in basic, and
compiled by itself. "ABC.BAS, 147 sectors", "my edition".

>Since it appears to be a compiled Basic program, itself.

Is, actually. Sometimes rather naive in how it compiles, if I may add this
comment. Sure, one of its first kind, so it is still rather impressive
compared for its age.

As long as ABC is still selling though, I'm not willing of giving this software
away. Would be kind of unfair, I'd say. At least not without permisson of

the author.

So long,
Thomas

--
_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

## 645. Re: Bruce Lee Codes?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-08 00:00:00 UTC
From: cube_x@hotmail.com
Message-ID: <378506be.2008689@news.supernews.com>
Source record: 51430

I do recall the on the blue/grey levels where there are the double
ying/yangs at the side of the screen one of them gives and xtra life.
If you get it go out of the room and come back and the ying/yang
appears again. You can do this I think 10-15 times and get all of
those lives before moving on to the hard rooms at the end.

-CuBe

On Mon, 28 Jun 1999 07:47:36 GMT, chrisw@columnwest.reno.nv.us
(Christopher Wing) wrote:

>Does anyone remember how to get unlimited lives in Bruce Lee?
>(More accurately, how, when you get killed, you gain a life instead of losing
>one.)
>
>Thanks.
>
>-- Chris

## 646. FS: Collectable? software & books (US)

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-08 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19990708165930.08878.00003860@ngol07.aol.com>
Source record: 51431

I have the following items for sale to persons with a U.S. address:

Sparta Dos X cartridge and Sparta Dos diskettes, both with manuals - $10.00

De Re Atari (book), Atari 8-bit reference guides: 810 DOS source code, 400/800 OS source code, 1200XL 400/800 OS source code supplement, 400/800 hardware manual, 400/800 OS user's manual, DOS 2 reference manual - $10.00

Atari cartridges with manuals: Star Raiders, Basketball, Music Composer, Atari Basic and 2 - Cart Key with photocopied doc and several disks of software - $5.00

Software new in box: Star Raiders, Atari Timewise, The Great War - 1914, Clash of Wills, Metz & Cobra, PS Interface, Home Filing Manager - $10.00

Software used in box: Atari Talk & Teach - spelling (cassette), Wishbringer, Invitation to Programming 2 & 3 (cassette), Music Composer, Microsoft Basic II, Computer Wars, Blue Max, The Halley Project, Solo Flight, Aerobics, Ninja, Karateka, Financial Strategies, Synfile + (130XE version) - $10.00

Atari 800 memory board, miscellaneous IC's, 6 - Star NX10 printer ribbons (sealed in plastic wrap) - $5.00

While I don't want to split up the packages as offered above, I'll be glad to combine any or all. All offers will be considered, but full price offers will be given priority. I will consider offers for individual items in packages that are not sold within the next week or so.

Terms: Buyer prepays purchase and pays for shipping costs.

Please reply via e-mail to: gwestndrf@aol.com

## 647. Re: happy chip for 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-08 00:00:00 UTC
From: Bubba <dlord@home.com>
Message-ID: <pM8h3.1377$ni.6845@news1.rdc2.tx.home.com>
Source record: 51432

David Matthews wrote in message ...
>Hi All,
>I am looking for a happy chip for a 1050 drive,please help??
> Atari collector /!\
>/!\
>

It is not just a chip change to make a 1050 HAPPY. It also includes a duaghter board that has enough ram in it for a Track buffer. Even if you don't run the drive in Warp speed, the track buffer alone speeds it up enormously.
To get an idea how fast. Leave the drive latch in the open position when doing a
directory on a diskette. The rapid fire beeps are about the same speed.

## 648. Re: Telnet for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-08 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7m3780$gk6$1@autumn.news.rcn.net>
Source record: 51433

Why not get on Tom's BBS and ask him?

<jeking@NOSPAM.COM> wrote in message news:7m21jk$9a$1@news.xmission.com...
> Alan Sharkis <asharkis@erols.com> wrote:
> > Actually, no, nothing that was released. But Tom Hunt was working on a
> > proxy that would allow an 8-bit connected via a null-modem cable to a PC
to
> > receive the HTML when the PC was connected to a website -- specifically
his,
> > but, I assume, any. I and some others were testing it for him when his
> > current project took priority. I wanted to continue with the Proxy, but
it
> > just doesn't work in Windows '98.
>
> Is this proxy agent available for others to test/use?
>
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>

# 649. More Atari stock. Lowered prices. FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-08 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7m3hlo$o60$1@user2.teleport.com>
Source record: 51434
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

For Atari Sales and Service from someone with nearly 20 years of Atari experience go to my Web site below or E-Mail me at atari@benjamin.net where you can find for the Atari 8 Bit coveted Happy Drives and other Disk Drives modified for increased performance and speed. You can find NEW Atari ST software Marked down in Price and I've added and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. And remember if you dont come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

Click for WebSite!

***FREE*** Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, July 13th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

## 650. Re: Telnet for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-09 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7m4n70$2u2$1@news.xmission.com>
Source record: 51338

Alan Sharkis <asharkis@erols.com> wrote:
> Why not get on Tom's BBS and ask him?

Did... and I now have it. Thanks for the response.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 651. Re: Atari System Animal Name (Humor)

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-09 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7m4teq$t6v$1@cubacola.tninet.se>
Source record: 51339
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Andreas Magenheimer <magea000@mail.uni-mainz.de> skrev i
diskussionsgruppsmeddelandet:37848DAD.94079D34@mail.uni-mainz.de...

> P.S.: It is always better to give your atari computer a girl name, than
> your gun/pistol...

In Sweden we have the girl name Gun, which kind of closes the argument...

Happiness is is a warm gun
Bang bang shoot shoot
(Beatles)

MG

# 652. WTB - Ultima 1: The Original from Sierra Online

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-09 00:00:00 UTC
From: fortran@earthlink.net
Message-ID: <MPG.11efbcdf92947f1498a3a6@news.alt.net>
Source record: 51340

I'm looking for the Atari 400/800 game, Ultima 1: The Original by
Sierra Online. I'm a collector of Ultima games so I would like to
add this game to my permanent collection. While I am interested in the
complete game, I'm also willing to buy a partial copy.

Please email me if you would be willing to sell your game.

--

Edward Franks
<fortran@earthlink.net>

## 653. Re: Copies of Anitic and Analog

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-09 00:00:00 UTC
From: Jim Smith <postmaster@j-com.net>
Message-ID: <dOoh3.617$ri.18529@newse3.tampabay.rr.com>
Source record: 51341

Check out www.atariworld.com, under the 8-bit section there is an Atari
Magazine trading section.

Steve Lovett <Steve@NO.SPAM.co.uk> wrote in message
news:fW9d8AAgtie3EwXu@nexcon.demon.co.uk...
>
> Got lots of old issues of both, are they worth anything to anyone ?
>
> Drop me a line...
>
> --
> Chris
>

## 654. Atari 800xl memory upgrade.

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-09 00:00:00 UTC
From: Jim Smith <postmaster@j-com.net>
Message-ID: <kXoh3.619$ri.18646@newse3.tampabay.rr.com>
Source record: 51342

If anyone has plans for using a 1meg 30pin SIMM in an Atari 800xl I would be interested in it. If not I'm going to tear into the schematics and design one but I hate to waste the time if the mod already exists.

## 655. Re: Docs to 4050BE chips

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-09 00:00:00 UTC
From: Jim Smith <postmaster@j-com.net>
Message-ID: <G1ph3.620$ri.18618@newse3.tampabay.rr.com>
Source record: 51343

What computer is this upgrade for?

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:7l7l36$gik$3@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> I'm using an HCF 4050 BE in my 1MB (30pin SIMM) upgrade at the moment. It
> works fine. I'd like to know how much of a delay this chip (and it's
other
> versions) give me. Could anybody help me get that info?
>
> CU Mathy van Nisselroy
>

## 656. Re: Wanted: 1450xld

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-09 00:00:00 UTC
From: Jim Smith <postmaster@j-com.net>
Message-ID: <T2ph3.621$ri.18574@newse3.tampabay.rr.com>
Source record: 51344

Yea, aren't we all...

Victoria Rock <vrock1@san.rr.com> wrote in message
news:kqZc3.9971$tb6.125527@newsr1.san.rr.com...
> Looking for one of these...
>
>

# 657. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-09 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_931524737@rtfm.mit.edu>
Source record: 51345
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend,
several people volunteer their time and energies by maintaining Periodic
Informational Postings for this newsgroup. Please take a moment to refer to
these documents before posting to comp.sys.atari.8bit. The answer to your
question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
```

## 658. Attn: Jon Melbo

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-09 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37892b54.10480001@news.freeserve.net>
Source record: 51346

```
Jon, send me an email as the old address I have for you bounces..

Have a little pressie for you at long last :)
--
Paul Irvine

ICQ 105793
```

## 659. 8BIT&ST>Digital Antic Project has two new issues

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-09 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <090719991003570274%savetz@northcoast.com>
Source record: 51347
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.8bit,comp.sys.atari.st

The Digital Antic Project (http://www.atarimagazines.com/) is an ongoing
effort to put the full text of Antic Magazine on the Web. We just added
two issues from 1986.

The project now has the full text of more than one-quarter of the Antic
issues that were published.

Here are the issues and articles that have been recently added:

January 1986 - Vol. 4 No. 9 - Atari Products Are Back!
---
Mapping the XL/XE New from the author of the classic Atari guidebook
Dandy Dissolver Spirals & horizontal sweep effects
Dungeon Master's Apprentice A Dungeons and Dragons scorekeeper... and more
Appointment Calendar Organize your personal schedule
Atari Bingo Caller Random number generator at work
Two New Modems Tel-A-Modem and MultiModem
Basic XE From O.S.S. Ultimate BASIC for 8-bit Atari
ST Font Loader New character sets in RAM
ST Listings on Monthly Disk ...and how to get them
ST-Ware From Two Continents Is U.K. now in the lead? A description of software at the PC
World Show in London
TOS Roadmap Inside Tramiel Operating System
ST Product News ST reviews of Hex, Chat, and Express
Sysop Santa Claus Last-minute gift help online
Game of the Month - Wireball An abstract one-player arcade game
I/O Board
Error File Corrections to past programs
Antic Online/Worldwide Users Network
Editorial Results of the 1985 Antic Survey
Product Reviews Kennedy Approach, Halley Project, Wishbringer, Mindshadow, Twirlybird, and
Objective: Kursk
New Products Bomber/Evader, PST-8B Interface, Ace 80, Racing Handicapper, Assembler and
Linker, Teacher's pet, Power Star,
Top-DOS 1.5, Computer Printer Commands, Coin Collector/Photo Collector, Battalion
Commander, Acrojet, Targets, Covox Voice
Master, Karateka, Championship Lode Runner

February 1986 - Vol. 4 No. 10 - Printer Power
---
Atari'Toons Contest Winners
Printer Picks New Epson, C.Itoh, Okidata models reviewed
Ultimate Dot-Matrix 24-pin Star Micronics SB-10
Radio Shack Color Printer Meets Atari Best color printing under $1,000?

Build a Two-Headed Printer Cable
Mastering the Atari 1020 plotter Tutorial with demonstration programs
T-shirt construction set Microscreen iron-ons via Atari
BASIC on/off switcher Clean, handy XL/XE BASIC control
Instant-DOS Speedy, convenient DUP.SYS loading
DOS 2.5 for Axlon RAMdisk Enhanced Disk Density Plus 128K
Print Software Gallery Typesetter, Page Designer and Rubber Stamp
Tiny List Small printouts for BASIC listings
Forth Escapes - ST Control Characters from Forth
DEGAS $2,000 Art Competition
DEGAS Key to ST Graphics Power
ST Disk Secrets Layout of tracks, sectors, files
ST Crash Clues Count the bomb icons
Haba Hippo-C First low-cost ST C language
ST Product News and New Products Hippo Almanac, Soft Spool, PC/InterComm, Flip Side, Mudpies
Joyce Hakansson's Fantasy Factory Ducks Ahoy software
Assembly Language - Multi-colored players
Game of the Month - Warrior 3000
I/O Board
Help!
Editorial - Top 10 printers for Atari
Antic Online - Atari news from CES
Product Reviews ICEPIC Interface, Computer Printer Commands book, MicroNet, Hacker, MicroPort XL, Lode Runner's Rescue, Dr.
Seuss Fix-up the Mix-Up Puzzler, Colonial Conquest, Six-Gun Shootout
New Products Enhanced Syncalc, Synfile+, Spellbreaker, XM301 Modem, Snapshot, Games Computers Play, Compuserve 2400 Baud,
Battle Of Antietam, Inventory Master, Your Personal Net Worth, RAM-Charger, Print Shop Library 3, Blackhawk
Error File

--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce

# 660. Re: FS: Collectable? software & books (US)

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-09 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19990709165629.06754.00003985@ngol06.aol.com>
Source record: 51348

The response to my ad has been overwhelming.

I've already received many many inquiries for the items listed, and many people have offered to buy the entire collection.

I am replying to inquiries in the order I received them. Hopefully, I will be able to respond to everyone within a couple of days.

Thanks for your patience.

Gail

# 661. Re: Omega Race - 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-09 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <3786b2c1@news.inil.com>
Source record: 51349

I would be interested too...

Had to buy a C= in order to play it.. :(

LWhite6497 wrote in message
<19990703062813.23870.00003477@ng-fj1.aol.com>...
>If memory serves, I recall seeing
>"Omega Race" advertised for the 400/800,
>but I'm sure it was never sold in the U.S.
>Anyone ever see a prototype/pre-release
>version of it?
>Larry

# 662. Re: Atari 800xl memory upgrade.

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-09 00:00:00 UTC
From: Wes Newell <wnewell@ticnet.com>
Message-ID: <EAB70B412EF5FB42.C2E1BC074CEAF983.44AA8FBB0B1309D9@lp.airnews.net>
Source record: 51350

Jim Smith wrote:

> If anyone has plans for using a 1meg 30pin SIMM in an Atari 800xl I would be
> interested in it. If not I'm going to tear into the schematics and design
> one but I hate to waste the time if the mod already exists.

Well, you'll need a little more than just a way to put a simm socket in it. If you want designs for
a memory controller and the like. I made the MegXL upgrade schematics PD sometime back. If anyone interested in them I could go ahead and set up a web site to get them.

MEG13O/MEG65/MEGXL..1-4 MEG UPGRADE FOR 13OXE,65XE,8OOXL/12OOXL

These memory upgrades add support for 1 or 4 meg ram chips for 1O88K or 416OK of memory. Designed with total compatibility in mind, these upgrades support true Antic banking just like the 13OXE. Compatible with Basic XE, Sparta DOS, Sparta DOS X, etc. Comes with MYDOS and copy utility. Get over 8OOO sectors of ramdisk with 1O88K of ram.
Internal installation. Soldering is required. Installation availible.
Requires eight 1 meg or 4 meg ram chips. See below. SPECIFY COMPUTER MODEL WHEN ORDERING.

## 663. Re: Atari 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-09 00:00:00 UTC
From: rezarf@aol.com
Message-ID: <19990708214910.11258.00011770@ng-cd1.aol.com>
Source record: 51435

With the door on the drive facing you, look in the back behind the drive mechanism, and there is a blue rectangular pot with a screw on the top. This is the adjustment for speed; I don't remember the screened number on the board for it.

## 664. Information needed

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-09 00:00:00 UTC
From: ryanr256@my-deja.com
Message-ID: <7m3oid$ujg$1@nnrp1.deja.com>
Source record: 51436

On June 1, 1999 Michael Current forwarded a
message from Dave Frye. Dave was selling his
Atari collection.

Has anyone purchased anything from Mr. Frye? If
so, I would like that person(s) to contact me
privately.

I am specifically interested in the items
purchased and the date of purchase.

Thank you,

-Bob

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 665. Information needed

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-09 00:00:00 UTC
From: ryanr256@my-deja.com
Message-ID: <7m3osa$umf$1@nnrp1.deja.com>
Source record: 51437

On June 1, 1999 Michael Current forwarded a message to this newsgroup from Dave Frye. Dave was selling his Atari collection.

I need to get in contact with anyone who purchased an item from Mr. Frye. If you purchased something from him, please contact me. I am interested in the item purchased and the date of purchase.

Thanks,

-Bob
PS if this is posted twice, blame Deja.com :-)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 666. Re: Atari Classic subscribers

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-10 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3786DD00.4C88@geocities.com>
Source record: 51351

dfrancois.carrodano wrote:
>
> Hi everybody
> How many of you are old atari classic subscribers like me?
> I was too a member of the Old Hackers (NY).
> My Atari 800XL is now dead and I upgraded from PC two years ago.
> I am happy to see the 8bits community is still alive.
> What are the true emulator now that have real capacity to work?
> PC Xformer is still on the market?
>
> --
> The Mad M'Ace Club
> DFC President

Hey, I'm still having fun tinkering with *ST X-FORMER*. ;)

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

# 667. Re: Combat ported from VCS to 8-bit comp?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-10 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3786DEF5.7DBF@geocities.com>
Source record: 51352

John Kwiatkowski wrote:
>
> I loved the Atari VCS came combat. It seems many games were also
> ported to the 8-bit
> computers (Demon Attack etc.) Was there ever a port of the Combat game
> that came
> with the VCS?
>
> I just picked up an 800XL and would love to play Combat using real
> Atari joysticks.
> The VCS emulators are good but don't cut it for 2 player games, I only
> have 1 PC
> joystick.
>
> John K.

Hmmm.. how's this gone for you?

I have heard that someone hard wired a 2600 game of poker in the Atari
8-bit computer. I STILL want to know how that was done.

Doctor Clu

# 668. Re: Waaaayyy OT:Classic Mac Users

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-10 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3786E416.269@geocities.com>
Source record: 51353

```
just another john wrote:
>
> Hey all,
>
> Just wondering if any of you Atari users also have old macs, like the Mac Plus.
> See, I just bought one off ebay and I need some software for it. Trouble is,
> software for classic macs isn't anywhere as easy to buy as Atari 8-bit; there's
> no 4jays.com or anything...so, if anyone has any software they want to get rid
> of, or know anywhere I can buy some, I'd be much obliged.
>
> Cheers,
> john

After I finished my time with the Atari 8-bit world (1982-1989 era) I
got a Macintosh, and used that from 1989 to current. I still have the
poor Macintosh 128K in the front room.

So what programs are you looking for? I'm somewhat partial to 68K
machines. :)

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

THE ATARI / NEWTON CONNECTION \\ /,
http://www.geocities.com/SiliconValley/Hub/4088/ `( N
Combining a Fun Desktop With an Exciting Data Assistant \
=
```

## 669. Re: Attn: Jon Melbo

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-10 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37870cd0.21786996@news.earthlink.net>
Source record: 51354

On Fri, 09 Jul 1999 17:04:27 GMT, mclane@dellos.freeserve.co.uk (Paul Irvine) wrote:

>
>Jon, send me an email as the old address I have for you bounces..
>
>Have a little pressie for you at long last :)

Oh kee doh kee..... it is ssilicon@earthlink.net

The suspense is killing me. :)

## 670. FS: Atari Hardware (US)

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-10 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19990710072225.17958.00004975@ngol01.aol.com>
Source record: 51355

I have the following items for sale to buyers with US mail addresses.

Atari XE Game System w/PS, RCA plug monitor cable, RF cable, light gun, Flight Simulator & 2-Bug Hunt cartridges, manuals - $40

Atari 800XL computer w/PS, RF cable - $20

Atari 65XE computer w/PS, RF cable, manual - $20

Atari 1050 disk drive w/PS, I/O cable, manual, DOS 2.5 master disk - $25.00

Atari 410 program recorder - new in box - comes with 80 cassettes - $10.00

Box full of miscellaneous for one price. The box includes the following:
Atari 1030 modem w/PS, I/O cable, manual, Amodem disk
Atari 1020 plotter w/PS, I/O cable, manual, pens, software
Graphix AT printer interface w/manual
U-print printer interface w/manual
MPP AT printer interface
Atari CX-85 keypad w/handler software
1- set paddle controllers
2-Kraft joysticks, 1-Tac2 joystick, 1-generic joystick, 1-Atari 2600 style joystick
4-9v PS (one w/o cover), 2-I/O cables, 1-RF cable
Entire box for $20.00

Non-functional hardware:
Atari 1050 disk drive (bad PS circuit?) - drive only, no PS or cables
Atari XE game system (Has a memory upgrade-128K? Unreadable video, won't boot floppy drive) - console unit & keyboard only
Both of these for $5.00

270 - 5-1/4" floppy disks - $5.00

Buyer pays shipping on prepaid purchases. Offers will be considered on items that don't sell for asking price.

Please reply to gwestndrf@aol.com

## 671. WTB: Atari XEGS System Manual

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-10 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <2GOh3.961$ri.27610@newse3.tampabay.rr.com>
Source record: 51356

I already have the "Keyboard" manual...I need the "System" manual.
Please email me with price.

--mb

# 672. Killer 800XL system for sale and MORE on eBay

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-10 00:00:00 UTC
From: Internet Newsgoups <nicknbea@ptinet.net>
Message-ID: <7m99cq$c8i$1@elwha.ptinet.net>
Source record: 51357

Hi all!

In case any missed my last post on 7/4/99, here it is again. If you are interested in any of it, get crackin'. The bidding ends tomorrow (7/11 @ 6:38 pm PDT).

---

I'm finally selling off all my 8-bit stuff and there's some great items!

800XL w/256K and dual O.S.'s
Happy 1050 with controller and more.
See it at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=127005867

I'm also selling:
ICD P: R: Connection
Print Shop w/extras
A Trio of Games
2400 baud modem
Faster Than Lightspeed C programming package
MORE!
All on www.ebay.com

Do a Seller Search for "beesmart" or go to the link for the 800XL ad above and there is a link on that page to see all the items currently for sale. The bidding starts tonight 7/4/99 and ends 7/11/99.

Thanks,
Nick Berry

# 673. Re: BASIC to .EXE Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-10 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <931615402mnewsX_velcro_X@netunlimited.net>
Source record: 51358

spearsk wrote:

> I, too, would like to buy a BASIC compiler if such a thing is FS.
> Or if they aren't still available for sale, are they obtainable FTP or
> some other way?

I have heard about these compilers, but it's always been iffy as to if they actually work. I would like to hear from someone who actually used one to convert a standard Atari BASIC program into a machine language executable that runs without any 'run-time package.'

vs

To email me just remove the X's and underline marks from my address.

## 674. Re: Atari 800xl memory upgrade.

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-11 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7m8rpv$i9c$1@nnrp1.deja.com>
Source record: 51359

I'd like to find out a little more about this. I have a 1200XL and
some 1024Kx1 DRAMs sitting around..

In article
<EAB70B412EF5FB42.C2E1BC074CEAF983.44AA8FBB0B1309D9@lp.airnews.net>,
Wes Newell <wnewell@ticnet.com> wrote:
>
>
> Jim Smith wrote:
>
> > If anyone has plans for using a 1meg 30pin SIMM in an Atari 800xl I
would be
> > interested in it. If not I'm going to tear into the schematics and
design
> > one but I hate to waste the time if the mod already exists.
>
> Well, you'll need a little more than just a way to put a simm
socket in it. If
> you want designs for
> a memory controller and the like. I made the MegXL upgrade schematics
PD
> sometime back. If anyone interested in them I could go ahead and set
up a web
> site to get them.
>
> MEG130/MEG65/MEGXL..1-4 MEG UPGRADE FOR 130XE,65XE,800XL/1200XL
>
> These memory upgrades add support for 1 or 4 meg ram chips for
1088K or
> 4160K of memory. Designed with total compatibility in mind, these
upgrades
> support true Antic banking just like the 130XE. Compatible with Basic
XE,
> Sparta DOS, Sparta DOS X, etc. Comes with MYDOS and copy utility. Get
over
> 8000 sectors of ramdisk with 1088K of ram.
> Internal installation. Soldering is required. Installation
availible.
> Requires eight 1 meg or 4 meg ram chips. See below. SPECIFY COMPUTER
MODEL
> WHEN ORDERING.
>
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 675. Re: Wanted: 1450xld

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-11 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7m8s10$ial$1@nnrp1.deja.com>
Source record: 51360

I started wanting one when it appeared on the cover of the June '83
Michigan Atari Computer Enthusiasts Journal. At the time, I was a bit
too young to understand the concept of "vaporware".

In article <T2ph3.621$ri.18574@newse3.tampabay.rr.com>,
"Jim Smith" <postmaster@j-com.net> wrote:
> Yea, aren't we all...
>
> Victoria Rock <vrock1@san.rr.com> wrote in message
> news:kqZc3.9971$tb6.125527@newsr1.san.rr.com...
> > Looking for one of these...
> >
> >
>
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 676. Re: BASIC to .EXE Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-11 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7m8sie$if5$1@nnrp1.deja.com>
Source record: 51361

I, too, would like to buy a BASIC compiler if such a thing is FS.
Or if they aren't still available for sale, are they obtainable FTP or
some other way?

I article <7lrs4e$ee0$1@news.xmission.com>,
jeking@NOSPAM.COM wrote:
> Thanks to everyone that responded..
>
> I fond a couple of compilers and with the help of Russ Gilbert, was
able
> to get some help.
>
> Now.. Does anybody have the full copy of ABC Comp or MMG for sale?
>
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 677. Re: Atari 800xl memory upgrade.

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-11 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <378a26ec.3855170@trumpet.uni-mannheim.de>
Source record: 51362

On Fri, 09 Jul 1999 21:08:13 -0400, Wes Newell <wnewell@ticnet.com> wrote:

>
>
>Jim Smith wrote:
>
>> If anyone has plans for using a 1meg 30pin SIMM in an Atari 800xl I would be
>> interested in it. If not I'm going to tear into the schematics and design
>> one but I hate to waste the time if the mod already exists.
>
> Well, you'll need a little more than just a way to put a simm socket in it. If
>you want designs for
>a memory controller and the like. I made the MegXL upgrade schematics PD
>sometime back. If anyone interested in them I could go ahead and set up a web
>site to get them.
>

Hey, that would be really great! I also have some old SIMMs
lying around... and on the Polish mailing list there's talk
about this very subject right now.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

## 678. Re: FS: Atari Hardware (US) - update

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-11 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19990711054453.08876.00003984@ngol07.aol.com>
Source record: 51363

I have the following items for sale to buyers with US mail addresses.

Many of the items in the initial message have already been sold. Here is what is left:

Atari 800XL computer w/PS, RF cable - $20

New lower price:
Atari 1050 disk drive w/PS, I/O cable, manual, DOS 2.5 master disk - $20.00

Atari 410 program recorder - in box (Only used to make sure that it still works. Box and recorder look brand new.) - comes with 80 cassettes - $10.00

270 - 5-1/4" floppy disks - $5.00

Buyer pays shipping on prepaid purchases. Offers will be considered on items that don't sell for asking price.

Please reply to gwestndrf@aol.com

# 679. Atari Basic Compiler Manual Online

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-11 00:00:00 UTC
From: Isaac Davis <idavis@my-deja.com>
Message-ID: <7m9ta7$rll$1@nnrp1.deja.com>
Source record: 51364

With all the interest in the basic compilers I have spent some time putting Datasoft's Atari Basic Compiler manual into html. If you want to check it out, it's on my website http://www.geocities.com/BourbonStreet/1055 I still have to finish the glossary and appendices, but the meat of the manual is there. It is broken up by chapter, and I would like to do a single html page with the entire manual also. I hate having it broken up, but that was the easiest way to start it. I also have the manual in Microsoft Word format. If a lot of people are interested in that, I can put it up on the website for download as well. It needs a little work too, but is 90-95% complete. I have had good luck with the compiler, and I can attribute a lot of that to the manual. It's very helpful in a lot of situations and explains how to fix a lot of problems I had initially trying to compile a basic program.

If anyone can help me to take a compiled program and get it to where I can burn it onto and eprom and make a cartridge out of it, I would be eternally grateful. My problem is that the code from the compiler is assembled to run in a different location than if it was loaded as a cartridge. I know enough to know that I can't get it to relocate.

Let me know if it helps anyone.
--
isaac davis
indavis@juno.com

Sent via Deja.com http://www.deja.com/
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## 680. Giveaway

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-11 00:00:00 UTC
From: jack <jackaloy@ix.netcom.com>
Message-ID: <37889DFD.40D7@ix.netcom.com>
Source record: 51365

As I continue refining my collection (i.e., cleaning the basement) I offer the following items to anyone who wants one, two or all. I haven't tested any of them, but they are all original. All I ask is the cost of mailing from NY.

Thanks

Jack

Disks - no box, no manual

MASTER DISKETTE 3 (DX5052)
STOCK ANALYSIS (CX8107)
STOCK CHARTING (CX8108)
MICROSOFT BASIC (CX8126) (2 copies)
CAVERNS OF MARS (CX 8130)
PAINT MASTER DISKETTE (DX5048)

Cassette and Manual
TOUCH TYPING (CX4110)

Cassette only
STATISTICS (CX4103)

Manual only
INVITATION TO PROGRAMMING 2 (CX4106)

# 681. Re: Atari Computer System For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-11 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <931706873.17840.0.pluto.d4ee0f47@news.demon.nl>
Source record: 51366

Hi,

I am interested in the ICD MIO (256K) , how much including shipping to the Netherlands ?

Gtx,
Rene

C Lawler <clawler1@tampabay.rr.com> wrote in message
news:yPOh3.4555$R5.96297@newse2.tampabay.rr.com...
I have the following items for sale and am willing to part with them...make offer for all
or individualually.
I can be reached at c.t.lawler@bigfoot.com

1 800XL w/200k extended ram
1 ICD multi I/O board (256k) w/adapter for XE use
2 1050 disk drives w/fast-loading chips installed
12 cartridges....Pacman...Star Raiders...Defender....Dig Dug....Qix Action & Writers
tools,both by OSS
software available, about 20 pounds of it.

E-Mail me if interested....

## 682. Memory Upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-11 00:00:00 UTC
From: Wes Newell <wnewell@ticnet.com>
Message-ID: <A2DA5590A12E1CCD.BA3FA06493D036A7.B90B16976540DB59@lp.airnews.net>
Source record: 51367

I just requested my web site address and it will be
www.users.ticnet.com\newell. It will probably be Wednesday before it's
active. I've already set it up and just need them to release it so I can
ftp everything up there.

## 683. Re: BASIC to .EXE Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-11 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <931717956.418.55@news.remarQ.com>
Source record: 51368

velcro_spy <X_velcro_X@netunlimited.net> wrote in message
news:931615402mnewsX_velcro_X@netunlimited.net...
> spearsk wrote:
>
> > I, too, would like to buy a BASIC compiler if such a thing is FS.
> > Or if they aren't still available for sale, are they obtainable FTP or
> > some other way?
>
> I have heard about these compilers, but it's always been iffy as to if
they
> actually work. I would like to hear from someone who actually used one to
> convert a standard Atari BASIC program into a machine language executable
> that runs without any 'run-time package.'
>
> vs
>
>
> To email me just remove the X's and underline marks from my address.
I have used the MMG BASIC compiler and I thought it was quite good.

It is copy protected and kind of a developers tool vs generic. That is, it looks like something someone wrote to work the way they wanted to work vs being able to customize it. To use double density, you have to boot the double density side of the disk or boot the copy protected single density version, run a utility that switches density, then flip the disk: I can't remember which.

It is kind of interesting to see how they did the compiler. There is the option to output asm source code so you can get some info about how they do things.

IIRC, Every GOTO 10 or GOSUB 50 generates asm source like;

```
110 LINE10
120 LDX #0
....
200 RTS
210 LINE50
220 LDY #FF
....
300 RTS
400 JMP LINE10
410 JSR LINE50
```

All the major routines are in a runtime format. That is, there is a module that has all the high level functions like GRAPHICS that are hard coded and

compiled to be used as subroutines, so you never really see the source. That is;

10 GRAPHICS 9

Will compile into

```
10 LDA #9
20 JSR $XXXX
```

Where $XXXX is the location of the graphics call in the runtime library. I think it uses the address rather then a symbol like JSR GRAPHICS but it has been a long time since I have used it.

Runtimes load somewhere above $2000 and has two types so both int and fp are supported.

# 684. FS/T Mint Condition Atari Force Comics

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-11 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <ZE6i3.848$k3.101103@news0.telusplanet.net>
Source record: 51369
Cross-posted to: alt.comics,alt.comics.classic,alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,rec.arts.comics,rec.games.video.2600,rec.games.video.atari,rec.games.video.classic

I have the following Atari Force Comics, for sale or trade, all are in mint condition. If you have any questions in regards to cover art, etc., please feel free to ask.

**Atari Force Comics** Please make an offer
==========
All are in Mint Condition, some multiples available
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #9 - September 84
- Issue #11 - November 84
- Special Issue #1 - 1986

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first)

Please make all offers in U.S. Funds (buyer pays shipping), I am also willing to trade for some rare or shrink-wrapped/sealed titles for
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped/New or Complete Intellivision Triple Challenge
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhaman, Super Cobra or Popeye
- Intellivision Draughts
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A working Vectrex controller.
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).
- Atari Force Issue #1 (January 1984)
- Atari Force Issues 4 thru 7
- Atari Force Issues 12 thru 20

# 685. Re: BASIC to .EXE Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-11 00:00:00 UTC
From: Isaac Davis <idavis@my-deja.com>
Message-ID: <7mb69d$72c$1@nnrp1.deja.com>
Source record: 51370

In article <931717956.418.55@news.remarQ.com>,
"Richard Cortese" <ricortes@netmagic.net> wrote:
> I have used the MMG BASIC compiler and I thought it was quite good.
>
> It is copy protected and kind of a developers tool vs generic. That is, it
> looks like something someone wrote to work the way they wanted to work vs
> being able to customize it. To use double density, you have to boot the
> double density side of the disk or boot the copy protected single density
> version, run a utility that switches density, then flip the disk: I can't
> remember which.
>
> It is kind of interesting to see how they did the compiler. There is the
> option to output asm source code so you can get some info about how they do
> things.
>
> IIRC, Every GOTO 10 or GOSUB 50 generates asm source like;
>
> 110 LINE10
> 120 LDX #0
> ....
> 200 RTS
> 210 LINE50
> 220 LDY #FF
> ....
> 300 RTS
> 400 JMP LINE10
> 410 JSR LINE50
>
> All the major routines are in a runtime format. That is, there is a module
> that has all the high level functions like GRAPHICS that are hard coded and
> compiled to be used as subroutines, so you never really see the source. That
> is;
>
> 10 GRAPHICS 9
>
> Will compile into
>
> 10 LDA #9
> 20 JSR $XXXX
>
> Where $XXXX is the location of the graphics call in the runtime library. I
> think it uses the address rather then a symbol like JSR GRAPHICS but it has
> been a long time since I have used it.
>

> Runtimes load somewhere above $2000 and has two types so both int and fp are
> supported.
>
>

Just to let you know, I have put the ABC compiler manual online. I posted it earlier but hadn't quite completed it. I have now got the complete manual up, and it has the memory map in appendix A. -- isaac davis indavis@juno.com http://www.geocities.com/BourbonStreet/1055

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 686. Re: BASIC to .EXE Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-11 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990711174411.22999.00013472@ng-xa1.aol.com>
Source record: 51371

>I have heard about these compilers, but it's always been iffy as to if they
>actually work. I would like to hear from someone who actually used one to
>convert a standard Atari BASIC program into a machine language executable
>that runs without any 'run-time package.

Yes, they work. In order of effectiveness
(ease of use, successful compile/run)
I would say ABC (P-code), Turbo, MMG.
In ABC the runtime package is appended
to the program file. It is a stand-alone
executable file. Main drawback: no direct
floating point, and the code cannot be
put in a ROM directly. Average speed
increase 5-7 times faster than Atari Basic.
One of it's advantages is that it produces
very compact code, but with the "cost" of
a 4K (appended) runtime package. ABC
has been used to compile very large
programs and (I've been told) has been
used to compile commercial programs.
Last I heard it was still being sold, but the
last time I tried to contact the author, I
received no response, so I don't know.

Turbo is good, and definitely faster, but
does not produce an executable file.

MMG produces "pure" machine code, but
it makes very large files. Main advantage:
produces the fastest code - averages 9-11
times faster than Atari Basic. But it also
includes an appended runtime library -
about 2K if I remember correctly. (Almost
every compiler uses some type of runtime
package - at least that has been my experience.) MMG is essentially a
"version 2" of the DataSoft compiler. BTW,
if you want to use floating point with MMG,
then the speed goes way down.
If you have access to Analog magazines,
there was a comparison review - probably 1984. You might want to check it out.
There was also a review of ABC in one
of the later ZMagazines - probably around
issue 180 - 190?
Larry

# 687. Re: BASIC to .EXE Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-11 00:00:00 UTC
From: Nelson Nieves <nelnieves@hotmail-nospam.com>
Message-ID: <7mbdo1$15nn@news2.newsguy.com>
Source record: 51372

I wrote many Atari 8-bit BASIC programs that I compiled with my copy of the ABC compiler. I have the last version of the compiler to comeout. I believe it is 1.07b(?). Anyway, I wrote a chkdisk utility for SpartaDOS, an 80-column reader and o'clock--an alarm clock program that would make you up to your favorite music (using the tape recorder) or sound effects, and displayed the reminders so wrote before going to bed on the screen, it made use of the m-windows driver that appeared in one of the issues of Analog Computing. This was before I got into Action! programming.

I am working on placing much of my stuff at my new Atari website at atari8.homepage.com

velcro_spy <X_velcro_X@netunlimited.net> wrote in message news:931615402mnewsX_velcro_X@netunlimited.net...
> spearsk wrote:
>
> > I, too, would like to buy a BASIC compiler if such a thing is FS.
> > Or if they aren't still available for sale, are they obtainable FTP or
> > some other way?
>
> I have heard about these compilers, but it's always been iffy as to if they
> actually work. I would like to hear from someone who actually used one to
> convert a standard Atari BASIC program into a machine language executable
> that runs without any 'run-time package.'
>
> vs
>
>
> To email me just remove the X's and underline marks from my address.
>
>

# 688. Re: Waaaayyy OT:Classic Mac Users

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-11 00:00:00 UTC
From: "Henry J. Campbell" <henry.campbell@worldnet.att.net>
Message-ID: <37897E89.6FBC7CE0@worldnet.att.net>
Source record: 51373

Actually, I'd like an Apple IIe ( I believe that was the one ) with Rescue Raiders
and a monitor and one of those cool old joysticks.

Doctor Clu wrote:

> just another john wrote:
> >
> > Hey all,
> >
> > Just wondering if any of you Atari users also have old macs, like the Mac Plus.
> > See, I just bought one off ebay and I need some software for it. Trouble is,
> > software for classic macs isn't anywhere as easy to buy as Atari 8-bit; there's
> > no 4jays.com or anything...so, if anyone has any software they want to get rid
> > of, or know anywhere I can buy some, I'd be much obliged.
> >
> > Cheers,
> > john
>
> After I finished my time with the Atari 8-bit world (1982-1989 era) I
> got a Macintosh, and used that from 1989 to current. I still have the
> poor Macintosh 128K in the front room.
>
> So what programs are you looking for? I'm somewhat partial to 68K
> machines. :)
>
> Doctor Clu
>
> --
> ||| ATARI USERS OF NORTH TEXAS
> )|( http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats, Share the Meyhem!
>
> THE ATARI / NEWTON CONNECTION \\ /,
> http://www.geocities.com/SiliconValley/Hub/4088/ `( N
> Combining a Fun Desktop With an Exciting Data Assistant \
> =

## 689. 8BIT>Three more issues at Digital Antic Project!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-11 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <110719992235123879%savetz@northcoast.com>
Source record: 51374
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.announce

The Digital Antic Project is an ongoing effort to put the full text of
Antic Magazine on the Web. We just added three issues from 1984.
Check them out: http://www.atarimagazines.com/

Of particular interest:
A "first look" at AtariLab, including descriptions of modules
that were never released --
http://www.atarimagazines.com/v3n6/atarilab.html
A preview of Alternate Reality: The City --
http://www.atarimagazines.com/v3n7/Coming_Adventures.html

Here is a complete list of the new issues and articles:
September 1984 - Vol. 3 No. 5 - Computer Graphics
Atari Art Printouts Modern art on a dot matrix printer
Drawing Fun Sketch in nine colors
Antic's Mode 3 A special character mode
Computer Graphics Product Survey Unlocking the art inside you
Price's Color Picture Painter 128 colors in every picture
Easy Graphic Converter Mix and match graphics from four popular products
Fader: A Classy Video Slide Show Dot-by-dot dissolves between pictures
Starting Out - Unlocking the 56 Graphics Modes
Education - Telling Time in Pilot
Communications - Networking News
Assembly Language - Rotate Your Player
Assembly Language - Copymate
Toolbox - Customizing Basic Key Functions
Game of the Month - Olympic Dash
I/O Board
Help!
New Products Graphics Magician Picture Painter, The Color Sharpener, Rome and The
Barbarians, 50 Mission Crush, Physics Examples
I, Computer Titlebout, Skywriter, 600XL Memory Expansion Modules, Atari Automatic Station
Switcher, Nubasic, Super Sketch, From
Scratch, Assembly Language Tutor, ParallAx-AT
Product Reviews Rainbow Walker, The Seven Cities of Gold, Pitfall, Drol, Carrier Force,
NATO Commander, Omnitrend's Universe,
Atari BASIC Faster and Better, Codewriter, Advanced Programming Techniques For Your Atari
Microscreens

October 1984 - Vol. 3 No. 6 - Computer Learning Magic
Mole Attack Educational Game
Plus Minus Educational Game
Brain Research With The Atari Mapping brain receptors at medical school
Educational Software Antic's top 18 hits

Atari at a Science Museum U.C. Berkeley's Lawrence Hall of Science workshops
Program the Bouncing Ball Player/Missile graphics tutorial
Antic 4/5 Editor/Animator High-powered animation program
Rating Computer S.A.T. Preparation Courses
Spray Painter Graphics power in a 10-line program
Inside Atari - Atarilab
Communications - Plato Teaches
Communications - Plato's Top Classes: a Sample
Logo - Solving Problems With Logo
Game Of The Month - Jacks
Bonus Game - Diver
Editorial
I/O Board
Help!
Product Reviews Buy A School For Your Home, Chatterbee, Delta Drawing, Little Red Riding Hood, Reading Comprehension Skills
and Learn About Words, SpeedRead+, MemorEase+, The Art Of Computer Game Design
New Products GP-700AT Full-Color Printer, Taxan 305 Television Tuner, Countdown Test Simulator, Portfolio Management System,
Percom Cordless Joysticks, Streamline Disk Drive, Okimate 10

November 1984 - Vol. 3 No. 7 - Computer Adventures 1984
Adventure Trends New directions in fantasy
Coming Adventures State-of-the-art interactive fiction
We Solved 8 Infocoms! Four of them in a single week
Simulation Adventures Flying your Atari
Create Your Own Cursor A cursor construction set
Starting Out - First Lesson in Assembly Language
Communications - Adventures On-Line
Bonus Game - Adventure Island
Game Of The Month - Advent X-5
Bonus Game - Omniventure
Toolbox - Windows
I/O Board
Help!
Product Reviews Bannercatch, Simulated Computer, Title Bout, MegaFont II, Boulder Dash, Operation Whirlwind, Songwriter, Video
Billboard, Relax, The Institute, Montezuma's Revenge, CityWriter
New Products Gumball, Screenshooter, Critical Connection XL Version, The Dolphin's Pearl, Middle Of The Road, Lizard Day, The
Incredible Laboratory, MicroPrint, XL Boss

--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce

# 690. Re: BASIC to .EXE Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-11 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <931744952mnewsX_velcro_X@netunlimited.net>
Source record: 51375

Larry wrote about BASIC compilers:

> Yes, they work. In order of effectiveness

> In ABC the runtime package is appended
> to the program file. It is a stand-alone
> executable file. Main drawback: no direct
> floating point, and the code cannot be
> put in a ROM directly. Average speed

> Turbo is good, and definitely faster, but
> does not produce an executable file.
>
> MMG produces "pure" machine code, but
> it makes very large files. Main advantage:
> produces the fastest code - averages 9-11
> times faster than Atari Basic. But it also
> includes an appended runtime library -
> about 2K if I remember correctly. (Almost
> every compiler uses some type of runtime
> package - at least that has been my experience.)

> If you have access to Analog magazines,
> there was a comparison review - probably 1984.

I was browsing the Antic website last night, and they are reviewed there.

"http://www.atarimagazines.com"

Sorry, I can't remember where, but I think it was issue 6 or 7. One of the reviews mentioned you could relocate the code, so presumably you could do a compiled BASIC program to actual cartridge of any crummy game you wrote when you were 11 years old.

vs

To email me just remove the X's and underline marks from my address.

## 691. using 8bit to pc keyboard.

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-12 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-DbIbt4uzRUiZ@localhost>
Source record: 51376

I am thinking about a project to work on. I want to connect my atari between my pc keyboard and the pc. The idea is to get the atari to send to the pc, the keycodes to enter the numbers from 3 to 15 followed by a down arrow. that is from 2 to 3 key strokes. when the atari sends the keystrokes. the pc keyboard will be disabled. What I want is how the pc keyboard interface works and the key stroke codes, baud rate etc. COuld someone direct me to a site to help??

James B

# 692. Re: Atari Basic Compiler Manual Online

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-12 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7mckl4$2ko$1@news.xmission.com>
Source record: 51377

The manual looks real good..

Can I get the MSWord edition? I have an FTP site:

207.135.156.77, login as anonymous ad dump in the incoming, or let me know
where I can get it.

Thaks.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

## 693. Sick 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-12 00:00:00 UTC
From: pbarker <paul.barker@orange.co.uk>
Message-ID: <931795750.23187@www.remarq.com>
Source record: 51378

Hi Guys

I have a sick 800 XL and wondered if anyone has seen this
before. When the machine is powered on it just comes up
with a red screen. No cursor, no boot noise, not even the
self test menu.

This makes me think it may be the system ROM ???

I also have a 600XL with bad RAM reported by the self test,
does anyone have experience of replacing this ? How
difficult is it ?

Many thanks

Paul

**** Posted from RemarQ - http://www.remarq.com - Discussions Start Here (tm) ****

# 694. Re: Atari Basic Compiler Manual Online

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-12 00:00:00 UTC
From: Isaac Davis <idavis@my-deja.com>
Message-ID: <7mdfem$sde$1@nnrp1.deja.com>
Source record: 51379

```
In article <7mckl4$2ko$1@news.xmission.com>,
jeking@NOSPAM.COM wrote:
> The manual looks real good..
>
> Can I get the MSWord edition? I have an FTP site:
>
> 207.135.156.77, login as anonymous ad dump in the incoming, or let me know
> where I can get it.
>
> Thaks.
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>
>

Done. The Word version is fine till you get to the Appendix, then it leaves a
lttle to be desired. But you can print it out easier since it's not spread
out across web pages. -- isaac davis indavis@juno.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.
```

# 695. Re: Atari Basic Compiler Manual Online

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-12 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7mdkh6$upi$1@nnrp1.deja.com>
Source record: 51380

This is what I want to do, too. So, compiling is only the beginning of the difficulty, huh?

In article <7m9ta7$rll$1@nnrp1.deja.com>,
Isaac Davis <idavis@my-deja.com> wrote:
> If anyone can help me to take a compiled program and get it to where I can
> burn it onto and eprom and make a cartridge out of it, I would be eternally
> grateful. My problem is that the code from the compiler is assembled to run
> in a different location than if it was loaded as a cartridge. I know enough
> to know that I can't get it to relocate.
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 696. Re: Atari Basic Compiler Manual Online

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-12 00:00:00 UTC
From: Isaac Davis <idavis@my-deja.com>
Message-ID: <7mdnug$b3$1@nnrp1.deja.com>
Source record: 51381

In article <7mdkh6$upi$1@nnrp1.deja.com>,
spearsk@mc-mc.com wrote:
> This is what I want to do, too. So, compiling is only the beginning
of
> the difficulty, huh?
>
> In article <7m9ta7$rll$1@nnrp1.deja.com>,
> Isaac Davis <idavis@my-deja.com> wrote:
> > If anyone can help me to take a compiled program and get it to where
> I can
> > burn it onto and eprom and make a cartridge out of it, I would be
> eternally
> > grateful. My problem is that the code from the compiler is assembled
> to run
> > in a different location than if it was loaded as a cartridge. I know
> enough
> > to know that I can't get it to relocate.
> >
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.
>

About the only solution I can think of, and can't be sure that it will work is to compile the program, and then write a program as a kind of header. Burn the header program with the compiled program right behind it. The header program will copy the compiled code to the appropriate place in ram, and then jump to the compiled program. For me, it's just writing that header program which actually is probably simple machine language routine. It doesn't sound like a universal solution, but I think it would work. What would be nice would be to have a program that would look at the compiled basic program and write the header program and append the compiled basic to it as one file that you could just burn onto the eprom.
I know the abc compiler will give you the assembler listing, but I haven't looked at it to see if I can just change the address and recompile it. I have the assembler editor cart, and synassembler, but don't know if those will recompile the output from abc.
I'm not getting any younger either!

--
isaac davis
indavis@juno.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 697. Re: Sick 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-12 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19990712185759.13012.00002199@ng-bk1.aol.com>
Source record: 51382

In my past experience Red screen is usually caused by a bad MMU (C061618) Try swapping one out of a working 800XL if both computers are socketed, and if you don't have one to swap out you can get them from Best Electronics at http://www.best-electronics-ca.com/ I think they run about $15 ouch!

BG

## 698. Re: Memory Upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-12 00:00:00 UTC
From: Wes Newell <wnewell@ticnet.com>
Message-ID: <351293B457D9D420.5F161DB5D87161E6.4D89DCDF2861068C@lp.airnews.net>
Source record: 51383

Wes Newell wrote:

> I just requested my web site address and it will be
> www.users.ticnet.com\newell. It will probably be Wednesday before it's
> active. I've already set it up and just need them to release it so I can
> ftp everything up there.

Website correction http://users.ticnet.com/newell

## 699. Atari Items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-12 00:00:00 UTC
From: GENE EHRICH <GARAGESALE@prodigy.net>
Message-ID: <7me6k5$1ql4$2@newssvr03-int.news.prodigy.com>
Source record: 51384
Cross-posted to: alt.atari.2600,alt.games.atari,comp.sys.atari.8bit,rec.games.video.atari

Atari items for sale on my web site listed below:

--
http://members.home.net/generic3
On-Line Computer & Video Game Garage Sale
generic3@home.com

## 700. 24 pin printer on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-13 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7mf7gu$3fc$1@news.xmission.com>
Source record: 51288

I just picked up a 24pin Okidata ML590 printer for use on my 130xe (via BlackBox).

It seems to print from apps like Textpro just fine, but I am unable to print from my registered version of DaisyDot 3.. I just get graphical data printing out.

This Okidata is capable of emulating an Epson LQ, but in the DD3 docs I have, the LQ model is not listed as an option.

Anybody have any ideas? Otherwise, I'll wait for the Star NX1000II that I just bought on Ebay.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

## 701. atari8-l mailing list

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-13 00:00:00 UTC
From: krap@zwieracz.ideefixe.nom.pl
Message-ID: <7mft2q$pfu$1@zwieracz.ideefixe.nom.pl>
Source record: 51289

echlo

i'd like to invite all of you to atari8-l mailing list.

it's probably the biggest atari 8 bit related mailing list in the world -
- connected bidirectionally to old list at MARIST, and gatewayed to the
FidoNet(tm) international ATARI8-L echo.

for now it has over a 100 subscribers, from all around the world. the list
is free from all the F/S messages, and other off-topic discussions, so
you can find there pure atari8 related stuff... all the messages comes right
to your email account, so there is no need to contact a newsserver, there
is no old-messages deleting, and so on... my wish is that every atari user
would be subscribed, so the atari community stay together and grow in
strenght.

if you maintain an atari8 related WWW site, please put some informations
about the list on it - i'll help others - not everyone has access to
usenet.

to subscribe, please send the message to majordomo@zwieracz.ideefixe.nom.pl
with the following line in the body (not the subject) of your message:

subscribe atari8-l

the language we use is, of course, english. the list is fast, reliable,
regularily maintained.

please, share this message with all people that are interested in atari8
topics you know, and help make this mailing list wide known.

--
= krap@ideefixe.nom.pl = phone +48-602-339173 = InterNIC: MKG5 =
= 2:480/70 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
= finger me or mail a message with subject: 'get-pgpkey' for pgp key =

# 702. Resurrection of my Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-13 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <931821897@stackbbs.xs4all.nl>
Source record: 51290

Original Mail Date: Jul 9, 1999 Time: 11:31 pm
Hello Nelson,

About your Sparta-Dos utilities...

I tried them a pretty long while ago, but some of them wouldn't work with
the newer sparta-dos 3 versions (namely 3.3a and 3.3b), since some do a
check to $0701 to see if it contains $32. I wrote a "SETVER" for
Sparta-Dos, and when setting it to $32 when running sparta-dos 3.3b,
everything seems to work o.k...

Could you change that in (maybe) upcoming utilities, or updates from the
already existing utils ?
Or maybe there are some reasons to not let them work with 3.3 versions ???

Sysop Fox-1 (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE, Pro-node 471
---

# 703. FA: ATR 8000
# http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=131254979

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-13 00:00:00 UTC
From: Dan Toms <dtoms@essd.sri.com>
Message-ID: <378BDDB2.F4EB37B7@essd.sri.com>
Source record: 51291

ATR 8000 for auction. I can't use it anymore since I sold the 1400XL ;)

10 day auction, check it out at...

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=131254979

thanks for your time,

dan

# 704. FS: Commodore 1701 monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-13 00:00:00 UTC
From: Dan Toms <dtoms@essd.sri.com>
Message-ID: <378BDE2A.2A188167@essd.sri.com>
Source record: 51292

Commodore 1701 color monitor, worked great with my Atari, which
is why I want to sell it to Atarians. Comes with video cable.
Make me an offer.

dan

## 705. Re: BASIC to .EXE Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-13 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <931932758.071.93@news.remarQ.com>
Source record: 51293

velcro_spy <X_velcro_X@netunlimited.net> wrote in message
news:931744952mnewsX_velcro_X@netunlimited.net...
> Larry wrote about BASIC compilers:
>
> > Yes, they work. In order of effectiveness
>
> > In ABC the runtime package is appended
> > to the program file. It is a stand-alone
> > executable file. Main drawback: no direct
> > floating point, and the code cannot be
> > put in a ROM directly. Average speed
>
> > Turbo is good, and definitely faster, but
> > does not produce an executable file.
> >
> > MMG produces "pure" machine code, but
> > it makes very large files. Main advantage:
> > produces the fastest code - averages 9-11
> > times faster than Atari Basic. But it also
> > includes an appended runtime library -
> > about 2K if I remember correctly. (Almost
> > every compiler uses some type of runtime
> > package - at least that has been my experience.)
>
> > If you have access to Analog magazines,
> > there was a comparison review - probably 1984.
>
> I was browsing the Antic website last night, and they are reviewed there.
>
> "http://www.atarimagazines.com"
>
> Sorry, I can't remember where, but I think it was issue 6 or 7. One of the
> reviews mentioned you could relocate the code, so presumably you could do
a
> compiled BASIC program to actual cartridge of any crummy game you wrote
when
> you were 11 years old.
At least for the MMG, this ends up being a trivial if bit tedious. At one
time I had a bunch of subroutines that would convert a DOS executable to a
cartridge. Header/initializing code was always the same. It would take the
DOS load vectors and relocate the stored program to that area. I am doing a
bad job of explaining, but it went something like.

Let's say the .obj be it from compiled basic or .asm loaded at $3000 and the run/initiate vector was $3040. File length was irrelevant if it all fit in the cartridge space. I had the CART INIT vector pointed to an RTS, and then had standard canned code for the RUN vector that was ~41 byte block move of the cart storage area to $3000, followed by a JMP to the $3040.

Anyway, I have several programs like SpeedScript that I burned into cartridge for my son to use while he was away at school.

I really didn't originate the idea of doing things like this, just kind of saw a few commercial carts that did the relocation and jump that apparently took a tape program and made it into a cart, then decided I could do the same thing.

It is kind of sloppy, but the difference between 32k available for a simple WP program and 24k is not a real problem. It is even less of a problem for games.

# 706. Re: 24 pin printer on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-13 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990713230316.4695A-100000@vtn1>
Source record: 51294

On 13 Jul 1999 jeking@NOSPAM.COM wrote:

>
> This Okidata is capable of emulating an Epson LQ, but in the DD3 docs I
> have, the LQ model is not listed as an option.
>
DD3 is designed to work with 9-pin printers. Even in the 9-pin emulation
mode, you can't expect great results with a 24-pin printer.

For a good look at what DD3 does, try dumping its output to a disk file
and then examine the output. Essentially what you'll see is a couple of
9-pin passes.

John

# 707. Re: using 8bit to pc keyboard.

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-13 00:00:00 UTC
From: bubba
Message-ID: <378a84cb.1931947@news.mindspring.com>
Source record: 51385

Check out:

http://members.aol.com/MacFalkner/atari/aki/index_e.htm

It is a start....

Good luck.

On Mon, 12 Jul 1999 07:48:30 GMT, sup8pdct@mail.cth.com.au wrote:

>I am thinking about a project to work on. I want to connect my atari
>between my pc keyboard and the pc. The idea is to get the atari to
>send to the pc, the keycodes to enter the numbers from 3 to 15
>followed by a down arrow. that is from 2 to 3 key strokes. when the
>atari sends the keystrokes. the pc keyboard will be disabled. What I
>want is how the pc keyboard interface works and the key stroke codes,
>baud rate etc. COuld someone direct me to a site to help??
>
>James B

## 708. Re: Classic computers for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-13 00:00:00 UTC
From: dpeschel@u.washington.edu
Message-ID: <7mek3t$t7m$1@nntp6.u.washington.edu>
Source record: 51386

In article <378A3A5E.CE472DB3@mcw.edu>, Ron Kneusel <rkneusel@mcw.edu> wrote:

>Looking to clear some shelf space and don't like ebay so in classic
>fashion I'm running my own. Take a look. Highlights include:

Sorry to clutter up this newsgroup, everybody...

Ron, I haven't been able to send you mail. Your e-mail address may not be
working. Do you have any others? I have some questions about the items
you're selling, so I'd appreciate it if you could get in touch with me.

-- Derek

# 709. Re: using 8bit to pc keyboard.

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-13 00:00:00 UTC
From: macfalkner@aol.com
Message-ID: <19990713043948.27463.00005891@ngol03.aol.com>
Source record: 51387

Im Artikel <olg28mVLDrMR-pn2-DbIbt4uzRUiZ@localhost>, sup8pdct@mail.cth.com.au schreibt:

>I am thinking about a project to work on. I want to connect my atari
>between my pc keyboard and the pc. The idea is to get the atari to
>send to the pc, the keycodes to enter the numbers from 3 to 15
>followed by a down arrow. that is from 2 to 3 key strokes. when the
>atari sends the keystrokes. the pc keyboard will be disabled. What I
>want is how the pc keyboard interface works and the key stroke codes,
>baud rate etc. COuld someone direct me to a site to help??

check out the site of National Semiconductor:
http://www.national.com/
look for the application note #734 (PDF, 430KB)

and Motorola's site: http://sps.motorola.com/
look for application note #1723 (PDF, 290KB)

If you cant find them, please contact me, i can email it to you.

bye, MacFalkner

## 710. Check Out My Atari XE Game Carts & Unit For Auction On Yahoo Auctions!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-14 00:00:00 UTC
From: Gary <sega_master_system@yahoo.com>
Message-ID: <oeRi3.140$J35.11242@newshog.newsread.com>
Source record: 51295

http://auctions.yahoo.com/user/sega_master_system

# 711. Re: 24 pin printer on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-14 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <378d2a31.35716825@news.earthlink.net>
Source record: 51296

On 13 Jul 1999 11:22:06 GMT, jeking@NOSPAM.COM wrote:

>I just picked up a 24pin Okidata ML590 printer for use on my 130xe (via
>BlackBox).
>
>It seems to print from apps like Textpro just fine, but I am unable to
>print from my registered version of DaisyDot 3.. I just get graphical data
>printing out.
>
>This Okidata is capable of emulating an Epson LQ, but in the DD3 docs I
>have, the LQ model is not listed as an option.
>
>Anybody have any ideas? Otherwise, I'll wait for the Star NX1000II that I
>just bought on Ebay.

I have an idea... The Okidata you have obviously works as itself, and
you say can emulate an Epson LQ. If DD3 doesn't support EITHER of
those then you CANNOT USE DD3 with that printer. Seems pretty
straight foreward.

That being said, I would visit www.okidata.com because they have full
manuals and stuff online. Here is an exerpt from one part of one
document:

Changing Emulations

Basic Terminology

Emulations Your printer emulates the following printers: Epson LQ (the
factory default), IBM Proprinter, IBM AGM.

Changing Emulations

Your printer is set at the factory for the Epson LQ emulation. If you
wish to change to one of the other emulations, hold the SHIFT button
and press the SEL button to enter the Menu Mode (1). Press the TEAR
button until the emulation you wish to engage prints (2). Exit the
Menu Mode and save your settings by holding the SHIFT button while you
press the SEL button (1).

Good luck Mate. PS: I have a big industrial ML393C+ hooked up to my
PC and I love it.

# 712. Re: FA: ATR 8000 http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=131254979

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-14 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7mibe1$jn6$1@nnrp1.deja.com>
Source record: 51297

Forgive me if I'm out of line, but.. Isn't a $500 minimum bid a bit
steep for an ATR8000?

In article <378BDDB2.F4EB37B7@essd.sri.com>,
Dan Toms <dtoms@essd.sri.com> wrote:
> ATR 8000 for auction. I can't use it anymore since I sold the 1400XL
;)
>
> 10 day auction, check it out at...
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=131254979
>
> thanks for your time,
>
> dan
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 713. Atari Portofolio HPC-004 ??

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-14 00:00:00 UTC
From: Christian Wengeler <ms6000@gmx.net>
Message-ID: <7migus$15o$1@public.ndh.net>
Source record: 51298

Hi

I've found an old Atari Portofolio HPC-004 ... without any books or
accesoires
I don't know anything about Atari Computers ...
So is there any software for it ... or something else to update this old
atari
Sorry fro my bad english

Christian

# 714. Re: FA: ATR 8000 http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=131254979

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-14 00:00:00 UTC
From: Dan Toms <dtoms@essd.sri.com>
Message-ID: <378CCBF1.20109BDD@essd.sri.com>
Source record: 51299

Well, considering the last one auctioned for $1000, I think
it is reasonable :)

Its all based on desire. If I wanted one, I would pay that, as they
are no longer made. Why are old star wars toys worth $1000s?? same
reason.

I could have started it at $100, but I was trying to be fair to the
small
bidders so that they would realize it would likely climb above a small
price.
Of course, now likely no one will bid...;)

dan

spearsk@mc-mc.com wrote:
>
> Forgive me if I'm out of line, but.. Isn't a $500 minimum bid a bit
> steep for an ATR8000?
>
> In article <378BDDB2.F4EB37B7@essd.sri.com>,
> Dan Toms <dtoms@essd.sri.com> wrote:
> > ATR 8000 for auction. I can't use it anymore since I sold the 1400XL
> ;)
> >
> > 10 day auction, check it out at...
> >
> > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=131254979
> >
> > thanks for your time,
> >
> > dan
> >
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

## 715. FS: Atari ST games

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-14 00:00:00 UTC
From: Ace <aces@freeuk.com>
Message-ID: <Jn4j3.817$ts3.23783@nnrp4.clara.net>
Source record: 51300

E-MAIL ME FOR ATARI ST LIST

I`m in the UK so if your not then let me know.

ALSO LISTS AVAILABLE FOR
AMIGA,SPECTRUM,C64,CPC,BBC,ELECTRON,VIC,ORIC,DRAGON, C16,ZX81,QL,ATARI
400/800/XL,AMSTRAD PCW,MSX,PC COMPATABLES,AMSTRAD 1512, ATARI 2600,MASTER
SYSTEM,MEGADRIVE,PLAYSTATION,NES,ATARI LYNX,INTELLIVISION, TEXAS
INSTRUMENTS,PHILIPS VIDEOPAC.
FILM VIDEOS/CDS.

Please state which list you require and I will send it to you in a zipped
file.

Cheers.

## 716. Re: FA: ATR 8000
## http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=131254979

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-14 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <3799d350.34460520@news.freeserve.net>
Source record: 51301

The other Day spearsk@mc-mc.com wrote:

>Forgive me if I'm out of line, but.. Isn't a $500 minimum bid a bit
>steep for an ATR8000?
>
Am I the only person who wonders why people actually take part in the
'auctions' (not the word I would use for them!!!)..

Do people actually pay these STUPID prices??

Has anyone in here actually got a bargain in an auction?
--
Paul Irvine ICQ 105793

Sale 'O' Sig -- Guaranteed sales!

(Cat & Computer and budgie just gone!!!)

# 717. Re: FA: ATR 8000
# http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=131254979

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-14 00:00:00 UTC
From: Dan Toms <dtoms@essd.sri.com>
Message-ID: <378CEA61.79EB27A6@essd.sri.com>
Source record: 51302

Hmmm... I sold my 1400xl on auction. Here on the newsgroup I was
offered
between 100-300 dollars, at the auction I made $810. Most places
people sell things to make money.

So who is stupid.....

Paul Irvine wrote:
>
> The other Day spearsk@mc-mc.com wrote:
>
> >Forgive me if I'm out of line, but.. Isn't a $500 minimum bid a bit
> >steep for an ATR8000?
> >
> Am I the only person who wonders why people actually take part in the
> 'auctions' (not the word I would use for them!!!)..
>
> Do people actually pay these STUPID prices??
>
> Has anyone in here actually got a bargain in an auction?
> --
> Paul Irvine ICQ 105793
>
> Sale 'O' Sig -- Guaranteed sales!
>
> (Cat & Computer and budgie just gone!!!)

# 718. Re: FA: ATR 8000
# http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=131254979

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-14 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <378cf509.3212615@news.freeserve.net>
Source record: 51303

The other Day Dan Toms <dtoms@essd.sri.com> wrote:

>Hmmm... I sold my 1400xl on auction. Here on the newsgroup I was
>offered
>between 100-300 dollars, at the auction I made $810. Most places
>people sell things to make money.
>
>So who is stupid.....

Good luck to you if you got extra...

Its the people who will pay some of the prices I have seen for very
mundane easily found items if they could be bothered to look.

Also stupid are the folks who false bid on a friends behalf to knock the
price up..

Are you going to say that some of the prices are sane?

Oh well....
--
Paul Irvine ICQ 105793

ECTS is coming, start getting ready!

## 719. TOP DOLLAR for ANALOG mags or disks

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-14 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <Fv7j3.155$yE.2305@newse3.tampabay.rr.com>
Source record: 51304

```
Primarily interested in 1985, please email me with what you have.
Thanks,
Mark
```

# 720. Re: Atari Portofolio HPC-004 ??

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-14 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <378D0960.3D85BDE6@worldnet.att.net>
Source record: 51305

Christian,

You've stumbled onto a wonderful liitle personal organizer made by Atari.

The Portfolio is a handheld IBM XT compatible computer with DOS 2.21 compatible OS, Lotus 1-2-3 compatible spreedsheet, simple text processor, telecom program, address book, calendar and phone dialer.

The Portfolio has many peripherals available for it like serial cards, smart parallel adapters, even a PC drive that connects to your PC so you can write files to the data cards, slide them into the side of your Portfolio and address the cards as drive C:\ (Sorry the slot is NOT PCMCIA) There were even companies that made Hard drives for the Portfolio to dock onto of.

Go to www.myatari.com they sell all sorts of Portfolio hardware and software. If you do a search on the web there are also a few sites that have all sorts of software, you may even find stuff at the University of Michigan Atari FTP archives as well.

Enjoy!

Curt

Christian Wengeler wrote:

> Hi
>
> I've found an old Atari Portofolio HPC-004 ... without any books or
> accesoires
> I don't know anything about Atari Computers ...
> So is there any software for it ... or something else to update this old
> atari
> Sorry fro my bad english
>
> Christian

## 721. 8BIT&ST>4 more issues of Antic Magazine on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-14 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <140719991658399524%savetz@northcoast.com>
Source record: 51306
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.8bit,comp.sys.atari.st

The Digital Antic Project is an ongoing effort to put the full text of
Antic Magazine on the Web. We just added four issues from 1985 and '86.
Check them out: http://www.atarimagazines.com/

Of particular interest:
Jack Tramiel Declares War! - Exclusive Interview with Atari Chairman
http://www.atarimagazines.com/v3n10/JackTramiel.html
Build Your Own EPROM Burner - Chip programming for $30
http://www.atarimagazines.com/v4n8/EPROMBurner.html
ST Cartridges - How to program plug-ins
http://www.atarimagazines.com/v4n12/STCartridges.html
Fractal Zoom - Spectacular "zoom-lens" effects
http://www.atarimagazines.com/v4n12/FractalZoom.html

Here is a complete list of the new issues and articles:
February 1985 - Vol. 3 No. 10 - Money Mastery
Syntegrated Software Compatible Business Applications For Atari
Home Loan Analyzer APX 1983 Prize Winner, Now In Antic!
Income Tax Spreadsheet Preparing Tax Returns On Atari
Drum Synth/Bass Synth Powerful AUDCTL Rhythm Section
Currency Changer Convert Your Drachmas To Pesos
Beat The Beeps Turn Off Annoying Keyboard Sound
Jack Tramiel Declares War! Antic's Exclusive Interview with the
Atari Chairman
Game Of The Month - Kooky's Quest
Communications - 200+ Atari Bulletin Boards
Assembly Language - S.A.M. Handler
Education - Music Flashcards
Toolbox - Parallel Bus Revealed: Part II
Bonus Program - REM Remover
Editorial
I/O Board
Help!
Product Reviews Archon II: Adept, Bridgepro, Tink's Adventure,
TUK Goes To Town, Stealth, Chancellor of the Exchequer, Sams
Atari Photofacts, XL Boss

December 1985 - Vol. 4 No. 8 - Fourth Annual Shoppers Guide
Video Star Atari Computereyes plus other new graphic goodies
Behind the Scenes at Lucasfilm - New games
DiskIO Plus ANTIC super-utility now even better
4th Annual Shoppers Guide 100 best products for your Atari
Proburner Review Best EPROM burner on the market
ANTIC Catalog Goes to U.K. Overseas readers get software bonanza

1st Annual ST Shoppers Guide
4XFORTH Review First serious language for ST users
Introducting 520ST Assembly Language MC68000 tutorial
ST Logo Exploration Mapping uncharted memory
Communications - BBS Crashbuster Exorcise those evil online crashers
Assembly Language - Build Your Own EPROM Burner for $30
Game of the Month - Box-In Lost classic from Biffdrop's creator
I/O Board
Help!
Antic Online

March 1986 - Vol. 4 No. 11 - Practical Applications
Productivity Software Gallery Reviews of superscript, home control system...
Atari at Work Practical applications from imaginative Atarians
Lie Detector: Build your own State-of-the art Sherlock Holmes
Digital Dilithium Dahlias How to program a computer simulation
Home Hearing Test Put your ears to the test
Stickwriter Joystick controlled word processor
MIDI Driver Program ST's musical instrument digital interface
Hippo Sound New XBIOS for Haba Hippo-C
LOGO Moderne Bright, colorful random geometric displays
One-Megabyte ST Upgrade 1 million bytes of RAM - only $175
Comdex Atari Software Splash 40 ST developers show their stuff
ST Product News Hippo Disk Utility, HippoSimple, HabaWriter, HippoSpell, Forbidden Quest
Communications - Atari XM301 Modem Telecomputing power
Starting Out - New Owners Column Start programming your Atari
Assembly Language - Bitz Computer-aided bit shifting help
Game of the Month - Lunar Lander Construction Set - Building your own interplanetary landing sites
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Tech Tips

April 1986 - Vol. 4 No. 12 - Computer Mathematics
Fractals for your Atari - Mathematics in picture form
Guess the Animal A decision-tree grows in your Atari
Fractal Zoom Spectacular "zoom-lens" effects
Version Saver Track your program revisions automatically
Advan Compiler BASIC Powerful new Atari language reviewed
1985 Income Tax Spreadsheet Antic's annual IRS syncalc template
Life Revisited Mini-universe on your Atari screen
Atariwriter Plus - Spelling checker, mail merge and 130XE super-files
3-D Fractals Three-dimensional ST landscapes

ST Cartridges How to program plug-ins
Controlling Gem with ST BASIC Part I: VDI calls
The Final Word New ST word processor
ST Product News ST-TERM, Transylvanla, Crimson Crown, Word for
Word, Mind Forever Voyaging
Game of the Month - 3-D Tic Tac Toe
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Crossword Magic
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League Secretary, Horserace Handicapping, Solo Flight, Price
Buster, Rat Mouse, Safety Screen, Epson FX-286, Gradescan,
You Guessed It, People Link, Computereyes Graphics 9, Tiny
Tots, Little Folks, Small Fry, Spanish Preterit, R-Time 8,
MIDI Music System

--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce

## 722. fa games for the atari book by s. roberts

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-14 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <25547-378D2809-72@newsd-173.iap.bryant.webtv.net>
Source record: 51307

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=131735776

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 723. fa atari book basic in 60 minutes a day by hofacker

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-14 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <25547-378D29DB-75@newsd-173.iap.bryant.webtv.net>
Source record: 51308

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=131727828

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 724. fa atari book,astrology a look into the future by sam d. roberts

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-14 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <25547-378D2AB9-77@newsd-173.iap.bryant.webtv.net>
Source record: 51309

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=131723533

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 725. fa atari 8bit book,forth on the atari learning by using by e.floegel

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-14 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <25547-378D2B5F-78@newsd-173.iap.bryant.webtv.net>
Source record: 51310

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=131720760

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 726. fa atari 8bit book,atari basic learning by using by thomas e.rowley

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-14 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <25547-378D2956-74@newsd-173.iap.bryant.webtv.net>
Source record: 51311

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=131731003

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 727. Antic Issues 1, 2, and 3

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-15 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7mjo6t$dfi1@news.ajou.ac.kr>
Source record: 51312

Was wondering if The first issue of Antic Magazine has any value?
I know someone who has Issues 1, 2 and 3 in almost Mint condition.
Would anyone be interested in purchasing these if I could talk the
guy out of em?

Thanks,
phantomm@kih.net

## 728. FA: "De Re Atari", Atari programming reference.

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-15 00:00:00 UTC
From: r0et@yahoo.com
Message-ID: <r0et-1507990249290001@ip93.chicago3.il.pub-ip.psi.net>
Source record: 51313

"De Re Atari - A Guide to Effective Programming" from the Atari Program Exchange (1981,82). The Holy Grail of Atari Programming books. Pages and cover are in excellent, near-mint condition. No markings or notes on the pages, negligible wear. Bound in a yellow plastic 3-ring binder.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=129450298

Auction ends: 07/16/99, 19:51:43 PDT

## 729. Happy 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-15 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <7mk6tu$3g9$1@epos.tesco.net>
Source record: 51314

looking to buy a happy drive or kit for the 1050, v7.1 if possible. Based in England.

Richard

## 730. Re: 24 pin printer on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-15 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990715055854.15557.00000559@ng-ff1.aol.com>
Source record: 51315

I have a related question. I am strongly
considering getting a new HP ink-jet
printer.. But I have been using
a Desk Jet 500 for a number of years,
using an EPSON emulation cart for the
A8. There are a couple of application
printer drivers available for the Printer
Control Language (PCL) used by HP.
But I am concerned about Basic/Action
listings which will produce really strange
print listings. Anybody have any idea
as to how to approach this problem? The
Epson "solution" of using italicized print
for most characters >128 always worked
very well for me. Surely others are by now
using lasers, etc. and have faced this
same problem. (?)
Thanks,
Larry

## 731. Re: 24 pin printer on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-15 00:00:00 UTC
From: Eli-the-Iceman <rely@ix.netcom.com>
Message-ID: <378DBF13.9A58D5A8@ix.netcom.com>
Source record: 51316

LWhite6497 wrote:
>
> I have a related question. I am strongly
> considering getting a new HP ink-jet
> printer.. But I have been using
> a Desk Jet 500 for a number of years,
> using an EPSON emulation cart for the
> A8. There are a couple of application
> printer drivers available for the Printer
> Control Language (PCL) used by HP.
> But I am concerned about Basic/Action
> listings which will produce really strange
> print listings. Anybody have any idea
> as to how to approach this problem? The
> Epson "solution" of using italicized print
> for most characters >128 always worked
> very well for me. Surely others are by now
> using lasers, etc. and have faced this
> same problem. (?)
> Thanks,
> Larry

Larry,
Use SpartaDOS 3.2d and a program called GPRINT.COM. This will print your listings as a graphic (bit image) rather than text. It does a pretty fair job. The only limitation is that it is strictly limited to 128 characters/line. Hence, if you have entered abbreviated commands and the lines expand to more than 128 characters, GPRINT will truncate the line.
If you know ML, you might want to look this program over and maybe rewrite it specifically for the HPDJ and a wider array of DOSes. Another idea is to get the PCL command chart from HP (should be on their web site) and write your own version in BASIC or other language. Make it so it will read a LISTed version from disk and convert the each character to bit image graphics including the control characters. If you want any ideas about how to do this, I can e-mail you a copy of my Color Dump. This is a program was written to print Jeff Potter's Colrview pictures. It's written in BASIC XE then I rewrote it in BASIC XL to fit into a 65K machine. Did a pretty fair job, but too about 1.5 hours to print one 4-color 1/2 page picture. I burned out the print head on my Star NX2420 Rainbow printer. heh...
Anyway, let me know if you want to try this.
--
Robert S Ely -=aka=- Eli-the Iceman

rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

## 732. Re: Write 1050-Disks with PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-15 00:00:00 UTC
From: lbaeza@yahoo.com
Message-ID: <7ml38v$ku1$1@nnrp1.deja.com>
Source record: 51317

Tom
PLEASE! Any idea or info, eMail me. I'm looking for the answer to
that question a long time ago. I tried Charles Marlett's MyUtil! but it
seems to work only with MYDOS formatted A8 disks. But I only have
AtariDOS 2.5... I don't want to use any cable or something like that...
only using the PC 5 1/4" drive...

Thank U!

Dro-P

In article <376D01F0.5E85202F@t-online.de>,
t.kugelmann@t-online.de wrote:
> Hi !
>
> Is there any possibility to write Disks in Floppy1050-Format with a
> MS-DOS PC-Floppy ?
> I want to convert ATR-Files and write it on a Disk with my MS-DOS PC
so
> my Atari 800XL can read it with Floppy 1050.
>
> Tom
>
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 733. ANALOG issue(s) 1985 Needed! $

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-15 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <v5pj3.397$yE.8249@newse3.tampabay.rr.com>
Source record: 51318

```
I'd like to buy ANALOG issue(s) from 1985. Please email me with what you
have!
Thanks,
--mb
```

## 734. Stargate game

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-15 00:00:00 UTC
From: "Dilloware, Inc." <mickey@dilloware.com>
Message-ID: <378E2ABD.6A18@dilloware.com>
Source record: 51319

I recently purchased the never released game Stargate from B&C Computers. Since it was never officially released, does anyone have any info on playing the game, etc. It seems to run fine but I don't understand many of the elements of the game. Thanks

## 735. Re: 24 pin printer on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-15 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <378f445c.173508209@news.earthlink.net>
Source record: 51320

On 15 Jul 1999 09:58:54 GMT, lwhite6497@aol.com (LWhite6497) wrote:

>I have a related question. I am strongly
>considering getting a new HP ink-jet
>printer.. But I have been using
>a Desk Jet 500 for a number of years,
>using an EPSON emulation cart for the
>A8. There are a couple of application
>printer drivers available for the Printer
>Control Language (PCL) used by HP.
>But I am concerned about Basic/Action
>listings which will produce really strange
>print listings. Anybody have any idea
>as to how to approach this problem? The
>Epson "solution" of using italicized print
>for most characters >128 always worked
>very well for me. Surely others are by now
>using lasers, etc. and have faced this
>same problem. (?)
>Thanks,
>Larry

Well keep on having it emulate the Epson and use a special program for
dumping A8 listings. I know I have one such program somewhere that
prints special Atari graphics characters and stuff by using graphics
mode. The beauty of the program though, is that it uses regular text
mode of the printer for those characters it can handle that way, and
only uses graphics mode for the weird ones. This gives the best of
both worlds, speed and all characters printed correctly.

## 736. FS: AtariWriter $25

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-15 00:00:00 UTC
From: gp429@aol.com
Message-ID: <19990715193113.04361.00000694@ng-cf1.aol.com>
Source record: 51321

This is the orginial AtariWriter in cartridge form. Also included is the manual the quick reference sheet and the AtariProofreader spellcheck diskette.

email me at gp429@aol.com if you wish to buy this most useful software for the Atari 8-bit line.

thanx

## 737. Re: Stargate game

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-15 00:00:00 UTC
From: Gary <sega_master_system@yahoo.com>
Message-ID: <2wuj3.986$J35.67523@newshog.newsread.com>
Source record: 51322

I purchased the game this week is the graphics good?

Dilloware, Inc. <mickey@dilloware.com> wrote in message
news:378E2ABD.6A18@dilloware.com...
> I recently purchased the never released game Stargate from B&C
> Computers. Since it was never officially released, does anyone have any
> info on playing the game, etc. It seems to run fine but I don't
> understand many of the elements of the game. Thanks

# 738. More Atari stocks. Lowered prices. FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-15 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7mmglp$ofm$1@user2.teleport.com>
Source record: 51323
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

For Atari Sales and Service from someone with nearly 20 years of Atari experience go to my Web site below or E-Mail me at atari@benjamin.net where you can find for the Atari 8 Bit coveted Happy Drives and other Disk Drives modified for increased performance and speed. As well as a library of Reference Materials from COMPUTE! Books. You can find NEW Atari ST software Marked down in Price, Disk Drives made by Indus for the Atari ST and Reference Books Published by ABACUS and I've added and will be adding more Hardware, Software, Books & Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. And remember if you dont come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

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If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, August 10th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

## 739. Re: 24 pin printer on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-16 00:00:00 UTC
From: AtariBob <rwoolley@pacbell.net>
Message-ID: <5jNj3.25$_f.2545@typhoon-sf.snfc21.pbi.net>
Source record: 51188

I think what Larry is looking at is an Atari to PCL converter. Most of our Atari programs output to an EPSON or other dot matrix 9-pin printer. His DJ500 has an EPSON emulation cartridge which allows him to use his Atari programs on the DJ. The newer inkjet printers do not do emulation - not even the EPSONs if I remember right....

So, what is needed is a conversion of an Atari graphics character into a PCL format - all the HPs use PCL in one form or another. It shouldn't be too hard, either as a downloaded character set or all graphics. I did a graphics dump using PCL - it's easy (well, pretty easy)

Bob

Thomas Richter <thor@math.tu-berlin.de> wrote in message
news:thor.932137232@math.tu-berlin.de...
> Hi!
>
> lwhite6497@aol.com (LWhite6497) writes:
>
> >I have a related question. I am strongly
> >considering getting a new HP ink-jet
> >printer.. But I have been using
> >a Desk Jet 500 for a number of years,
> >using an EPSON emulation cart for the
> >A8. There are a couple of application
> >printer drivers available for the Printer
> >Control Language (PCL) used by HP.
> >But I am concerned about Basic/Action
> >listings which will produce really strange
> >print listings. Anybody have any idea
> >as to how to approach this problem? The
> >Epson "solution" of using italicized print
> >for most characters >128 always worked
> >very well for me. Surely others are by now
> >using lasers, etc. and have faced this
> >same problem. (?)
>
> This problem is solved here by the printer interface, a so called 850XL.
> It's almost the same as the 850, but with only one serial port, but an
> enhanced printer driver which prints - on demand - ATARI specific
characters
> as bitmap graphics. It doesn't look great on a 24 bit printer like my NEC
P6,
> but it's better than nothing and it's completely transparent - as it uses
> only the standard P: handler and no software at all. However, I don't know

```
> whether this interface is still available, it's a third-party product and
> not manufactured by Atari at all.
>
> Greetings,
> Thomas
>
> --
>
_____________don't_cut_here,_it_could_damage_your_terminal_____________
___
> _______ _____ _____
> / / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
> / /____/ / / /____/
http://www.math.tu-berlin.de/~thor/thor/index.html
> / / / / / / \ PGP available on request, finger print:
> / / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77
BE
>
_____________________________________________________________________________
___
>
```

## 740. Re: 24 pin printer on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-16 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990716192742.15568.00001311@ng-ff1.aol.com>
Source record: 51189

Thanks to all for the suggestions. I think
that I will have to write the PCL conversion.
But it will have to go on my "list". Hope
I live a long, long time so I can clear this
darned list! Maybe the new printers will
come down a bit by then! :-)
Regards,
Larry

## 741. Computer Donations

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-16 00:00:00 UTC
From: Andy Luecke <luecke@netnitco.net>
Message-ID: <7mokh1$6b3$1@hyperion.nitco.com>
Source record: 51190

Hello. I was wondering if anyone out their don't want any of their old computer stuff like Disks,Computers,Drives,Keyboards,and stuff like that, and are willing to give it away. It don't matter if it works or don't. I will be using them to build my computer library via internet. I will than have software downloads, info, pics of computers, etc.. All items are greatly appreciated except monitors. If I got a monitor i'd be in big trouble by my parents.

I'll also take any resonable offers on items that are in a working order. If you're wondering were I live it's Northwest Indiana. I'm just a kid so the priced items can't be too high since my parents don't want me to be spending too much money via internet.

Right know my site is not to great since I don't have to many computers. I do promise to make a great site after I get more items.
It most likely will move to since it's a very limited site.

Thanks,
Andy

If possible contact via e-mail at: luecke@netnitco.net

Here is my site url if ya want to visit it. www.mynvo.com/luecke

# 742. Re: ANALOG issue(s) 1985 Needed! $

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-16 00:00:00 UTC
From: Jim Smith <postmaster@j-com.net>
Message-ID: <psyj3.1116$95.28720@newse2.tampabay.rr.com>
Source record: 51324

http://www.atariworld.com/AtariMAGs.html

Bowling <mbowlin1@tampabay.rr.com> wrote in message
news:v5pj3.397$yE.8249@newse3.tampabay.rr.com...
> I'd like to buy ANALOG issue(s) from 1985. Please email me with what you
> have!
> Thanks,
> --mb
>
>

## 743. Happy 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-16 00:00:00 UTC
From: Bruce Rogovin <brogovin@fuse.net>
Message-ID: <160719990029020077%brogovin@fuse.net>
Source record: 51325

I have one that doesn't get much use these days. What's it worth?

Thanks.

Bruce

# 744. Re: BASIC to .EXE Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-16 00:00:00 UTC
From: Isaac Davis <idavis@my-deja.com>
Message-ID: <7mmk4f$73d$1@nnrp1.deja.com>
Source record: 51326

In article <931932758.071.93@news.remarQ.com>,
"Richard Cortese" <ricortes@netmagic.net> wrote:
> At least for the MMG, this ends up being a trivial if bit tedious. At one
> time I had a bunch of subroutines that would convert a DOS executable to a
> cartridge. Header/initializing code was always the same. It would take the
> DOS load vectors and relocate the stored program to that area. I am doing a
> bad job of explaining, but it went something like.
>
> Let's say the .obj be it from compiled basic or .asm loaded at $3000 and
> the run/initiate vector was $3040. File length was irrelevant if it all fit
> in the cartridge space. I had the CART INIT vector pointed to an RTS, and
> then had standard canned code for the RUN vector that was ~41 byte block
> move of the cart storage area to $3000, followed by a JMP to the $3040.
>
> Anyway, I have several programs like SpeedScript that I burned into
> cartridge for my son to use while he was away at school.
>
> I really didn't originate the idea of doing things like this, just kind of
> saw a few commercial carts that did the relocation and jump that apparently
> took a tape program and made it into a cart, then decided I could do the
> same thing.
>
> It is kind of sloppy, but the difference between 32k available for a simple
> WP program and 24k is not a real problem. It is even less of a problem for
> games.
>
>

Richard, Any chance in digging one of these programs out? It sounds like exactly what I need to get one of my programs to a cartridge. I am not in any kind of a hurry, so don't go out of your way, but if you happen to stumble across one, it would be nice... Thanks in advance.

--
isaac davis
indavis@juno.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 745. Re: 24 pin printer on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-16 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <378fdd81.7461792@trumpet.uni-mannheim.de>
Source record: 51327

On Thu, 15 Jul 1999 06:59:31 -0400, Eli-the-Iceman <rely@ix.netcom.com> wrote:

>LWhite6497 wrote:
>>
>> I have a related question. I am strongly
>> considering getting a new HP ink-jet
>> printer.. But I have been using
>> a Desk Jet 500 for a number of years,
>> using an EPSON emulation cart for the
>> A8. There are a couple of application
>> printer drivers available for the Printer
>> Control Language (PCL) used by HP.
>> But I am concerned about Basic/Action
>> listings which will produce really strange
>> print listings. Anybody have any idea
>> as to how to approach this problem? The
>> Epson "solution" of using italicized print
>> for most characters >128 always worked
>> very well for me. Surely others are by now
>> using lasers, etc. and have faced this
>> same problem. (?)
>> Thanks,
>> Larry
>
>Larry,
> Use SpartaDOS 3.2d and a program called GPRINT.COM. This will print
>your listings as a graphic (bit image) rather than text. It does a
>pretty fair job. The only limitation is that it is strictly limited to
>128 characters/line. Hence, if you have entered abbreviated commands and
>the lines expand to more than 128 characters, GPRINT will truncate the
>line.
> If you know ML, you might want to look this program over and maybe
>rewrite it specifically for the HPDJ and a wider array of DOSes. Another
>idea is to get the PCL command chart from HP (should be on their web
>site) and write your own version in BASIC or other language. Make it so
>it will read a LISTed version from disk and convert the each character
>to bit image graphics including the control characters. If you want any
>ideas about how to do this, I can e-mail you a copy of my Color Dump.
>This is a program was written to print Jeff Potter's Colrview pictures.
>It's written in BASIC XE then I rewrote it in BASIC XL to fit into a 65K
>machine. Did a pretty fair job, but too about 1.5 hours to print one
>4-color 1/2 page picture. I burned out the print head on my Star NX2420
>Rainbow printer. heh...
> Anyway, let me know if you want to try this.

I think there's a variant of this that loads a resident handler providing
a G: device to which you can LIST your BASIC programs... or direct
any output from the A8.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 746. Re: 24 pin printer on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-16 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <3790dde9.7566135@trumpet.uni-mannheim.de>
Source record: 51328

On Thu, 15 Jul 1999 20:31:03 GMT, ssilicon@earthlink.net (Jon Melbo) wrote:

>
>Well keep on having it emulate the Epson and use a special program for
>dumping A8 listings. I know I have one such program somewhere that
>prints special Atari graphics characters and stuff by using graphics
>mode. The beauty of the program though, is that it uses regular text
>mode of the printer for those characters it can handle that way, and
>only uses graphics mode for the weird ones. This gives the best of
>both worlds, speed and all characters printed correctly.
>
If you find that program, it would be interesting to see it at
work... Let's hope it's PD, so you can put it on the Net...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 747. Re: 1020 Plotter

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-16 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3790f26a.218073167@news.earthlink.net>
Source record: 51329

On Thu, 15 Jul 1999 18:54:44 -0700, "Michael & Dina Miller"
<enercom@unidial.com> wrote:

>Can anyone tell me where I can find the replacement pens for the 1020 plotter printer? I need a source where I can go to a consistent basis, like a Fry's or a Staples or something.
>
>Thanks

I think you are hoping for a lot. I know I used to be able to get
such an animal at Radio Shack. Apparently RS had a product which used
the same kind of pens. Like the 1020, I am guess that RS's product is
probably history as well. Sorry to be negative; I do wish you luck.

## 748. Re: 24 pin printer on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-16 00:00:00 UTC
From: Eli-the-Iceman <rely@ix.netcom.com>
Message-ID: <378F0C78.2C8F30BF@ix.netcom.com>
Source record: 51330

JTKirk wrote:
>
> I think there's a variant of this that loads a resident handler providing
> a G: device to which you can LIST your BASIC programs... or direct
> any output from the A8.
>
> --
> _____ ____---____ Marco Antonio Checa Funcke
> _____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
> _H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
> '-_____|( http://www.GeoCities.com/Hollywood/2645
>
> remove the "no_me_j." in front of the address when replying

JTKirk,
If you find out what this file is called and where it can be gotten,
please let me know.

--
Robert S Ely -=aka=- Eli-the Iceman
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

# 749. WTB :" Working Atari 800 & Rana

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-16 00:00:00 UTC
From: Anthony Politz <ajpolitz@bellatlantic.net>
Message-ID: <378F1E4B.23B1D68A@bellatlantic.net>
Source record: 51331

I am looking to buy an Atari 800 w/48k and Rana 1000 floppy drive.
Must be in excellent condition. Please e-mail pictures if possible.

Where would I get a list of Atari BBS's in the N.J Area ?

Ajpolitz

## 750. Re: Stargate game

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-16 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <378F20DF.902EFFA9@erols.comX>
Source record: 51332

Stargate if oyu don't know is the sequal to Defender. Its gameplay is
basically the same except a few more options (inviso for one).

Anyhow,
Its a joystick game with a few keyboard commands (spacebar for smart bomb).

If you've played the 800 version of Defender you know how easy it was to rack
up millions of points. They corrected this with Stargate. Its alot harder.

I got the cart when it first became available. Mine has what appear to be dip
switch options to control the game when it first boots.

Its a good conversion albeit 95% finished.
--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

Remove the 'X' for email replies

Gary wrote:

> I purchased the game this week is the graphics good?
>
> Dilloware, Inc. <mickey@dilloware.com> wrote in message
> news:378E2ABD.6A18@dilloware.com...
> > I recently purchased the never released game Stargate from B&C
> > Computers. Since it was never officially released, does anyone have any
> > info on playing the game, etc. It seems to run fine but I don't
> > understand many of the elements of the game. Thanks

# 751. WTB - Ultima 1: The Original from Sierra Online

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-16 00:00:00 UTC
From: fortran@earthlink.net
Message-ID: <MPG.11f8f36ce79d089698a3c1@news.alt.net>
Source record: 51333

I'm looking for the Atari 400/800 game, Ultima 1: The Original by
Sierra Online. I'm a collector of Ultima games so I would like to
add this game to my permanent collection. While I am interested in the
complete game, I'm also willing to buy a partial copy.

Please email me if you would be willing to sell your game.

--

Edward Franks
<fortran@earthlink.net>

# 752. Re: 24 pin printer on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-16 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.932137232@math.tu-berlin.de>
Source record: 51334

Hi!

lwhite6497@aol.com (LWhite6497) writes:

>I have a related question. I am strongly
>considering getting a new HP ink-jet
>printer.. But I have been using
>a Desk Jet 500 for a number of years,
>using an EPSON emulation cart for the
>A8. There are a couple of application
>printer drivers available for the Printer
>Control Language (PCL) used by HP.
>But I am concerned about Basic/Action
>listings which will produce really strange
>print listings. Anybody have any idea
>as to how to approach this problem? The
>Epson "solution" of using italicized print
>for most characters >128 always worked
>very well for me. Surely others are by now
>using lasers, etc. and have faced this
>same problem. (?)

This problem is solved here by the printer interface, a so called 850XL.
It's almost the same as the 850, but with only one serial port, but an
enhanced printer driver which prints - on demand - ATARI specific characters
as bitmap graphics. It doesn't look great on a 24 bit printer like my NEC P6,
but it's better than nothing and it's completely transparent - as it uses
only the standard P: handler and no software at all. However, I don't know
whether this interface is still available, it's a third-party product and
not manufactured by Atari at all.

Greetings,
Thomas

--
_____don't_cut_here,_it_could_damage_your_terminal_____
_______ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

## 753. Re: 1020 Plotter

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-16 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <16071999085941324 1%savetz@northcoast.com>
Source record: 51335

[[ This message was both posted and mailed: see
the "To," "Cc," and "Newsgroups" headers for details. ]]

In article <Fiwj3.140$yn.5017@news.ntr.net>, Michael & Dina Miller <enercom@unidial.com>
wrote:

> Can anyone tell me where I can find the replacement pens for the 1020 =
> plotter printer? I need a source where I can go to a consistent basis, =
> like a Fry's or a Staples or something.

Best Electronics has them: http://www.best-electronics-ca.com

--Kevin

--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce

## 754. Re: Stargate game

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-16 00:00:00 UTC
From: "Dilloware, Inc." <dilloware@dilloware.com>
Message-ID: <378F5865.BA224E09@dilloware.com>
Source record: 51336

Very little graphics since all seems small and lots of black background.

Gary wrote:

> I purchased the game this week is the graphics good?
>
> Dilloware, Inc. <mickey@dilloware.com> wrote in message
> news:378E2ABD.6A18@dilloware.com...
> > I recently purchased the never released game Stargate from B&C
> > Computers. Since it was never officially released, does anyone have any
> > info on playing the game, etc. It seems to run fine but I don't
> > understand many of the elements of the game. Thanks

## 755. Re: Write 1050-Disks with PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-16 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7mnu3q$hvr$1@alexander.INS.CWRU.Edu>
Source record: 51337

(read/write Atari 8 DOS 2.5 disks on PC).
I don't think there is any utility to do this.
Yes, UTIL will only work with MyDOS double density disks.
The PC floppy controller can't do Atari single density.
Russg

# 756. Re: 1020 Plotter

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-17 00:00:00 UTC
From: "Ralph E. Dodd" <redodd@home.com>
Message-ID: <o7Rj3.72446$eF3.19767@news.rdc1.nj.home.com>
Source record: 51191

The 1997 Radio Shack catalog had them on page 252. They are RSU items so the stores don't have them in stock and would have to be ordered. Black was RSU 10274850 and color was RSU 10274868. Both came in 3 packs for $2.99. I don't have a recent catalog but I'll bet that you can still get them.

Ralph

# 757. Classic Gaming Expo '99 Sponsor Press Release

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-17 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <37921067.30016797@news.pipeline.com>
Source record: 51192
Cross-posted to: comp.sys.atari.8bit,rec.games.vectrex

For Immediate Release

Contact Keita Iida and John Hardie
info@cgexpo.com
408-983-0953, 516-568-9768
http://www.cgexpo.com

PROMINENT INTERACTIVE ENTERTAINMENT COMPANIES
ENDORSE CLASSIC GAMING EXPO '99

VALLEY STREAM, NY (July 14, 1999) -- A prolific line-up of leading interactive entertainment companies will be sponsoring this year's Classic Gaming Expo '99 to be held on August 14-15 in Las Vegas, Nevada. Contributing to this year's event are Hasbro Interactive, Inc., Nyko Technologies, Inc., Telegames Inc., Next Generation Magazine and Digital Eclipse Software Inc. Their financial and promotional support has proved valuable in aiding the show coordinators to organize what is touted as the greatest gathering of industry legends, historic gaming artifacts and classic gaming fans.

"We are thrilled by the continuing level of interest that CGE'99 has garnered among some of the market leaders in electronic entertainment," said John Hardie, co-promoter of the show. "The contributions, product for prizes and giveaways, and public relations assistance helps ensure that Las Vegas will be the center of the electronic gaming universe during the month of August."

Hasbro Interactive is a division of Hasbro, a worldwide leader in the design, manufacture and marketing of toys, games, interactive software, puzzles and infant products. With its vast repertoire of classic board games and the recent acquisition of Microprose and Atari, Beverly, Massachusetts-based Hasbro Interactive is focused on bringing simple yet addictive gameplay to all members of the family. "With modern updates of such classics as Frogger, Centipede, Q*Bert and Pong, we are bringing simple yet timeless gameplay to both classic gaming fans and to a whole new generation of players," said Tom Dusenberry, President of Hasbro Interactive. "We are proud to sponsor Classic Gaming Expo '99. Nowhere else could we hope to reach such a group of Atari loyalists with the message that Atari is back and that the gameplay the company pioneered goes on."

For the second consecutive year, Nyko Technologies will be a prominent co-sponsor of the show. The privately held marketer of innovative game accessory products rocked and rolled last year's event by using the venue to debut its Classic Trackball controller for the PlayStation. Nyko will once again exhibit its extensive line of products at Classic Gaming Expo. "We are delighted to again be involved in such a wonderful show," said Robert J. Rienick, Nyko's Vice President of Sales and Marketing. "Classic gaming fans are among the most savvy consumers of videogame products, and they recognize the quality and innovation that goes into every Nyko product. This is our chance to promote our line of peripherals while at the same time paying tribute to those who have supported us through the years."

Telegames is a group of multi-national operations that are involved in all aspects of video games and computer software. The Lancaster, Texas-based company is involved in online and direct mail retail, wholesale distribution, publishing, licensing and contract development. It also stocks a large inventory of classic videogame systems and software, including Atari, Coleco, Intellivision, Nintendo and Turbografx-16. Telegames also plans to sell its products at CGE'99, including exclusive re-releases of the hit Atari Jaguar cartridges, "Worms" and "Iron Soldier II."

With an enormous subscriber base for its print magazine and the fact that it's online site is part of the largest online video game network, Next Generation was an ideal choice to partner with CGE '99 to aid in promoting the event. In addition to financial contributions, Next Generation has been prominently running CGE'99 articles and press releases throughout the show's promotional period.

Digital Eclipse, a developer, publisher and distributor of interactive software titles for PC, Macintosh, Playstation and Game Boy Color, is well known throughout the classic gaming community as the leader in the development of classic software titles. The Emeryville, California-based company has been responsible for the production of such titles as Atari Arcade Hits 1 & 2 and Williams Arcade's Greatest Hits for various formats and Klax, Paperboy, Joust/Defender and 720 for Game Boy Color. "Considering the large number of classic titles that we develop each year, deciding whether to sponsor Classic Gaming Expo '99 was a no-brainer," said Mike Mika, Technical Director of Digital Eclipse and a noted expert in the field of software-based emulators of classic 70's and early-80's consoles, coin-ops and computers. "Not only are many of our products geared toward the classic game player, but we're big fans of classic games ourselves. We're delighted to be a contributor to Classic Gaming Expo '99."

Conceived and coordinated by two of the individuals responsible for coordinating last year's highly successful "World of Atari" event, Classic Gaming Expo is the industry's only annual show that is dedicated to celebrating the roots of electronic entertainment, bringing together industry pioneers, gaming enthusiasts and the media for the ultimate in learning, game-playing and networking. Classic Gaming Expo is a production of CGE Services, Corp. (www.cgexpo.com)

### END ###

## 758. UK8 Convention cancelled

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-17 00:00:00 UTC
From: Brian <brian@spheroid.demon.co.uk>
Message-ID: <932197319.9727.4.nnrp-08.9e98ea3a@news.demon.co.uk>
Source record: 51193
Cross-posted to: comp.sys.atari.8bit,comp.sys.misc,comp.sys.cbm,comp.sys.msx

Due to a sudden and substantial change of circumstances, the UK8 Convention (a cross-format event for 8-bit computer users) which was to be held in Walsall, West Midlands, England in September 1999, has had to be cancelled.

Regrettably, it is not possible to arrange for the event to be moved to an satisfactory alternative venue on or about the same date. However, it is expected that an alternative venue will be found in time for the event to be held early in 2000.

All monies which have been paid to date are being refunded. As you will appreciate, this will take some time, but it is expected that that side of things will be complete by the end of July at the latest.

Please spread the word to any 8-bit computer magazine or individual who may not have the facilities to receive this e-mail or read it in any of the newsgroups to which it is being posted.

I will not be able to keep track of any/all the discussion threads in those newsgroups, but would appreciate being copied (to uk8@spheroid.demon.co.uk, please) with postings on the matter.

--
Brian Watson (for UK8)

## 759. Atari Items for Sale (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-17 00:00:00 UTC
From: mikeb@vision-computing.co.uk
Message-ID: <37903f41.1925427@news.clara.net>
Source record: 51194

```
Atari Items for Sale (UK)

Various second-hand Atari 8-bit items for sale at bargain prices.
Please contact mikeb@vision-computing.co.uk for complete list.
```

# 760. Re: BASIC to .EXE Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-17 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <932206827.815.44@news.remarQ.com>
Source record: 51195

```
Isaac Davis <idavis@my-deja.com> wrote in message
news:7mmk4f$73d$1@nnrp1.deja.com...
> In article <931932758.071.93@news.remarQ.com>,
> "Richard Cortese" <ricortes@netmagic.net> wrote:
> > At least for the MMG, this ends up being a trivial if bit tedious. At
one
> > time I had a bunch of subroutines that would convert a DOS executable to
a
> > cartridge. Header/initializing code was always the same. It would take
the
> > DOS load vectors and relocate the stored program to that area. I am
doing a
> > bad job of explaining, but it went something like.
> >
> > Let's say the .obj be it from compiled basic or .asm loaded at $3000
and
> > the run/initiate vector was $3040. File length was irrelevant if it all
fit
> > in the cartridge space. I had the CART INIT vector pointed to an RTS,
and
> > then had standard canned code for the RUN vector that was ~41 byte block
> > move of the cart storage area to $3000, followed by a JMP to the $3040.
> >
> > Anyway, I have several programs like SpeedScript that I burned into
> > cartridge for my son to use while he was away at school.
> >
> > I really didn't originate the idea of doing things like this, just kind
of
> > saw a few commercial carts that did the relocation and jump that
apparently
> > took a tape program and made it into a cart, then decided I could do the
> > same thing.
> >
> > It is kind of sloppy, but the difference between 32k available for a
simple
> > WP program and 24k is not a real problem. It is even less of a problem
for
> > games.
> >
> >
>
> Richard, Any chance in digging one of these programs out? It sounds like
> exactly what I need to get one of my programs to a cartridge. I am not in
any
```

> kind of a hurry, so don't go out of your way, but if you happen to stumble
> across one, it would be nice... Thanks in advance.
If you mean the move subroutine, cart flag bytes, that kind of thing, I
probably don't have it handy, but I could do it from scratch in a day or
two. More like a SOP since you pull run vectors from the file and use them
later in the cart.
>
> --
> isaac davis
> indavis@juno.com
>
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

# 761. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-17 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_932210654@rtfm.mit.edu>
Source record: 51196
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend,
several people volunteer their time and energies by maintaining Periodic
Informational Postings for this newsgroup. Please take a moment to refer to
these documents before posting to comp.sys.atari.8bit. The answer to your
question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm
```

## 762. OASIS BBS...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-17 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <932227113.5728.0.pluto.d4ee0f47@news.demon.nl>
Source record: 51197

Hi,

I want to know what the latest version of the OASIS version is, I have seen 4.2 but heard of 4.8 so who can help me. I also want to know if there are networking modules for OASIS 4.x....

Gtx,
Sysop*TXG

I am also looking for active OASIS boards world-wide

# 763. Re: BASIC to .EXE Compiler

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-17 00:00:00 UTC
From: Isaac Davis <idavis@my-deja.com>
Message-ID: <7mqo9v$ier$1@nnrp1.deja.com>
Source record: 51198

In article <932206827.815.44@news.remarQ.com>,
"Richard Cortese" <ricortes@netmagic.net> wrote:
> If you mean the move subroutine, cart flag bytes, that kind of thing,
I
> probably don't have it handy, but I could do it from scratch in a day
or
> two. More like a SOP since you pull run vectors from the file and use
them
> later in the cart.

I know about the cart flag bytes, and will be attempting to write a
move subroutine like you have mentioned. It will definitely take me
more than a day or two. If you get anything, I would appreciate a copy,
but will be working on it myself as well so don't waste much time on
it.
Thanks,

--
isaac davis
indavis@juno.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 764. Star NX1000II on BB

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-17 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7mqmc7$kfm$1@news.xmission.com>
Source record: 51199

Okay.. I didnt have any luck getting an Okidata ML590 (24 pin) to work on my black box via DD3, although it did print fine through Textpro, etc..

So, via Ebay, I bought a Star NX1000II and am having the exact same result.

When I try to print via DD3, I get some sort of graphics data without line feeds.

If I exit DD3 and print from Textpro, all is fine.

The Star is configured as an Epson compat and is set to default on other options.

The BBS have been toggled between graphics print/text and the toggles on the board are also set to default.

I've even loadexd the ppcustom.bas and ensured that DD3 was configured as Epson compat.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 765. FS/T Shrink-Wrapped Atari 5200 Game Packages

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-17 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <2Y5k3.2399$k3.239289@news1.telusplanet.net>
Source record: 51200
Cross-posted to: alt.games.video.classic,alt.games.video.marketplace,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

I have the following Shrink-wrapped/New Atari 5200 packages for sale or trade. These packages are ideal for new collector's or somebody wanting to start or add to their shrink-wrapped library. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first)

** Atari 5200 Activision Package - New/Shrink-wrapped**
==========
Includes 4 of the 13 released Activision titles
- Pitfall
- River Raid
- Space Shuttle
- Zone Ranger
- All four of the above for $40

** Atari 5200 Lucasfilm Package - New/Shrink-wrapped**
==========
Includes both of the released Lucasfilm titles
- Contains Ballblazer
- Rescue on Fractalus
- Both of the above for $40

**Trades - I am also willing to trade for the following**
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhaman, Super Cobra or Popeye
- Intellivision Draughts
- INTV Triple Challenge
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A working Vectrex controller.
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

# 766. FS/T Atari 5200 Games, Components, & Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-17 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <P36k3.2400$k3.239344@news1.telusplanet.net>
Source record: 51201
Cross-posted to: alt.games.video.classic,alt.games.video.marketplace,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

I have the following Atari 5200 items for sale or trade. All units are fully functional, cleaned and detailed, and in good or better condition. If you have any questions in regards to unit, box, or label condition, please feel free to ask.

For items that I am taking offers on (no price listed), please make all offers in U.S. Funds (buyer pays shipping). I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first).

This list covers the following Atari categories:
- Controllers
- Shrink-wrapped/New Games
- Loose Carts (No box, other items specified)
- Atari Force Comics
- Classic Gaming Magazines

*Controllers* for Atari 5200 & Computer Units
==========
These controllers are intended to use the standard Atari plugs, and require an adapter to work on the 5200.
- 2x Suncom Tac Joysticks $15 for the pair
- 2x Wico Joystick (Black handle, grey base) $15 for the pair
- 1x Spectravideo Joystick with suction cup base

** Atari 5200 Titles - New/Shrink-wrapped**
==========
- Ballblazer by Atari/Lucasfilm $20
- Pitfall by Activision $15
- Rescue on Fractalus by Atari/Lucasfilm $25
- River Raid by Activision $10
- Space Shuttle by Activision $12
- Zone Ranger by Activision $10

**Multicart Cartridges**
==========
- Atari 5200 Multicart $125 - Contains all of the released 5200 game titles as well as demos and the 5200 diagnostic cart. Game selection is done by using DIP switches.

**Atari Force Comics** Please make an offer
==========

All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #9 - September 84
- Issue #11 - November 84
- Special Issue #1 - 1986

**North American Gaming Magazines** Please make an offer
==========
- Computer Gaming World - December 1988
- Game Players - February/March 1989
- Game Players - June/July 1989
- Video Games & Computer Entertainment - June 1989

**European Gaming Magazines** Please make an offer
==========
- Ace - November 1989
- Ace - December 1989
- Ace - April 1990
- Computer & Video Games - August 1988
- Computer & Video Games - May 1989
- Raze - December 1990
- The Games Machine - August 1988
- The Games Machine - September 1988
- The Games Machine - June 1989

**Electronic Games Magazine memorabilia** Please make an offer
==========
-Order Form Insert (Vectrex Version) - Mint Condition. This was the original full color order form insert that was packaged in with many companies cartridges to help promote sales of 'Electronic Games' magazine. It is a three page foldout which covers all the regular articles that 'Electronics Games' ran. The front cover is purple and offers Vectrex players a 44% discount.

**Trades**
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhaman, Super Cobra or Popeye
- Intellivision Draughts
- INTV Triple Challenge
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A working Vectrex controller.
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

# 767. FS/T Atari Computer Games, Components, & Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-17 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <Cz6k3.2407$k3.239700@news1.telusplanet.net>
Source record: 51202
Cross-posted to: alt.games.video.classic,alt.games.video.marketplace,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

I have the following Atari 8bit components and cartridges for sale. All the equipment is cleaned and detailed, and in good or better condition, but without boxes unless noted. If you have any questions in regards to unit condition, please feel free to ask.

For items that I am taking offers on (no price listed), please make all offers in U.S. Funds (buyer pays shipping). I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first).

**Hardware** Please make an offer
==========
- Atari 800XL With Power Supply, RF Cable
- Atari 800XL No Power Supply
- Atari 600XL With Power Supply, RF Cable
- Atari 520 ST Missing all Accessories
- Atari SF354 3.5" Floppy Drive. Missing all Accessories
- Atari 5 Volt Power Supplies. Model C061982. 7 Pins.
- Custom made Atari RGB and audio cable. Connects an Atari ST to either a SONY XBR or XBR II RGB Monitor
- Custom made Atari ST Composite Video/Audio cable (standard RCA jacks)

*Controllers* Please make an offer
==========
- Paddles (multiple sets) - for Atari & Commodore units
- 2x Suncom Tac Joysticks - for Atari & Commodore units
- 2x Wico Joystick (Black handle with grey base) - for Atari & Commodore units
- 1x Spectravideo Joystick with suction cup base - for Atari & Commodore units

**Cartridges** Please make an offer
==========
- Atari Writer
- Basic
- Defender
- Donkey Kong
- Donkey Kong Junior
- Final Legacy
- Megamania - In a sealed/shrink-wrapped box, box is slightly squashed.
- Missle Command
- Moon Patrol

- Pole Position
- Realsports Football
- Robotron: 2084
- Star Raiders
- Tennis

**Books and Manuals** Please make an offer
==========
- Atari 800XL Manual and connection guide
- Atari 1050 Manual
- Consumer's Guide "The Users Guide to the Atari"
- Compute's "Third book of Atari"
- Compute's "The Atari Basic Source Book"

**Magazines and Specification sheets** Please make an offer
==========
- 1983 Atari 800XL Brochure
- 1986 Atari ST Computer Brochure
- Start - Premiere Issue Summer 1986
- Start - Spring 1988
- ST-Log - January 1987
- Antic - February 1986

**Atari Force Comics**
All are in Mint Condition
==========
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #9 - September 84
- Issue #11 - November 84
- Special Issue #1 - 1986

**North American Gaming Magazines**
==========
- Computer Gaming World - December 1988
- Game Players - February/March 1989
- Game Players - June/July 1989
- Video Games & Computer Entertainment - June 1989

**European Gaming Magazines**
==========
- Ace - November 1989
- Ace - December 1989
- Ace - April 1990
- Computer & Video Games - August 1988
- Computer & Video Games - May 1989
- Raze - December 1990
- The Games Machine - August 1988
- The Games Machine - September 1988
- The Games Machine - June 1989

**Trades**
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhaman, Super Cobra or Popeye
- Intellivision Draughts
- INTV Triple Challenge
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A working Vectrex controller.
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

# 768. Re: Star NX1000II on BB

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-17 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <7mqu4v$g9k$1@news.storm.ca>
Source record: 51203

Sounds like DD3 is sending a Carriage Return (CR) but no Line Feed (LF).
Most printer interfaces can be configured to send a CR and LF when the
software sends a CR - might that help?

<jeking@NOSPAM.COM> wrote in message news:7mqmc7$kfm$1@news.xmission.com...
> Okay.. I didnt have any luck getting an Okidata ML590 (24 pin) to work on
> my black box via DD3, although it did print fine through Textpro, etc..
>
> So, via Ebay, I bought a Star NX1000II and am having the exact same
> result.
>
> When I try to print via DD3, I get some sort of graphics data without line
> feeds.
>
> If I exit DD3 and print from Textpro, all is fine.
>
> The Star is configured as an Epson compat and is set to default on other
> options.
>
> The BBS have been toggled between graphics print/text and the toggles on
> the board are also set to default.
>
> I've even loadexd the ppcustom.bas and ensured that DD3 was configured as
> Epson compat.

# 769. FA: Boxed Atari 5200 games, Huge lot of TI-99/4a carts, TI-99/4a huge accessory lot!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-17 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <7mr4r6$fun$1@nnrp03.primenet.com>
Source record: 51204
Cross-posted to: alt.atari.2600.vcs,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.ti,rec.games.video.classic

All auctions start at 1 penny!

Go to:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=132853180

for the 6 Complete Boxed Atari 5200 games

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=132856369

for a lot of 20 TI-99/4a command modules (cartridges)

and lastly go to:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=132854504

for a nice starter kit including power supply, controllers, modulator,
speech synthesizer, and much more for the TI-99/4a computer!

Thanks and good luck bidding!

## 770. Re: Help with removable hard disk

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-17 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37913AE7.27F10FAA@sisna.com>
Source record: 51205

Not necessarily a black box! What type of removable hard disk do you
have, this information would help immensely

bob

## 771. Non E-Bay Computers!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-17 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37913C2C.9F4FD16D@sisna.com>
Source record: 51206

2-Ea, Atari 130xe's stock, power supply and video cable $35.00 ea
shipped

1-ea Atari 800 48k computer good conditon, power supply and basic cart
incuded, and shipping
$25.00..

2 ea Atari 1050 Disk Drives in good conditon, power suply and SIO cable.
$20.00ea shipping included..

bob

# 772. Re: 1020 Plotter

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-18 00:00:00 UTC
From: goglu2@my-deja.com
Message-ID: <7mrtqm$skk$1@nnrp1.deja.com>
Source record: 51207

In article
<3790f26a.218073167@news.earthlink.net>,
ssilicon@earthlink.net (Jon Melbo) wrote:
> On Thu, 15 Jul 1999 18:54:44 -0700, "Michael &
Dina Miller"
> <enercom@unidial.com> wrote:
>
> >Can anyone tell me where I can find the
replacement pens for the 1020 plotter printer? I
need a source where I can go to a consistent
basis, like a Fry's or a Staples or something.
> >
> >Thanks

Hello,
Sure, try B & C ComputerVisions
at http://www.myatari.com/ they have paper and
pens (black and color) for this printer (plotter)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 773. Classic Gaming Expo '99 News Update

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-18 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <37926f9a.28537252@news.pipeline.com>
Source record: 51208
Cross-posted to:
rec.games.video.atari,rec.games.video.arcade.collecting,rec.games.vectrex,comp.sys.atari.8bit,alt.atari-jaguar.discussion

```
Classic Gaming Expo '99 Update 7/15/99
----------------------------------------------

Hello Everyone,

A lot of exciting things are planned for CGE '99
and we've been hard at work trying to put together
one heck of a show for our attendees. We decided
to send out this news update to clue everyone in
on the latest happenings.

First we'd like to welcome our new sponsor,
Digital Eclipse. If you don't know, these are the
guys responsible for many of the great classic
compilations and conversions that came out from
Midway, Hasbro, etc.

We now have well over 50 special guests that are
planning to attend the show. Check out the show
page at http://www.cgexpo.com for all the latest
info.

Also be sure to check the latest list of vendors
to see who's been added.

*** Great News ***
Due to continued demand for CGE '99 we have
changed our pricing as follows. We have extended
the $27.50 price until the end of July. All
those that register after July 31st, will have
to register at the door. We have also reduced
the price of on-site registration to $35.

Show hours are Sat. 9-6 and Sunday 9-5.
All attendees need to pick up their name badges
at the CGE '99 registration desk.

----------------------------------------------

Here's a list of some of the super things we have
in store for everyone...

- Hasbro is planning to hold spur-of-the-moment
Pong tournaments throughout the day. If you're
in their booth at the right time, you might just
```

get picked to compete.

- Midway has decided to make CGE '99 one of the stops on their Hydro-Thunder Arcade tour. Walter Day of Twin Galaxies fame will be hosting the tour for Midway.

- Walter will also be organizing and running the CGE '99 tournament area. Aside from the two regular contests, if you beat the high score on one of the arcade machines or home system games Walter will enter you into the next edition of the high-score book.

- Billy Mitchell, the first perfect score holder on Pac-man, will be at the show with his machine showing the attendees how the pros do it.

- Eric Bacher, of Alfred Challenge fame will be releasing his second 2600 game called "Pesco". Similar to Alfred Challenge, Eric will sell 40 CGE '99 commemorative editions of the game with color label, instructions, and box. The game will also be availale later in the month in B&W label, etc.

- Eric's friend, Igor Barzilai, will debut his new 2600 game as well. Igor will sell 50 copies of "Merlin's Wall" in special CGE '99 editions.

- Eric has also created a secret game that will not be sold, but he will be running a contest at one of the game stations with this game. Stop by and let Eric know what you think and maybe win a prize.

- Carl Forhan of Songbird Productions will be releasing 2 new Lynx products at the show.

- Telegames USA has indicated that they will have at least one new lynx product available.

- Tim Arnold of the Las Vegas Pinball Collector's Club will have a raffle with all proceeds going to charity. Aside from coin-op flyers and other goodies, the grand prize will be your choice of a full-size Missile Command or Rip-Off arcade machine plus free shipping in the U.S.

- CGE '99 will also see the re-release of the book, ZAP! The Rise and Fall of Atari. CGE Services Corp. has inked a 5-year exclusive deal with McGraw-Hill for rights to re-print

Zap.

- A special screening room has been set-up for previewing the current video documentaries being released by Howard Scott Warshaw and Cyberpunks Entertainment.

- World-renowned Caricaturist, M.C. Sturman, will be on-hand at various hours throughout both days to put your image onto our special Classic Gaming Expo '99 backdrop. Prices are very reasonable at $5 for a B&W image or $10 for color.

- The CGE '99 museum is shaping up to be the best yet. Look for tons of systems on display, both released and unreleased, as well as rare and prototype software, memorabilia and other neat items. Some of the new highlights since last year's museum include the Color Vectrex, Odyssey 3, Intellivision 1 Computer, and loads of software like 2600 & 5200 Tempest, 5200 Asteroids, 5200 Super Pac-man, and many others.

---

If you have questions, comments, or would like further information on Classic Gaming Expo '99 please feel free to contact us at:

info@cgexpo.com

Special thanks to all the sponsors, vendors, guests, and attendees for their support and help. We look forward to meeting everyone and having a great time.

Sincerely,
The CG Expo Staff

# 774. Re: Star NX1000II on BB

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-18 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7mrutm$4so$1@news.xmission.com>
Source record: 51209

David A. Paterson <david_p@storm.ca> wrote:
> Sounds like DD3 is sending a Carriage Return (CR) but no Line Feed (LF).

I don't think so.. I've gotten it to perform a line feed, and its still
printing graphical gibberish.

It's almost like it doesnt like the Epson emulation or something.

Two printers.. Same problem. Could be my blackbox?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

## 775. SynFile+ Questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-18 00:00:00 UTC
From: jeking@NOSPAM.COM
Message-ID: <7mrv12$4so$2@news.xmission.com>
Source record: 51210

Believe it or not, I own two copies of SynFile+. One is made for the 800-XL and the other is enhanced for the XE series.

Unfortunately, both original disks appear to have died of old age.

Fortunately, I found somebody selling SynFile+ on Ebay, but they dont indicate if its XL/XE version.

Curious to know if anybody out there wants to sell their XE enhanced disk(s) for SynFile+?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

## 776. SIO Port bad on 576k XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-18 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <7mrvkb$50c$2@news.xmission.com>
Source record: 51211

I've replaced the SIO cable on my 576k XE three times now and am starting
to believe the port to be bad.

Can anybody provide me with guidance for diagnosis, repair or replacement
of this port?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 777. FA: Antic Issues 1, 2, and 3.

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-18 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7mrva8$geb1@news.ajou.ac.kr>
Source record: 51212

Hi Folks,

I have for sale to the highest offer,
Antic Magazine Issues...
Volume 1 No. 1 April 1982 Introductory Issue
Volume 1 No. 2 June 1982 Communications
Volume 1 No. 3 August 1982 Printers

Here is some information on the condition of each magazine.
All 3 magazines have all the pages.
There are no writing or drawings on any of the pages.
There are no stains from spilled drinks or etc on any of the pages.
The magazines are not bent in the middle.
All pages are complete, no cutouts or rips.
All pages appear to be clean and clear.

The only faults I see with the magazines is that
the front and back cover are connected on Issue 3, it has came
loose from the Staples that normally hold it to the rest of the mag.
The cover is still in very good shape. The only damage is where the
staples would be located. The rest of the magazine is together.

At the Top of the Cover of Issue 2 there is a very light shade of
purple color. This may actually be how the cover was originally
produced with the Cover Art. If so, this would not be a fault.

Issue Number 1 looks to be in the best overall condition.
I would rate all 3 magazines to be in very good condition considering
there age. The ads and etc would be great for scanning.

All 3 magazines will be sold together. I will not split them up.
So if you make a offer it will be for all 3 magazines.

I really like these magazines and was going to keep them but I will
sell them to the highest offer. However, I do reserve the right to not
sell the magazines if I feel the highest offer is not enough.

Buyer pays for shipping and Insurance if you request for them to be
insured.
Overseas offers are welcome as long as you can get payment to me in
US Dollars if you have the highest offer.

If you are serious about purchasing the mags, you can e-mail your
offer to me at,
phantomm@kih.net

Thanks and Good Luck.

## 778. Re: Star NX1000II on BB

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-18 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990718012342.25850A-100000@vtn1>
Source record: 51213

Try this:

Take a short DD3-formatted source file and print it to disk using DD3.
Then read the output into TP (custom charset for control codes really
helps). You should be able to track down the problem in this way; more
than likely it's one command sequence that needs to be changed within DD3.

"Epson-compatible" is a bit of a joke; some are more compatible than
others.

John

# 779. Wanted list

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-18 00:00:00 UTC
From: David Matthews <mathu@indigo.ie>
Message-ID: <y6jk3.220$O5.164@news.indigo.ie>
Source record: 51214

Hi,i am looking for the following games on cart.for the Atari 8-bit computers,
1.ball blazer
2.bounty bob strikes back
3.karateta
4.sea fox
5.H.E.R.O.
6.b.c.quest for tyres
7.oils well
if you have any of the above,and are interested in selling them please email me.................

# 780. Re: SIO Port bad on 576k XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-18 00:00:00 UTC
From: Jim Smith <postmaster@j-com.net>
Message-ID: <0Gjk3.540$sB.14723@newse2.tampabay.rr.com>
Source record: 51215

Try swapping out the POKEY chip and remeber, don't connect to the SIO port with the power on. Watch for static electricity buildup, I grabbed my SIO 2 PC cable once and blew the POKEY chip in the Atari and COM2 in the PC. If it's not POKEY then it might just be bad solder joints on the connector. I also have a very good organic cleaning kit, works very well on SIO pins and cartridge connectors. This stuff is amazing, one or two coats and bam, a dirty cart starts working, no rubbing. Each kit will do about 25 carts. $2 postage included. Let me know if you want one.

<jeking@NOSPAM.com> wrote in message news:7mrvkb$50c$2@news.xmission.com...
> I've replaced the SIO cable on my 576k XE three times now and am starting
> to believe the port to be bad.
>
> Can anybody provide me with guidance for diagnosis, repair or replacement
> of this port?
>
>
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>

# 781. Re: SynFile+ Questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-18 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3791c90f.43148790@news.earthlink.net>
Source record: 51216

On 18 Jul 1999 07:16:50 GMT, jeking@NOSPAM.COM wrote:

>Believe it or not, I own two copies of SynFile+. One is made for the
>800-XL and the other is enhanced for the XE series.
>
>Unfortunately, both original disks appear to have died of old age.
>
>Fortunately, I found somebody selling SynFile+ on Ebay, but they dont
>indicate if its XL/XE version.
>
>Curious to know if anybody out there wants to sell their XE enhanced
>disk(s) for SynFile+?

I bought Synfile+ a long time ago. Then I got non protected versions
of the XL and XE versions (I think I am remembering this right). Then
I stopped using it altogether when I got a superior database program.
Damned if I can remember what it was called now. Something Base I
think.... hmm.

# 782. Re: SIO Port bad on 576k XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-18 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3792c9be.43324131@news.earthlink.net>
Source record: 51217

On 18 Jul 1999 07:27:07 GMT, jeking@NOSPAM.com wrote:

>I've replaced the SIO cable on my 576k XE three times now and am starting
>to believe the port to be bad.
>
>Can anybody provide me with guidance for diagnosis, repair or replacement
>of this port?

Try to re solder (re melt the solder) on all the connection joints for
the connector. If you have a cold (intermitent) solder joint, this
_should_ help.

## 783. Re: Wanted list

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-18 00:00:00 UTC
From: GENE EHRICH <GARAGESALE@prodigy.net>
Message-ID: <7msnrv$38p8$2@newssvr03-int.news.prodigy.com>
Source record: 51218

Try the Atari list on my web site.
I know that I have Karateta for a few different platforms, maybe more.

--
http://members.home.net/generic3
On-Line Computer & Video Game Garage Sale
generic3@home.com
David Matthews <mathu@indigo.ie> wrote in message
news:y6jk3.220$O5.164@news.indigo.ie...
> Hi,i am looking for the following games on cart.for the Atari 8-bit
> computers,
> 1.ball blazer
> 2.bounty bob strikes back
> 3.karateta
> 4.sea fox
> 5.H.E.R.O.
> 6.b.c.quest for tyres
> 7.oils well
> if you have any of the above,and are interested in selling them please
email
> me.................
>
>

## 784. Re: IMPORTANTE !!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-18 00:00:00 UTC
From: jfulker985@aol.com
Message-ID: <19990718102402.28879.00001828@ng-cl1.aol.com>
Source record: 51219

Stop wasting our newsgroup space with your drivel.

## 785. Re: Happy 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-18 00:00:00 UTC
From: Tim Irvin <ziggy29@netgate.net>
Message-ID: <3791F6CA.447B7DE2@netgate.net>
Source record: 51220

Bruce Rogovin wrote:
>
> I have one that doesn't get much use these days. What's it worth?

Stock 1050s seem to sell frequently for around $20-25. Happy 1050s
seem to be around twice that. Of course, in a market like this one,
there are few retail outlets or price guides, so it's basically just
worth what a fairly informed person would pay for it.

--
Tim Irvin, ziggy29@netgate.net ::::: http://u1.netgate.net/~ziggy29

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

## 786. Retrogamer fanzine - new issue details

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-18 00:00:00 UTC
From: retrogamer@cableinet.co.uk
Message-ID: <37921F25.39F2@cableinet.co.uk>
Source record: 51221

Retrogamer issue 22 is out now. Just one pound fifty!
Here are the details of the three most recent editions...

RETROGAMER 22 features the Gargoyle Games classic Marsport and gets *really* nostalgic with "Remembrances of a retro playing man". This issue is rounded up with part two of the C64 Activision games story and the humorous Video game families exposed!

RETROGAMER 21 looked at books on classic videogames. It featured the many tips books for home and arcade games produced in the early eighties plus character books (like Pac-man and Q*bert) and books about the classics written in the 90's. This issue also looks at the home computer games Activision produced.

RETROGAMER 20 exclusively interviews Jon Ritman. Of his many games, Head Over Heels, Match Day and Batman regularly make the top five of many players' favourites. He is one of the few coders whose career spans from the Sinclair ZX-81 to the Sega Dreamcast.
Also in this issue the Activision Atari 2600 carts feature covers all their later games including HERO, Kung-Fu Master and Ghostbusters.

Retrogamer has been covering classic computer and video games since 1995. It is written by a team of the most knowledgeable UK gamers and edited by the author of the Retro page in Computer and Video Games magazine.

Send a cheque for 1.50 UK pounds made payable to Keith Ainsworth to:

52 Kingfield Road
Orrell Park
Liverpool
L9 3AW

Check out the award winning Retrogamer web page for lots of great info and pics:
http://retrogamer.merseyworld.com/

## 787. FT: rare vintage computer games

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-18 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <7mt8p6$5ug$1@geraldo.cc.utexas.edu>
Source record: 51222
Cross-posted to: rec.games.video.classic,comp.sys.amiga.games,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.ibm.pc.games.misc,rec.games.computer.ultima.dragons,rec.games.int-fiction

I have many rare vintage computer titles to trade: Ultima's, Infocoms, old EA stuff, RPG's, adventure games, etc. Many platforms are covered: IBM, C64, Amiga, Apple II, Atari. For a look at what I have, check here:

http://ccwf.cc.utexas.edu/~bilstein/atari2600nexus/trade/nexus_sales.html

I am interested in trading for Atari 2600 and Vectrex items ONLY! Please see my want list here:

http://ccwf.cc.utexas.edu/~bilstein/atari2600nexus/trade/wantlist.html

Also, if you have any items I am looking for, and I don't have what you want, I do take requests for game searches. I have some great sources, so I may be able to turn up what you want. I do not do this for sales, sorry.

Thanks for looking, Alex.

--
Alex Bilstein
BA in Art History, University of Texas
Are you a fan of the Atari 2600? Then check out the Atari 2600 Nexus:
http://2600nexus.atari.org

## 788. First atari player for PC!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-18 00:00:00 UTC
From: "A.'SoTe'B." <nauplay@free.polbox.pl>
Message-ID: <37923BC4.DE0E89F3@free.polbox.pl>
Source record: 51223

```
-------------------------------------------

SAP Slight Atari Player v0.0. Release date 18.VII.1999

This is a prerelease betatest version of SAP.

Still there is no full Pokey and CPU emulation
but the Pokey emulation is better and more accurate
than other emulations used in Atari XL/XE emulators
like Atari800, XL-it, Rainbow etc...

In near future:

- official site for SAP and musics
- capability to play digits (with $D40B,$D40A and
pokey counters IRQs emulation)
- full Pokey emulation and full CPU emulation with
unofficial opcodes

In far future:

- SDK
- version adapted to Pulse Player
- WinAMP plugin
- crossplatform source release

Coded by Adam Bienias aka SoTe/Slight. 1999 Poland

For contact, email:

nauplay@free.polbox.com.pl
or (better)
adam@nautilus.com.pl

-------------------------------------------
```

## 789. For Sale: Complete Atari System

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-18 00:00:00 UTC
From: Brian Johnson <CHYRONOP@worldnet.att.net>
Message-ID: <7mteiv$it7$1@bgtnsc02.worldnet.att.net>
Source record: 51224

```
Artai 1200XL
2 5 1/2" Floppy Drives
Cassette Backup
Software
Joystick
Panasonic Printer

$100 + Shipping

EMail: CHYRONOP@worldnet.att.net
```

## 790. Re: First atari player for PC!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-19 00:00:00 UTC
From: nomail@none.com
Message-ID: <3792b54d.9806399@news.west.net>
Source record: 51225

On Sun, 18 Jul 1999 22:40:36 +0200, "A.'SoTe'B."
<nauplay@free.polbox.pl> wrote:

You are way way too late ... your's is the FIRST Atari
8 bit PC emulator? ... NOT!

>
>SAP Slight Atari Player v0.0. Release date 18.VII.1999
>
>
> This is a prerelease betatest version of SAP.
>
>Still there is no full Pokey and CPU emulation
>but the Pokey emulation is better and more accurate
>than other emulations used in Atari XL/XE emulators
>like Atari800, XL-it, Rainbow etc...
>
> In near future:
>
>- official site for SAP and musics
>- capability to play digits (with $D40B,$D40A and
> pokey counters IRQs emulation)
>- full Pokey emulation and full CPU emulation with
> unofficial opcodes
>
> In far future:
>
>- SDK
>- version adapted to Pulse Player
>- WinAMP plugin
>- crossplatform source release
>
> Coded by Adam Bienias aka SoTe/Slight. 1999 Poland
>
>For contact, email:
>
> nauplay@free.polbox.com.pl
> or (better)
> adam@nautilus.com.pl
>
>-------------------------------------------

# 791. Re: First atari player for PC!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-19 00:00:00 UTC
From: paul.barker@orange.co.uk
Message-ID: <7muq4u$nh6$1@nnrp1.deja.com>
Source record: 51226

In article <3792b54d.9806399@news.west.net>,
nomail@none.com (VB) wrote:
> On Sun, 18 Jul 1999 22:40:36 +0200, "A.'SoTe'B."
> <nauplay@free.polbox.pl> wrote:
>
> You are way way too late ... your's is the FIRST Atari
> 8 bit PC emulator? ... NOT!
>
> >
> >SAP Slight Atari Player v0.0. Release date 18.VII.1999

Er, isn't he saying that this is a music player, not an emulator. Would
be a bit strange for him to say it's the first emulator and then
mention two other emulators ;)

--
##########################################################################
# Paul Barker - Senior Systems Engineer (Technical) - Orange PLC - UK #
# The opinions expressed here are my own and may be incorrect. #
##########################################################################

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 792. Re: Write 1050-Disks with PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-19 00:00:00 UTC
From: paul.barker@orange.co.uk
Message-ID: <7murpt$o27$1@nnrp1.deja.com>
Source record: 51227

In article <7mnu3q$hvr$1@alexander.INS.CWRU.Edu>,
cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:
>
> (read/write Atari 8 DOS 2.5 disks on PC).
> I don't think there is any utility to do this.
> Yes, UTIL will only work with MyDOS double density disks.
> The PC floppy controller can't do Atari single density.
> Russg
>

Check out this URL :

http://www.cis.ohio-State.edu/hypertext/faq/usenet/atari-8-bit/faq/faq-doc-32.html

This is from the FAQ and suggests a couple of options, yes single density looks like it may be difficult, but dual should not be according to this.

I am going to try this soon, and I'll let you guys know what results I get.

BFN
Paul
--

##########################################################################
# Paul Barker - Senior Systems Engineer (Technical) - Orange PLC - UK #
# The opinions expressed here are my own and may be incorrect. #
##########################################################################



Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 793. Re: SIO Port bad on 576k XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-19 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <3792e1ca.0@news.iglou.com>
Source record: 51228

On 1999-07-18 jeking@NOSPAM.com said:
>I've replaced the SIO cable on my 576k XE three times now and am
>starting to believe the port to be bad.
>Can anybody provide me with guidance for diagnosis, repair or
>replacement of this port?
Most of the pins on the SIO port are connected to the Pokey chip, but some pins (the MOTOR, COMMAND, and the two interrupts) are connected to the PIO chip which also controls the joysticks and memory bank selection. The pinout of the SIO port is in Mapping The Atari, probably in one of the Atari 8-bit FAQs, or I could dig up my copy of Mapping and post the pinout.

Net-Tamer V 1.08X - Test Drive

# 794. Re: SIO Port bad on 576k XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-19 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <7mv2nd$9nm$1@news.xmission.com>
Source record: 51229

I've opened up this XE and found no loose solder joints or bad
connections.

What I did notice, however, was that almost every pin on the SIO port had
a resistor soldered to it.

I've never noticed this on other XE/XL's before.

This intermittent SIO activity is really getting annoying, as it prevents
me from archiving my disks to ATR format, etc..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

## 795. Re: First atari player for PC!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-19 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <FF4BDH.GC1@cix.compulink.co.uk>
Source record: 51230

In article <3792b54d.9806399@news.west.net>, nomail@none.com (VB) wrote:

> You are way way too late ... your's is the FIRST Atari
> 8 bit PC emulator? ... NOT!
He didn't say it was the first - he even mentions the others.

**********
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**********
* Analyst Programmer/ Freelance IT writer *
**********

## 796. Re: Star NX1000II on BB

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-19 00:00:00 UTC
From: Eli-the-Iceman <rely@ix.netcom.com>
Message-ID: <37934B9F.42D9139@ix.netcom.com>
Source record: 51231

jeking@NOSPAM.COM wrote:
>
> Okay.. I didnt have any luck getting an Okidata ML590 (24 pin) to work on
> my black box via DD3, although it did print fine through Textpro, etc..
>
> So, via Ebay, I bought a Star NX1000II and am having the exact same
> result.
>
> When I try to print via DD3, I get some sort of graphics data without line
> feeds.
>
> If I exit DD3 and print from Textpro, all is fine.
>
> The Star is configured as an Epson compat and is set to default on other
> options.

Turn on the line feeds via the switches on the printer. This may not
actually work properly with other apps, though. Also leave it in
graphics mode.

>
> The BBS have been toggled between graphics print/text and the toggles on
> the board are also set to default.
>
> I've even loadexd the ppcustom.bas and ensured that DD3 was configured as
> Epson compat.
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 797. Re: Star NX1000II on BB

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-19 00:00:00 UTC
From: Eli-the-Iceman <rely@ix.netcom.com>
Message-ID: <37934D67.2143361A@ix.netcom.com>
Source record: 51232

jeking@NOSPAM.COM wrote:
>
> David A. Paterson <david_p@storm.ca> wrote:
> > Sounds like DD3 is sending a Carriage Return (CR) but no Line Feed (LF).
>
> I don't think so.. I've gotten it to perform a line feed, and its still
> printing graphical gibberish.
>
> It's almost like it doesnt like the Epson emulation or something.
>
> Two printers.. Same problem. Could be my blackbox?
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

I used to own a Star NX2420 Rainbow and that worked great with dd3.
However, I was/am using an MI/O. The graphics program has to tell the
printer how many bytes of bit image data it is to receive. Too many or
too few and you get junk.

# 798. Re: SIO Port bad on 576k XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-19 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-P9ExLpXZjSCc@draco>
Source record: 51233

After that, then try to hook up a PR Connection or an 850 interface
and see if they will download the rs232 handler. Check the pinout with
a voltmeter also to see if the xe is still supplying 5 volts to run
things. Let me know if you need the pinout.

Ken

On Sun, 18 Jul 1999 07:27:07, jeking@NOSPAM.com wrote:

> I've replaced the SIO cable on my 576k XE three times now and am starting
> to believe the port to be bad.
>
> Can anybody provide me with guidance for diagnosis, repair or replacement
> of this port?
>
>
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>

## 799. Help: What games was it

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-19 00:00:00 UTC
From: curt.sellers@actel.com
Message-ID: <7mvope$2tt$1@nnrp1.deja.com>
Source record: 51234

Can any of you Atari fans help me?

Im trying to find the name of a game i used to play back in the early 80's. I think it might have been Mission Impossible or something like that. Here is the basic synopsys:

It was a first person point of view type game (graphical) and you moved around by typing commands like: south, north, open door, open locker, etc. Basically, you ultimate objective was to defuse some bomb (was it atomic??) that was on a ledge inside a control room or something. I had various keys that responded to colored halyways you walked down (the colors were red blue and yellow). I remember having to collect strang objects and put them together in a McGuyver sort of fasion. Specifically I remember having to collect a mop and a bucket and then opening a locker and stealing someone elses access badge to get this control room.

So does anyone remember this game? And second....does anyone have a working copy? (thats the tough one)

Please respond to my email at curt.sellers@actel.com. Its difficult for me to read the newsgroups during the day. Thanks!!!

-Curt

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Share what you know. Learn what you don't.

## 800. help: What game was it?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-19 00:00:00 UTC
From: csellers@my-deja.com
Message-ID: <7mvr2m$43n$1@nnrp1.deja.com>
Source record: 51235

Can any of you Atari fans help me?

Im trying to find the name of a game i used to play back in the early 80's. I think it might have been Mission Impossible or something like that. Here is the basic synopsys:

It was a first person point of view type game (graphical) and you moved around by typing commands like: south, north, open door, open locker, etc. Basically, you ultimate objective was to defuse some bomb (was it atomic??) that was on a ledge inside a control room or something. I had various keys that responded to colored halyways you walked down (the colors were red blue and yellow). I remember having to collect strang objects and put them together in a McGuyver sort of fasion. Specifically, I remember having to collect a mop and a bucket and then opening a locker and stealing someone elses access badge to get this control room.

So does anyone remember this game? And second....does anyone have a working copy? (thats the tough one)

Please respond to my email at curt.sellers@actel.com. Its difficult for me to read the newsgroups during the day. Thanks!!!

-Curt

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Share what you know. Learn what you don't.

# 801. Re: Write 1050-Disks with PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-19 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7mvurh$5qj$1@nnrp1.deja.com>
Source record: 51236

How would I get a copy of ATARIO and/or Sparta-read?

In article <7murpt$o27$1@nnrp1.deja.com>,
paul.barker@orange.co.uk wrote:
> In article <7mnu3q$hvr$1@alexander.INS.CWRU.Edu>,
> cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:
> >
> > (read/write Atari 8 DOS 2.5 disks on PC).
> > I don't think there is any utility to do this.
> > Yes, UTIL will only work with MyDOS double density disks.
> > The PC floppy controller can't do Atari single density.
> > Russg
> >
>
> Check out this URL :
>
> http://www.cis.ohio-State.edu/hypertext/faq/usenet/atari-8-
bit/faq/faq-
> doc-32.html
>
> This is from the FAQ and suggests a couple of options, yes single
> density looks like it may be difficult, but dual should not be
> according to this.
>
> I am going to try this soon, and I'll let you guys know what results I
> get.
>
> BFN
> Paul
> --
>
###############################################################################
> # Paul Barker - Senior Systems Engineer (Technical) - Orange PLC -
UK #
> # The opinions expressed here are my own and may be
incorrect. #
>
###############################################################################
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 802. Re: FA: ATR 8000
# http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=131254979

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-19 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7mvv4t$5vp$1@nnrp1.deja.com>
Source record: 51237

In article <3799d350.34460520@news.freeserve.net>,
mclane@dellos.freeserve.co.uk wrote:
> The other Day spearsk@mc-mc.com wrote:
>
> >Forgive me if I'm out of line, but.. Isn't a $500 minimum bid a bit
> >steep for an ATR8000?
> >
> Am I the only person who wonders why people actually take part in the
> 'auctions' (not the word I would use for them!!!)..
>
> Do people actually pay these STUPID prices??
>
> Has anyone in here actually got a bargain in an auction?

I got an '87 Camaro shop manual for $3. That's a bargain. I got a
Galaxian (full-size arcade game) PCB and marquee for $35. That, too,
is a pretty good deal. IMHO, $1000 for an ATR8000 isn't a bargain :)

Sent via Deja.com http://www.deja.com/
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# 803. Re: 24 pin printer on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-19 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <379566ce.3097152@trumpet.uni-mannheim.de>
Source record: 51238

On Fri, 16 Jul 1999 06:42:00 -0400, Eli-the-Iceman <rely@ix.netcom.com> wrote:

>JTKirk wrote:
>>
>> I think there's a variant of this that loads a resident handler providing
>> a G: device to which you can LIST your BASIC programs... or direct
>> any output from the A8.
>>
>
>JTKirk,
> If you find out what this file is called and where it can be gotten,
>please let me know.

I remember it was in the UMich Archives, buried among other things.
I'll check for the filename, then you can use Bill Kendrick's
search engine to locate it...
--
__________ ____---____ Marco Antonio Checa Funcke
_________D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

## 804. Atari Happy 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-19 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <7n025v$70u$1@epos.tesco.net>
Source record: 51239

Was the change from v7.0 t0 7.1 software only, or hardware as well? Can you tell from the board which is which?

Thanks

Richard

## 805. S: Cubase

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-19 00:00:00 UTC
From: FireStarteR <firestarter@wtal.de>
Message-ID: <7n02ip$886@news.kdt.de>
Source record: 51240

I am searching for Cubase for Atari 1040ST Computer.

Thanx Firestarter <T&#65533;mmes>

## 806. Re: help: What game was it?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-19 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <fZMk3.517$955.5179@news1.online.no>
Source record: 51241

Sounds like Scott Adams SAGA adventure. Was it Impossible Mission it was
called ? Don't quite remember (Man, I'm getting old)

<csellers@my-deja.com> wrote in message news:7mvr2m$43n$1@nnrp1.deja.com...
> Can any of you Atari fans help me?
>
> Im trying to find the name of a game i used to play back in the early
> 80's. I think it might have been Mission Impossible or something like
> that. Here is the basic synopsys:
>
> It was a first person point of view type game (graphical) and you moved
> around by typing commands like: south, north, open door, open locker,
> etc. Basically, you ultimate objective was to defuse some bomb (was it
> atomic??) that was on a ledge inside a control room or something. I had
> various keys that responded to colored halyways you walked down (the
> colors were red blue and yellow). I remember having to collect strang
> objects and put them together in a McGuyver sort of fasion.
> Specifically, I remember having to collect a mop and a bucket and then
> opening a locker and stealing someone elses access badge to get this
> control room.
>
> So does anyone remember this game? And second....does anyone have a
> working copy? (thats the tough one)
>
> Please respond to my email at curt.sellers@actel.com. Its difficult for
> me to read the newsgroups during the day. Thanks!!!
>
> -Curt
>
>
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

# 807. Re: Atari Happy 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-19 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990719180656.27950.00000191@ng-cr1.aol.com>
Source record: 51242

Software only.

There were added Predefined Backup
files, Newell 256K ramdisk support,
and some misc changes, and I think
that this is where the IBM convertor
program was added.
Larry

# 808. Re: FA: ATR 8000
# http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=131254979

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-19 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37958807.9920147@news.freeserve.net>
Source record: 51243

The other Day spearsk@mc-mc.com wrote:

>In article <3799d350.34460520@news.freeserve.net>,
> mclane@dellos.freeserve.co.uk wrote:
>> The other Day spearsk@mc-mc.com wrote:

>> Has anyone in here actually got a bargain in an auction?
>
>I got an '87 Camaro shop manual for $3. That's a bargain. I got a
>Galaxian (full-size arcade game) PCB and marquee for $35. That, too,
>is a pretty good deal. IMHO, $1000 for an ATR8000 isn't a bargain :)

Wahey!!...

Someone who got a bargain..Glad to hear it.

And my sentiments exactly re the ATR8000 :)
--
Paul Irvine ICQ 105793

ECTS is coming, start getting ready!

## 809. Re: Help: What games was it

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-19 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7n0c7l$8i1$1@news8.svr.pol.co.uk>
Source record: 51244

Hi Curt,

>Im trying to find the name of a game i used to play back in the
>early 80's. I think it might have been Mission Impossible or
>something like that. Here is the basic synopsys:....

The game doesn't ring a bell here, other than it doesn't sound like "Impossible Mission" to me.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 810. announcing 7 new cart titles

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-19 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <6300-3793AB68-52@newsd-173.iap.bryant.webtv.net>
Source record: 51245

here are 7 new to cart format games for all xl/xe machines with at least 64k of ram,these all run from the cart port,simply plug in and play,1 zybex,2mah jong from childs play software(the same company that did the awesome solitaire)3,monopoly awesome graphics,4 mr. robot&his robot factory,5 dinky doo 9 level platform game,6 concentration(by the same people who did solitaire),7 tetris game one or two player simultanius version.
to order simply go to,
www.atarisales.com
and go to the ordering info page,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 811. Re: FA: ATR 8000
# http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=131254979

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-19 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <3793A4E0.4AAA89C1@ix.netcom.com>
Source record: 51246

Paul Irvine wrote:

> Am I the only person who wonders why people actually take part in the
> 'auctions' (not the word I would use for them!!!)..
>
> Do people actually pay these STUPID prices??
>
> Has anyone in here actually got a bargain in an auction?

In the words of Ellen DeGeneres: "People are stupid."

But yes, I've gotten good deals on eBay, and other auction sites. The first thing is that you have to know about what you're bidding on and what it's actually worth. Then you need to have the willpower to stop when it's not a deal anymore. I spend a lot of time at Egghead Auctions, and I've seen people bid more for auction items than Egghead was _selling_ the item for on another web page. Stupid.

The first key is to stay away from any auction that contains any of the following words: RARE, L@@K, VINTAGE, COLLECTOR'S ITEM, and so on. Like the filth whose auction inspired this thread, there are folks out there who believe that nothing is worth more than money, and they'll do anything to get a little more of it. Yes, I've seen 2600 Combat cartridges auctioned as RARE COLLECTOR"S ITEM (I put the wrong quote mark in there on purpose, to more accurately resemble the auctions you need to look out for. If they can't bother to proofread their ad, they're not to be trusted to pack and ship anything in a timely or careful manner).

I'm also a comic collector, and I used to assume that some people just didn't know that the book they put a $1000 minimum on was a worthless reprint. So I'd send them a polite, private email with accurate infomation and references on where I got that information. That is, I did that until I realized that it was the same three or four pecker-heads over and over (and I started getting mysterious negative feedback from names I'd never heard of or dealt with).

Jeff

## 812. Trak "Turbo" Software

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-20 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990719211627.25633.00000391@ng-fp1.aol.com>
Source record: 51247

I have a couple of Trak drives, but
no Turbo software to unlock the
track buffering. Anyone have a
copy (came with the drives when
new) or could suggest where I
might look?
Thanks,
Larry

# 813. Re: Atari Happy 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-20 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19990719213002.16373.00001337@ngol04.aol.com>
Source record: 51248

>Subject: Atari Happy 1050
>From: "Richard Daley" <Richard.Daley@tesco.net>
>Date: Mon, 19 Jul 1999 21:31:24 +0100

>Was the change from v7.0 t0 7.1 software only, or hardware as well? Can you
>tell from the board which is which?

>Thanks

>Richard

Happy v7.1 was software only. It added the capability to read/write files from single density/single sided IBM formatted disks among other things.

Gail

## 814. FS: Atari Hardware (US)

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-20 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19990719215605.16373.00001359@ngol04.aol.com>
Source record: 51249

I have the following items for sale to buyers with US mail addresses.

Atari 130XE computer (complete in original box) w/ICD cartridge expansion card.
The card allows two cartridges to be connected at the same time. - $50.00

Rana 1000 disk drive w/PS, I/O cable, manual, DOS 2.5 master disk - $35.00

Atari 800XL computer (256K RamboXL) w/PS, RF cable, TV box - $50.00

Atari 800XL computer w/PS, RF cable - $20

Atari 1050 disk drive w/PS, I/O cable, manual, DOS 2.5, Atari box - $20.00

Atari 1050 disk drive w/PS, I/O cable, manual, DOS 2.5 master disk - $20.00

Atari 410 program recorder - in box (Only used to make sure that it still
works. Box and recorder look brand new.) - comes with 80 cassettes - $5.00

270 - 5-1/4" floppy disks - $5.00

Buyer pays shipping on prepaid purchases. Offers will be considered on items
that don't sell for asking price.

Please reply to gwestndrf@aol.com

## 815. Re: Star NX1000II on BB

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-20 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3793ded9.3253015@news.earthlink.net>
Source record: 51250

I now need to ask the basic queastion to the gentleman who is having
trouble printing via the BB printer port. Do you have the BB manual
so you know about all the different setup options available? I too
have a BB and have had good luck printing through it. I also still
have my "manual" if you need the info from me.

On Mon, 19 Jul 1999 12:00:31 -0400, Eli-the-Iceman
<rely@ix.netcom.com> wrote:

>jeking@NOSPAM.COM wrote:
>>
>> Okay.. I didnt have any luck getting an Okidata ML590 (24 pin) to work on
>> my black box via DD3, although it did print fine through Textpro, etc..
>>
>> So, via Ebay, I bought a Star NX1000II and am having the exact same
>> result.
>>
>> When I try to print via DD3, I get some sort of graphics data without line
>> feeds.
>>
>> If I exit DD3 and print from Textpro, all is fine.
>>
>> The Star is configured as an Epson compat and is set to default on other
>> options.
>
> Turn on the line feeds via the switches on the printer. This may not
>actually work properly with other apps, though. Also leave it in
>graphics mode.
>
>
>>
>> The BBS have been toggled between graphics print/text and the toggles on
>> the board are also set to default.
>>
>> I've even loadexd the ppcustom.bas and ensured that DD3 was configured as
>> Epson compat.
>>
>> --
>> @ @ @ ------------------------------------ @ @ @
>> @ @ @ James King - Atari Fanatic! @ @ @
>> @ @ @ ------------------------------------ @ @ @
>> Atari 8bit Hobbyist by choice, IT Professional by Accident!
>> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 816. Re: Atari Happy 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-20 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3794dfbf.3483026@news.earthlink.net>
Source record: 51251

On 20 Jul 1999 01:30:02 GMT, gwestndrf@aol.com (GWestndrf) wrote:

>>Subject: Atari Happy 1050
>>From: "Richard Daley" <Richard.Daley@tesco.net>
>>Date: Mon, 19 Jul 1999 21:31:24 +0100
>
>>Was the change from v7.0 t0 7.1 software only, or hardware as well? Can you
>>tell from the board which is which?
>
>>Thanks
>
>>Richard
>
>Happy v7.1 was software only. It added the capability to read/write files from
>single density/single sided IBM formatted disks among other things.

Actually, I believe it was single sided double density MSDOS disks.
In the PC world, 360K two sided floppies are considered to be double
sided double density. To use just one side yeilds 180K and is quite
similar to the Atari single sided double denity.

The 1050 cannot do double sided obviously because it only has one
head.

## 817. Need a "Q" key

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-20 00:00:00 UTC
From: cryorunner@aol.com
Message-ID: <cryorunner-2007990149290001@dt085n38.san.rr.com>
Source record: 51252

OK, this may sound like a crazy request, but I need the "Q" key for my Atari 800 keyboard.

In my defense, there was actualy a store here in San Diego that had a box full of Atari keyboard keys sitting around for sale for a few cents a piece. It was a real store, in a mini-mall, and this was in the 90's.

But I'm guessing that this isn't that common. Anyone have any ideas where I could find this (for cheaper than just buying another 800)?

Thanks in advance for any help!
-Rhett

## 818. What to do with an APE-FACE?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-20 00:00:00 UTC
From: cryorunner@aol.com
Message-ID: <cryorunner-2007990154420001@dt085n38.san.rr.com>
Source record: 51253

I've got this APE-FACE Printer Interface that I don't really need, and I was wondering if it was worth selling. It's not something I had originally, so there's no real sentimental reason to keep it, but if it's not worth anything, I guess I'd keep it. Anyone have any ideas on what this is worth?

Thanks for any info!
-Rhett

# 819. Re: SIO Port bad on 576k XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-20 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-YtdHUMTuH7Nf@localhost>
Source record: 51254

On Mon, 19 Jul 1999 09:28:58, bmarcum@iglou.com wrote:

>
> On 1999-07-18 jeking@NOSPAM.com said:
> >I've replaced the SIO cable on my 576k XE three times now and am
> >starting to believe the port to be bad.
> >Can anybody provide me with guidance for diagnosis, repair or
> >replacement of this port?
> Most of the pins on the SIO port are connected to the Pokey chip, but some
> pins (the MOTOR, COMMAND, and the two interrupts) are connected to the PIO

I hate to nit pick here but the most you refer to is in fact 4 pins
out of 13 that are connected to pokey. 4 are connected to PIA, 1 audio
in and 4 for power and ground. the +12v pin as used on the 400/800 is
not connected on XL/XE so that makes it 3 power connections. 2 ground
and 1 +5V

James B

## 820. Re: S: Cubase

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-20 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <FF61rJ.9A7@cix.compulink.co.uk>
Source record: 51255

In article <7n02ip$886@news.kdt.de>, firestarter@wtal.de (FireStarteR)
wrote:

> I am searching for Cubase for Atari 1040ST Computer.
>
> Thanx Firestarter <T&#65533;mmes>
Try comp.sys.atari.st

**********
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**********
* Analyst Programmer/ Freelance IT writer *
**********

# 821. Re: Star NX1000II on BB

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-20 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <7n1nce$b2m$1@news.xmission.com>
Source record: 51256

Here's your message...

Jon Melbo <ssilicon@earthlink.net> wrote:
> I now need to ask the basic queastion to the gentleman who is having
> trouble printing via the BB printer port. Do you have the BB manual
> so you know about all the different setup options available? I too
> have a BB and have had good luck printing through it. I also still
> have my "manual" if you need the info from me.

Here's my previous message, except that I misspelled BB as BBS:
Obviously, I have the BB manual.

> >>
> >> The BBS have been toggled between graphics print/text and the toggles on
> >> the board are also set to default.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

## 822. Need serious help with SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-20 00:00:00 UTC
From: locust000@aol.com
Message-ID: <19990720080810.16655.00000027@ng-cm1.aol.com>
Source record: 51257

I recently bought a SIO2PC unit and the software for it with the intentions of transfering all my personal files and projects to the PC. I could then use Atari800Win and be able to work further on these files and such. Unfortunately, I think I need help in getting the SIO2PC software to work - it seems I can't make much sense of it. Can anyone tell me in plain english how to copy files from my 1050 to the PC? My first problem is setting the com port properly I think. From there it seems I'm completely lost... Any help would be appreciated!

Regards,
Pete

## 823. Stargate

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-20 00:00:00 UTC
From: "Dilloware, Inc." <Mickey@dilloware.com>
Message-ID: <37947C01.C9BBFAD7@dilloware.com>
Source record: 51258

I recently purchased the never released game Stargate from B&C Computers. Since it was never officially released, does anyone have any

info on playing the game, etc. It seems to run fine but I don't understand many of the elements of the game. Any keyboard commands, etc. Thanks

# 824. Re: Need serious help with SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-20 00:00:00 UTC
From: ivan@rcp.co.uk
Message-ID: <3794820d.342507439@news.rcp.co.uk>
Source record: 51259

On 20 Jul 1999 12:08:10 GMT, locust000@aol.com (Locust000) wrote:

>I recently bought a SIO2PC unit and the software for it with the intentions of
>transfering all my personal files and projects to the PC. I could then use
>Atari800Win and be able to work further on these files and such.
>Unfortunately, I think I need help in getting the SIO2PC software to work - it
>seems I can't make much sense of it. Can anyone tell me in plain english how
>to copy files from my 1050 to the PC? My first problem is setting the com port
>properly I think. From there it seems I'm completely lost... Any help would
>be appreciated!

I used to successfully use SIO2PC years ago and then got it out again about a
month ago. The first problem I had was the com ports. I found that it just
wouldn't work with Windows98 at all. I had to press F8 during boot up and
select Command Prompt only. The next problem that I had was my sector
copying software timed out about every 5 sectors. If I remember correctly I
had to toggle high speed on and off - on for PC writing and off for 1050
reading or something like that.

I think the version of the SIO2PC software I have is 2.19i which is very old.

Hope this helps or if anyone knows better solutions to my problems,
suggestions welcome.

Regards,
Ivan

## 825. Re: help: What game was it?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-20 00:00:00 UTC
From: Gareth <dial.pipex.com_.nospam@garethd.com>
Message-ID: <7n2bep$ea$1@lure.pipex.net>
Source record: 51260

It is called Impossible Mission. There's an authentic PC conversion of it - and *all* the other Scott Adams adventure games - on Scott Adams home page at http://www.pcii.net/~msadams/advent.htm look for the link titled "Windows95 Playable Version(Self extracting zip file)" It's freeware (with voluntary donations accepted!)

Gareth.

# 826. Re: What to do with an APE-FACE?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-20 00:00:00 UTC
From: "Marc Paquette (CGI)" <mpaquette@hydrosoftenergie.com>
Message-ID: <3794B41B.B8AD4233@hydrosoftenergie.com>
Source record: 51261

Is the APE-FACE really a printer interface cable?

I thought it could be the cable used with the APE (Atari Peripheral Interface software) developed by Steven Tucker.

Marc
==========

Rhett James Barnes wrote:

> I've got this APE-FACE Printer Interface that I don't really need, and I
> was wondering if it was worth selling. It's not something I had
> originally, so there's no real sentimental reason to keep it, but if it's
> not worth anything, I guess I'd keep it. Anyone have any ideas on what
> this is worth?
>
> Thanks for any info!
> -Rhett

# 827. Re: Need serious help with SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-20 00:00:00 UTC
From: locust000@aol.com
Message-ID: <19990720184215.26479.00000389@ng-fg1.aol.com>
Source record: 51262

>The first problem I had was the com ports. I found that it just
>wouldn't work with Windows98 at all.

I am using WIndows 98 so I think that Ivan's reply would apply to my problem also. The version of SIO2PC I have is 4.19 - that's what the disk I have says. Does anyone have any suggestions as to what I can do to set the com port and how to get my files copied from my 1050 to the PC as disk images that I can use with Atari800Win?

Regards,
Pete

# 828. Re: Trak "Turbo" Software

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-21 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990720210224.08947.00000352@ng-cd1.aol.com>
Source record: 51263

Hey, I'll answer my own post! I did
discover something interesting about the
TRAK AT-D2. If you boot Dos 2.0 or 2.5,
the track buffering starts up almost
immediately. Other Dos versions don't -
namely MyDos nor Top Dos. Evidently
as a method of compatability, the Trak
looks for something in the boot sectors
of Atari's Dos before engaging the track buffer.
Larry

## 829. AtariWriter is a Classic App

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-21 00:00:00 UTC
From: gp429@aol.com
Message-ID: <19990721003105.03340.00000187@ng-fx1.aol.com>
Source record: 51264

I have an AtariWriter cart. for sale $25
This is the orginial AtariWriter in cartridge form. Also included is the manual, the quick reference sheet and the AtariProofreader spellcheck diskette but no box. Email me at gp429@aol.com if you wish to buy this most useful software for the Atari 8-bit line.

thanx

# 830. Re: 24 pin printer on 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-21 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <urBPQQz0#GA.376@nih2naae.prod2.compuserve.com>
Source record: 51265

Hi, Larry. Your problem with the A8s printing on the new
printers in graphics is not uncommon. I bought a HP DJ500 about
5 years ago. I too bought the FX80 emulator cart for it to make
it graphics compatible with 99% of my A8 software( And the ST
stuff as well). I still use it on both.
I then decided to get a color printer. I was waiting for HP
prices to come down, or my savings to go up when I found a Canon
BJ4100 at Computer City. And it supported the Epson LQ printer
as well which is compatible with most of my A8 stuff. All for
$99.00. I too wrote a program that prints listings in
text/graphics that works just fine with either printer.
So if you look for another printer, you might make sure to get
one that is NOT windows only, and supports an Epson mode. HP
don't. But, my DJ500 still serves me very well for most of my
A8 printing.

Rick D.

--

# 831. Re: FA: ATR 8000
# http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=131254979

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-21 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <379685cb.23217345@news.earthlink.net>
Source record: 51266

On Mon, 19 Jul 1999 18:21:21 -0400, Jeff Jewell
<jjewell@ix.netcom.com> wrote:

>Paul Irvine wrote:
>
>> Am I the only person who wonders why people actually take part in the
>> 'auctions' (not the word I would use for them!!!)..
>>
>> Do people actually pay these STUPID prices??
>>
>> Has anyone in here actually got a bargain in an auction?
>
>In the words of Ellen DeGeneres: "People are stupid."
>
>But yes, I've gotten good deals on eBay, and other auction sites. The
>first thing is that you have to know about what you're bidding on and
>what it's actually worth. Then you need to have the willpower to stop
>when it's not a deal anymore.

Very good advice.

>I spend a lot of time at Egghead Auctions, and I've seen people bid
>more for auction items than Egghead was _selling_ the item for on
>another web page. Stupid.

How very true.

>The first key is to stay away from any auction that contains any of the
>following words: RARE, L@@K, VINTAGE, COLLECTOR'S ITEM, and so on. Like
>the filth whose auction inspired this thread, there are folks out there
>who believe that nothing is worth more than money, and they'll do
>anything to get a little more of it.

Not good advice. As long as one follows your previous advice of what
to bid and when to stop, it never hurts to look at an auction. If
someone were to follow your advice here, I guarnetee they would miss
some good opportunities. Also, keep in mind that terms like rare,
collector's item etc, are SUBJECTIVE. Just because your opinion on
the use of such terms for any particular item may differ with the
seller's, doesn't automatically make the seller wrong and you right.
Also, as to the money comment, just what the hell is wrong with trying
to get the most for what you auction? That is _THE_ point of an
AUCTION!!!! So long as the seller has the item(s) & the condition he
advertises it's none of your damn business what he's asking or gets
for his item(s). Either place a bid for your chance or pass on it.

Don't sit and piss and moan about it, write you congressman or have
bad dreams about it. If it isn't worth it to you then don't give it a
second thought. Give it a pass. Get on with your life.

>Yes, I've seen 2600 Combat
>cartridges auctioned as RARE COLLECTOR"S ITEM (I put the wrong quote mark
>in there on purpose, to more accurately resemble the auctions you need to

I tend to agree with you here, but to some people it might be
considered a hard to find item. When I run an auction it's my opinion
that matters. When you run one it's yours that matters. When this
guy runs his, well that's choice to call it a collector's item.

>look out for. If they can't bother to proofread their ad, they're not to
>be trusted to pack and ship anything in a timely or careful manner).

That's a pretty drastic assumption. I rely more on their feedback
rating and how well they communicate with me if I ask them any
questions.

>I'm also a comic collector, and I used to assume that some people just
>didn't know that the book they put a $1000 minimum on was a worthless
>reprint. So I'd send them a polite, private email with accurate
>infomation and references on where I got that information. That is, I
>did that until I realized that it was the same three or four pecker-heads
>over and over (and I started getting mysterious negative feedback from
>names I'd never heard of or dealt with).

Sounds like maybe they were trying to send you the message of "mind
your own business" in a kind of sneaky underhanded way. That's a raw
deal mate. Perhaps if you had butted out you wouldn't have been
retaliated against. I'm not saying you deserved it or it was
justified, just that you put yourself at risk.

# 832. Re: Star NX1000II on BB

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-21 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37988ad1.24503617@news.earthlink.net>
Source record: 51267

On 20 Jul 1999 11:43:10 GMT, jeking@NOSPAM.com wrote:

>Here's your message...
>
>Jon Melbo <ssilicon@earthlink.net> wrote:
>> I now need to ask the basic queastion to the gentleman who is having
>> trouble printing via the BB printer port. Do you have the BB manual
>> so you know about all the different setup options available? I too
>> have a BB and have had good luck printing through it. I also still
>> have my "manual" if you need the info from me.
>
>Here's my previous message, except that I misspelled BB as BBS:
>Obviously, I have the BB manual.

Why just default then. It just made me wonder if you knew what the switches did. Also, using the manual and the switches, plus switches on my printer, I managed to get it to work just great. Since you are having trouble it led me to believe that maybe you didn't have complete information to work with. I guess there must be some other reason.

## 833. Tape to Disk problems

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-21 00:00:00 UTC
From: paul.barker@orange.co.uk
Message-ID: <7n49ir$p49$1@nnrp1.deja.com>
Source record: 51268

Hi All

I spent last night transferring some games from tape (originals) to disk, simply because I'm afraid of the tapes degrading (which some of my older tapes have).

I am using Transdisk IV which was available from Page 6 in the UK.

Does anyone have experience of transferring English Software games from tape to disk using this package ?

I am trying to transfer a game called Mediator from the Smash Hits 5 collection. The problem is it loads a title / countdown screen and then switches without pause to a long record length.

If I use Transdisk I can write a disk file, but all I get is the title / countdown screen. I'm assuming that since most of English Software's titles load in this way I'm going to have similar problems there.

--

##################################################################################
# Paul Barker - Senior Systems Engineer (Technical) - Orange PLC - UK #
# The opinions expressed here are my own and may be incorrect. #
##################################################################################



Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 834. Re: FA: ATR 8000 http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=131254979

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-21 00:00:00 UTC
From: mreg@panix.com
Message-ID: <7n4fml$6r1$1@news.panix.com>
Source record: 51269

Yes, I think $50 may be more like it.

In article <7mibe1$jn6$1@nnrp1.deja.com>, spearsk@mc-mc.com wrote:
>Forgive me if I'm out of line, but.. Isn't a $500 minimum bid a bit
>steep for an ATR8000?
>
>In article <378BDDB2.F4EB37B7@essd.sri.com>,
> Dan Toms <dtoms@essd.sri.com> wrote:
>> ATR 8000 for auction. I can't use it anymore since I sold the 1400XL
>;)
>>
>> 10 day auction, check it out at...
>>
>> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=131254979
>>
>> thanks for your time,
>>
>> dan
>>
>
>
>Sent via Deja.com http://www.deja.com/
>Share what you know. Learn what you don't.

# 835. Re: Need serious help with SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-21 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7n4g19$iqa$1@autumn.news.rcn.net>
Source record: 51270

The 4.19 will work just fine. You need to know which com port you're using on the PC and set that port in the SIO2PC software, but you also need to know if your SIO2PC hardware is a one-chip or a two-chip model. If it's a two-chip, you need to change the sense of one of the lines. The SIO2PC docs give you this procedure, which, IIRC, is done with MS-DOS debug. When it's done properly, the version number at the top of the screen shows an "i" (for inverted) when set for two-chip operation and without the "i" for one-chip operation. Unless your PC is a very unusual one, none of the other settings need to be changed.

SIO2PC software should NOT be used under any multitasking OS, such as Windows 95/98. It should only be used under MS-DOS.

There is a version of A.P.E. in beta test that will work under Windows 98.

Ivan Mackintosh <ivan@rcp.co.uk> wrote in message news:3794820d.342507439@news.rcp.co.uk...
> On 20 Jul 1999 12:08:10 GMT, locust000@aol.com (Locust000) wrote:
>
> >I recently bought a SIO2PC unit and the software for it with the intentions of
> >transfering all my personal files and projects to the PC. I could then use
> >Atari800Win and be able to work further on these files and such.
> >Unfortunately, I think I need help in getting the SIO2PC software to work - it
> >seems I can't make much sense of it. Can anyone tell me in plain english how
> >to copy files from my 1050 to the PC? My first problem is setting the com port
> >properly I think. From there it seems I'm completely lost... Any help would
> >be appreciated!
>
> I used to successfully use SIO2PC years ago and then got it out again about a
> month ago. The first problem I had was the com ports. I found that it just
> wouldn't work with Windows98 at all. I had to press F8 during boot up and
> select Command Prompt only. The next problem that I had was my sector
> copying software timed out about every 5 sectors. If I remember correctly I
> had to toggle high speed on and off - on for PC writing and off for 1050
> reading or something like that.
>
> I think the version of the SIO2PC software I have is 2.19i which is very

old.
>
> Hope this helps or if anyone knows better solutions to my problems,
> suggestions welcome.
>
> Regards,
> Ivan
>
>
>
>
>
>

## 836. Atari Hardware Needed !

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-21 00:00:00 UTC
From: Andy Sayers <asayers@estec.esa.nl>
Message-ID: <3795E25A.454B6C1D@estec.esa.nl>
Source record: 51271

Hi

I am looking for Atari 8-bit hardware. Prefably a 800XL UK version with
PSU and a 1050 disk drive with psu UK version.

Contact me via space2001@netscape.net

Many thanks

Andy

## 837. Re: Stargate game

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-21 00:00:00 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <7n4oqm$nh2$1@alexander.INS.CWRU.Edu>
Source record: 51272

In a previous article, sega_master_system@yahoo.com (Gary) says:

>I purchased the game this week is the graphics good?

The graphics look much more like the original then is the case with the
Defender cart.

Unfortunately you get the impression that got farther with the graphics
than with the gameplay. It's fairly playable, but HARD.
--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

# 838. Re: FA: ATR 8000
# http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=131254979

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-21 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <3798dc60.20017579@news.freeserve.net>
Source record: 51273

The other Day Jeff Jewell <jjewell@ix.netcom.com> wrote:

>But yes, I've gotten good deals on eBay, and other auction sites. The
>first thing is that you have to know about what you're bidding on and
>what it's actually worth. Then you need to have the willpower to stop
>when it's not a deal anymore. I spend a lot of time at Egghead Auctions,
>and I've seen people bid more for auction items than Egghead was
>_selling_ the item for on another web page. Stupid.

Totally agreed...After all my many years around the Atari I understand
from a collectors POV what's a good price and what's FAR too high even
for "That one missing item that I have to own".

You would think a person keen on an item would at least research the
'going price' for it.

>I'm also a comic collector, and I used to assume that some people just
>didn't know that the book they put a $1000 minimum on was a worthless
>reprint. So I'd send them a polite, private email with accurate
>infomation and references on where I got that information. That is, I
>did that until I realized that it was the same three or four pecker-heads
>over and over (and I started getting mysterious negative feedback from
>names I'd never heard of or dealt with).
>
Greetings from a one time comic collector, I still own a small selection
of Neil Adams Green Lantern/Green Arrow mags and a small set of similar
aged items, I too have seen reprints priced at OTT prices..

I also pointed out the multi single seller and false bidding and got the
same response..

So I guess its best to leave those that want to pay OTT to be happy with
what they have purchased until they see it elsewhere for half that price
:))
--
Paul Irvine ICQ 105793

ECTS is coming, start getting ready!

## 839. FA: Action! Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-21 00:00:00 UTC
From: William Forbes <wforbes@mail.third-wave.com>
Message-ID: <379605AF.6AE6E0A7@mail.third-wave.com>
Source record: 51274

Action! Cart FA at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=134774003

## 840. announcing clash of kings now on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-21 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <11113-37961DF4-60@newsd-173.iap.bryant.webtv.net>
Source record: 51275

```
the anolog classic,the clash of the kings is now on cartridge,it works
on all 8-bit atari computers with at least 16k of ram,for ordering
info,just go to,
www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
```

## 841. For sell

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-21 00:00:00 UTC
From: Michael & Dina Miller <enercom@unidial.com>
Message-ID: <LApl3.384$yn.17924@news.ntr.net>
Source record: 51276

```
Crusade In Europe....$7
Lords Of Conquest....$7
Operation Whirlwind w/docs.....$8....tape
Crossword Magic.....$7
Galahad and The Holy Grail w/docs.......$9
Flight Simulator II w/ scenery disk.......$9
Ultima IV Quest of the Avatar 2 disk......$10
Triple Pack. Raid Over Moscow & Beach Head I II.....$10
ChessMaster 2000....$10
Canyon Climber....$8
Rasterblaster......$7
Ulysses 2 disk.......$10
Dragon's Eye w/docs....$10
Load Runner....$8
Temple of Asphai....$8
Lucas Films Recue on Fractalus......$9
Ultima II 3 disk.....$12
(Tac) Tatical Armor Command w/docs....$10.....tape
All prices include shipping to US residents. If you are interested in the whole lot. I will
take $65 or best offer. Shipping will be included.
```

## 842. Atari 1050 Super Archiver

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-21 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <7n5efh$6h6$1@epos.tesco.net>
Source record: 51277

Is this similar in usage to the 810 Archiver chip please. ie, does it simply enable custom formats to be copied/created, or does it enhance operation in other ways, as with the "Happy" US Doubler etc?

Richard

# 843. Re: Atari 1050 Super Archiver

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-21 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7n5kp8$23n$1@news7.svr.pol.co.uk>
Source record: 51278

Hi Richard,

>Is this similar in usage to the 810 Archiver chip please....

I wasn't aware of the existence of a 1050 archiver chip, if you do find any
information PLEASE pass it on!

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

## 844. Atari to PC Null modem transfers

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-21 00:00:00 UTC
From: Bob Evans <BobEvanz@sprintmail.com>
Message-ID: <7n5ll6$k5q$1@fir.prod.itd.earthlink.net>
Source record: 51279

I while back I thought I saw someone talk about how to connect an Atari to a PC using a null modem setup.
Can anyone give some more information on this method of transferring files to my PC?

# 845. Re: FA: ATR 8000
# http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=131254979

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-21 00:00:00 UTC
From: Jeff Jewell <jjewell@ix.netcom.com>
Message-ID: <37968E6C.FE0C28CE@ix.netcom.com>
Source record: 51280

Jon Melbo wrote:

> On Mon, 19 Jul 1999 18:21:21 -0400, Jeff Jewell
> >The first key is to stay away from any auction that contains any of the
> >following words: RARE, L@@K, VINTAGE, COLLECTOR'S ITEM, and so on. Like
> >the filth whose auction inspired this thread, there are folks out there
> >who believe that nothing is worth more than money, and they'll do
> >anything to get a little more of it.
>
> Not good advice. As long as one follows your previous advice of what
> to bid and when to stop, it never hurts to look at an auction.

You're right about that. This bit of advice was from more of a
don't-waste-your-time standpoint. If it's in all caps, it's usually crap.

> >Yes, I've seen 2600 Combat
> >cartridges auctioned as RARE COLLECTOR"S ITEM (I put the wrong quote mark
> >in there on purpose, to more accurately resemble the auctions you need to
>
> I tend to agree with you here, but to some people it might be
> considered a hard to find item.

I can't let you get away with this one. If you had the skills to find Combat
for the 2600 on eBay, you could have found it at dozens of other places on the
net. For about a dollar.

> When I run an auction it's my opinion
> that matters. When you run one it's yours that matters. When this
> guy runs his, well that's choice to call it a collector's item.

Well, this is kind of my point. Anybody can call anything a collector's
item. It's meaningless, except for the fact that it suggests something about
the seller. In my experience, the majority of these COLLECTOR"S ITEM guys
fall into two categories, either ignorant and lazy, or dishonest. YMMV.

> >look out for. If they can't bother to proofread their ad, they're not to
> >be trusted to pack and ship anything in a timely or careful manner).
>
> That's a pretty drastic assumption. I rely more on their feedback
> rating and how well they communicate with me if I ask them any
> questions.

There's a guy in this newsgroup who seems to have the respect of those in the
newsgroup (which I'm equating to "feedback rating" for this example). I have
twice ordered things from him, suffered a three-week stretch and a two-month

stretch of emails claiming "it went out yesterday," to end up never getting either of my packages. When I last communicated to him, he apologized briefly and said he would send both part of my current order (he didn't have the other part he sold me) and my money for this order back. That was about two weeks ago and I've seen nothing. I'm not exactly running to the mailbox everyday, at this point.

And in my original post, I pointed out where I did something polite and educational with positive intentions, and I got negative feedback. Another guy posted something similar. I don't put much value in "feedback" ratings.

On the other hand, the way you communicate says something about you. The people in all caps, usually the ones who have so little time to spare that they can't type all the letters for MO"S ONLY PLZ, have almost always disappointed me by putting precisely the same amount of effort in following through with the deal as they did in crafting their ad.

I mean, sure, it is a bit drastic. But life is short, and experience suggests the odds are with me on this one.

Jeff

# 846. Re: Dead Mint 7800

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-21 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <932561715mnewsX_velcro_X@netunlimited.net>
Source record: 51281

Thomas Meyer wrote:
> <sazdanoff.2@osu.edu> wrote in message:
> > DEAD MINT 7800.
> > Factory sealed, never opened.
> > Box is PRISTINE.
> > 2 controlles and PPII.
> >
> > What's it worth??
>
> Bought one for $10 a year ago.

Yeah, the fact that it is still sealed will drive up the price some, but
7800s are not so rare or hotly sought after.

I think he might get $50 for it if he is lucky.

vs

To email me just remove the X's and underline marks from my address.

## 847. Computer meeting (8 bits WARMLY welcomed)

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-21 00:00:00 UTC
From: Cocoon System <cocoonsystem@free.fr>
Message-ID: <37962A40.3622B39E@free.fr>
Source record: 51282

Oyez, oyez, braves gens, gentes dames, damoiseaux, damoiselles !

Si vous ne croyez pas en les prophï¿½ties de Nostradamus, vous nï¿½aurez aucun doute sur la vï¿½racitï¿½ des prï¿½dictions de notre oracle, Cocoonus Systemus, quand il vous annonce quï¿½une rencontre informatique, appelï¿½e Byte Millenium et dï¿½diï¿½e aux Amstrad CPC, Amiga, Atari, PC, Commodore 64 & 128, Oric, Sinclair, MSX, TRS-80 et autres Sasfï¿½pus, aura lieu les 27, 28 et 29 Aoï¿½t 1999 ï¿½ Marck (62).

ATTENTION, MEETING RESERVE AUX VRAIS PASSIONNES !
(Pas les lamerz et les players ...)

Pour de plus amples renseignements (inscriptions, ...), contactez-nous ï¿½ lï¿½adresse suivante:

Association CocOOn SySteM / Byte Millenium
Impasse de la Croisette
F-62121 ERVILLERS
FRANCE

Tï¿½l: 03.21.58.95.26
E-Mail: cocoonsystem@free.fr

ou prï¿½cipitez-vous sur la page Web de lï¿½Association CocOOn SySteM, sur http://cocoonsystem.free.fr

# 848. Re: Dead Mint 7800

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-22 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <7n6q7d$h84$1@kohl.informatik.uni-bremen.de>
Source record: 51138

<sazdanoff.2@osu.edu> wrote in message:
sazdanoff.2-2107992228410001@ts39-5.homenet.ohio-state.edu...
> DEAD MINT 7800.
> Factory sealed, never opened.
> Box is PRISTINE.
> 2 controlles and PPII.
>
> What's it worth??

Bought one for $10 a year ago.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

## 849. Dead IO port.

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-22 00:00:00 UTC
From: arne16@hotmail.com
Message-ID: <379700df.786555@news1.telia.com>
Source record: 51139

Do any one know if the driver in the IO are made up of "normal"
components?
And if there is a chance of getting hold of these bits.

Ted
arne16@hotmail.com
Stockholm, Sweden

# 850. Re: Dead Mint 7800

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-22 00:00:00 UTC
From: sazdanoff.2@osu.edu
Message-ID: <sazdanoff.2-2207990842270001@ts2-3.homenet.ohio-state.edu>
Source record: 51140

> Thomas Meyer wrote:
> > <sazdanoff.2@osu.edu> wrote in message:
> > > DEAD MINT 7800.
> > > Factory sealed, never opened.
> > > Box is PRISTINE.
> > > 2 controlles and PPII.
> > >
> > > What's it worth??
> >
> > Bought one for $10 a year ago.
>
> Yeah, the fact that it is still sealed will drive up the price some, but
> 7800s are not so rare or hotly sought after.
>
> I think he might get $50 for it if he is lucky.

Thanks-

# 851. Re: Atari to PC Null modem transfers

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-22 00:00:00 UTC
From: Eli-the-Iceman <rely@ix.netcom.com>
Message-ID: <379712CC.6078B7CC@ix.netcom.com>
Source record: 51141

Bob Evans wrote:
>
> I while back I thought I saw someone talk about how to connect an Atari to a PC using a null modem setup.
> Can anyone give some more information on this method of transferring files to my PC?

Bob,
First off, you will need an Atari modem cable (one that is used with an 850 interface, MI/O, P:R: Connection, etc.), a PC modem cable and a null modem adapter (an Atari-PC null modem cable can be made, but this is easier. the adapter and PC modem cable can be purchased at most computer stores. You'll also need terminal software for both machines. For the Atari, I'd recommend Bobterm 1.2x. For the PC any program like Procomm Plus or even Hyperterm will do. On your PC set the program for DIRECT connection or type atdt1 (this will initialize a dialup connection but really doesn''t need to dial anything). Once you have started the PC side, select G for host mode (answer a call or go off hook in receive mode). You will have a link between the two machines. You can send and receive files as if you were connected to a BBS. Works great, albeit slow by today's standards. Hope this helps!!!
--
Robert S Ely -=aka=- Eli-the Iceman
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

# 852. Re: FA: ATR 8000
# http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=131254979

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-22 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <379be985.3266474@news.freeserve.net>
Source record: 51142

The other Day Jeff Jewell <jjewell@ix.netcom.com> wrote:

>There's a guy in this newsgroup who seems to have the respect of those in the
>newsgroup (which I'm equating to "feedback rating" for this example). I have
>twice ordered things from him, suffered a three-week stretch and a two-month
>stretch of emails claiming "it went out yesterday," to end up never getting
>either of my packages. When I last communicated to him, he apologized briefly
>and said he would send both part of my current order (he didn't have the other
>part he sold me) and my money for this order back. That was about two weeks
>ago and I've seen nothing. I'm not exactly running to the mailbox everyday,
>at this point.

Jeff, I can see you are being diplomatic about not saying who this
person is (a rare trait these days) but should the situation continue
then in the interest of others who might not be so understanding as
yourself I would ask you to reveal the party concerned so others don't
spend the same time awaiting a deal that's not going to happen or might
even be bordering on an illegal act..

Thanks..
--
Paul Irvine ICQ 105793

ECTS is coming, start getting ready!

# 853. Re: Dead Mint 7800

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-22 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <379cea86.3523504@news.freeserve.net>
Source record: 51143

The other Day sazdanoff.2@osu.edu ( ) wrote:

>DEAD MINT 7800.
>Factory sealed, never opened.
>Box is PRISTINE.
>2 controlles and PPII.
>
>What's it worth??

A side note, the term DEAD normally means just that, ie not working..

It might be worth rewording this :)
--
Paul Irvine ICQ 105793

ECTS is coming, start getting ready!

# 854. Re: Dead Mint 7800

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-22 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <7n7av6$9b1$1@kohl.informatik.uni-bremen.de>
Source record: 51144

velcro_spy <X_velcro_X@netunlimited.net> wrote in message:
932561715mnewsX_velcro_X@netunlimited.net...
> > > What's it worth??
> > >
> > > Bought one for $10 a year ago.
> >
> > Yeah, the fact that it is still sealed will drive up the price some, but
> > 7800s are not so rare or hotly sought after.

Just to be exact: The one I bought was brand new, too. :)

> I think he might get $50 for it if he is lucky.

Probably.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 855. Re: Dead Mint 7800

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-22 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <7n7b09$9cb$1@kohl.informatik.uni-bremen.de>
Source record: 51145

Paul Irvine <mclane@dellos.freeserve.co.uk> wrote in message:
379cea86.3523504@news.freeserve.net...
> >DEAD MINT 7800.

> A side note, the term DEAD normally means just that, ie not working..
> It might be worth rewording this :)

Yup. I also thought it was broken first. :)

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

## 856. Re: help: What game was it?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-22 00:00:00 UTC
From: csellers@my-deja.com
Message-ID: <7n7mub$1o3$1@nnrp1.deja.com>
Source record: 51146

Yes!! It was a SAGA game. That I remember. I was looking at screen shots of Impossible Mission for the C64 which looks nothing like the Impossible Mission for the Atari. Any one know any good Atari sites. The C64 crowd seems to be more organized and have better webpages.

I used to have tons of atari stuff as my father was a VP at Atari back in 82-85 or so (we used to go to the atari game room for our birthdays and play all the arcade games for free). We used to get all these EPROM Carts that were never released or before they were released. Sometimes they didnt even have the plastic case and were just a board. I remember playing rescue on fractalus, but it was called Behind Jaggi Lines (or something lie that). In fact, I still have that disk. We had an 800xl, a 1200xl the 2600 and the 5200. We would go through the 5200 joysticks monthly because the fire buttons would always break. Unfortunatly, I dont think we kept much of the 5200 or 2600 stuff (another funny side note of growing up in an Atari house: we were never allowed to buy non Atari games for the 2600. He used to say his money wasnt going to support the compitition, so sadly i never got to own pitfall or any of the good activision games...they were the best!!). I still have all my games for the 800 though, I tried to hook it up and play them, but i think the disc drive i have is bad and cant read all the discs. I think its the drive because sometimes it will read one disk, but then 15 miinutes later, the same disk wont work. If anyone is really interested, I could do an inventory of the games (there has got to be at least 50 of them, possibly more) and post them. I dont really know what is rare or hard to find, so i dont know if i have common stuff or gems. What are the real hard to find 800 games these days?

-Curt

In article <fZMk3.517$955.5179@news1.online.no>,
"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
> Sounds like Scott Adams SAGA adventure. Was it Impossible Mission it
was
> called ? Don't quite remember (Man, I'm getting old)
>
> <csellers@my-deja.com> wrote in message
news:7mvr2m$43n$1@nnrp1.deja.com...
> > Can any of you Atari fans help me?
> >
> > Im trying to find the name of a game i used to play back in the
early
> > 80's. I think it might have been Mission Impossible or something
like
> > that. Here is the basic synopsys:

> >
> > It was a first person point of view type game (graphical) and you
moved
> > around by typing commands like: south, north, open door, open
locker,
> > etc. Basically, you ultimate objective was to defuse some bomb (was
it
> > atomic??) that was on a ledge inside a control room or something. I
had
> > various keys that responded to colored halyways you walked down (the
> > colors were red blue and yellow). I remember having to collect
strang
> > objects and put them together in a McGuyver sort of fasion.
> > Specifically, I remember having to collect a mop and a bucket and
then
> > opening a locker and stealing someone elses access badge to get this
> > control room.
> >
> > So does anyone remember this game? And second....does anyone have a
> > working copy? (thats the tough one)
> >
> > Please respond to my email at curt.sellers@actel.com. Its difficult
for
> > me to read the newsgroups during the day. Thanks!!!
> >
> > -Curt
> >
> >
> >
> > Sent via Deja.com http://www.deja.com/
> > Share what you know. Learn what you don't.
>
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 857. NTSC compatability?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-22 00:00:00 UTC
From: Simon Lee Jackson <simon@thrudities.freeserve.co.uk>
Message-ID: <rXLeASAP40l3EwIR@thrudities.freeserve.co.uk>
Source record: 51147

Dear sir or Madam

I was wondering if the Atari STE 520 which I bought in the UK would be compatible with the NTSC Standards? If I was to get a plug adapter to change it from a 3 pin plug to a two pin plug, would it work?

If not what would I have to do to make it work?

--
Simon Lee Jackson

Email Address: Simon@thrudities.freeserve.co.uk
Web Address: http://www.thrudities.freeserve.co.uk
My auctions: http://auctions.yahoo.com/uk/user/insanity_bites

# 858. Re: Tape to Disk problems

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-22 00:00:00 UTC
From: Gareth <dial.pipex.com_.nospam@garethd.com>
Message-ID: <7n7iu0$55d$1@lure.pipex.net>
Source record: 51148

<paul.barker@orange.co.uk> wrote in message
news:7n49ir$p49$1@nnrp1.deja.com...
> Hi All
>
> I spent last night transferring some games from tape (originals) to
> disk, simply because I'm afraid of the tapes degrading (which some of
> my older tapes have).
>
> I am using Transdisk IV which was available from Page 6 in the UK.
>
> Does anyone have experience of transferring English Software games from
> tape to disk using this package ?
>
> I am trying to transfer a game called Mediator from the Smash Hits 5
> collection. The problem is it loads a title / countdown screen and then
> switches without pause to a long record length.

I tried to do this *years* ago and with all the help available at the time the 800XL was a popular(ish) computer I still failed. I did, as a 9 year old, see and rent pirate copies of tape-disk games which seemed to have been "cracked" by someone actually writing a new tailored loader for them. Interestingly, in the UK where the cost of the disk drive was prohibitive, one rental club even managed to copy games the other way - from disk to tape.

But I don't think - from experience - that you're going to have much luck using a normal copy program to duplicate English Software titles (the other company/importer which was notoriously difficult to copy (for backup purposes) was US GOLD.

Gareth.

## 859. happy drive...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-22 00:00:00 UTC
From: csellers@my-deja.com
Message-ID: <7n7npn$22l$1@nnrp1.deja.com>
Source record: 51149

What did a haveing a happy drive do for you anyway???

In article <7n5efh$6h6$1@epos.tesco.net>,
"Richard Daley" <Richard.Daley@tesco.net> wrote:
> Is this similar in usage to the 810 Archiver chip please. ie, does it
simply
> enable custom formats to be copied/created, or does it enhance
operation in
> other ways, as with the "Happy" US Doubler etc?
>
> Richard
>
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 860. Re: help: What game was it?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-22 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <0FJl3.377$tw3.3323@news1.online.no>
Source record: 51150

> Yes!! It was a SAGA game. That I remember. I was looking at screen
> shots of Impossible Mission for the C64 which looks nothing like the
> Impossible Mission for the Atari. Any one know any good Atari sites.
> The C64 crowd seems to be more organized and have better webpages.

The C64 game was called Mission Impossible, if I am not mistaken. The SAGA
was called Impossible Mission

> I used to have tons of atari stuff as my father was a VP at Atari back
> in 82-85 or so (we used to go to the atari game room for our birthdays
> and play all the arcade games for free). We used to get all these EPROM
> Carts that were never released or before they were released. Sometimes
> they didnt even have the plastic case and were just a board. I remember
> playing rescue on fractalus, but it was called Behind Jaggi Lines (or
> something lie that). In fact, I still have that disk. We had an 800xl,
> a 1200xl the 2600 and the 5200. We would go through the 5200 joysticks
> monthly because the fire buttons would always break. Unfortunatly, I
> dont think we kept much of the 5200 or 2600 stuff (another funny side
> note of growing up in an Atari house: we were never allowed to buy non
> Atari games for the 2600. He used to say his money wasnt going to
> support the compitition, so sadly i never got to own pitfall or any of
> the good activision games...they were the best!!). I still have all my
> games for the 800 though, I tried to hook it up and play them, but i
> think the disc drive i have is bad and cant read all the discs. I
> think its the drive because sometimes it will read one disk, but then 15
> miinutes later, the same disk wont work. If anyone is really
> interested, I could do an inventory of the games (there has got to be at
> least 50 of them, possibly more) and post them. I dont really know what
> is rare or hard to find, so i dont know if i have common stuff or gems.
> What are the real hard to find 800 games these days?
>
> -Curt
>
>
> In article <fZMk3.517$955.5179@news1.online.no>,
> "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
> > Sounds like Scott Adams SAGA adventure. Was it Impossible Mission it
> was
> > called ? Don't quite remember (Man, I'm getting old)
> > >
> > <csellers@my-deja.com> wrote in message
> news:7mvr2m$43n$1@nnrp1.deja.com...
> > > Can any of you Atari fans help me?
> > >
> > > Im trying to find the name of a game i used to play back in the

> early
> > > 80's. I think it might have been Mission Impossible or something
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> > > that. Here is the basic synopsys:
> > >
> > > It was a first person point of view type game (graphical) and you
> moved
> > > around by typing commands like: south, north, open door, open
> locker,
> > > etc. Basically, you ultimate objective was to defuse some bomb (was
> it
> > > atomic??) that was on a ledge inside a control room or something. I
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> > > various keys that responded to colored halyways you walked down (the
> > > colors were red blue and yellow). I remember having to collect
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> > > objects and put them together in a McGuyver sort of fasion.
> > > Specifically, I remember having to collect a mop and a bucket and
> then
> > > opening a locker and stealing someone elses access badge to get this
> > > control room.
> > >
> > > So does anyone remember this game? And second....does anyone have a
> > > working copy? (thats the tough one)
> > >
> > > Please respond to my email at curt.sellers@actel.com. Its difficult
> for
> > > me to read the newsgroups during the day. Thanks!!!
> > >
> > > -Curt
> > >
> > >
> > >
> > > Sent via Deja.com http://www.deja.com/
> > > Share what you know. Learn what you don't.
> >
> >
>
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

# 861. Re: FA: ATR 8000
# http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=131254979

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-22 00:00:00 UTC
From: "." <jake0@mailexcite.com>
Message-ID: <7n7t29$d30$1@news2.tor.accglobal.net>
Source record: 51151

>
> Has anyone in here actually got a bargain in an auction?
>
I got a killer deal on the MediaStudio Pro 5 video editing software from a software auction on Egghead last week. Ulead (who makes the software) sells it for $500. Other places on the net sell it for $375 - $450. I got it, brand new, for $81. At an earlier Egghead auction (before I found out about it) some people got it for $48. It's the bundled version of the software (usually sold along with some video capture cards), but identical to the full retail version. I also got the Bryce 3D software (the second newest version) for $39 new, which was also a good deal. I received the software 3 days after the auction. Now if Egghead would just send me the video capture card I ordered from them (not at their auction), I'd be really happy. It's a week and a half late already.
.

## 862. 6 Complete Boxed Atari 5200 games, one very low price!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-22 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <7n80b7$he1$1@nnrp02.primenet.com>
Source record: 51152
Cross-posted to: alt.atari.2600.vcs,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.classic

Please bid a descent ampunt for these, someone! They are worth it!

Go to:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=132853180

for more info. Thanks! -Satcom2

## 863. Re: Need serious help with SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-22 00:00:00 UTC
From: locust000@aol.com
Message-ID: <19990722172349.13321.00000177@ng-fr1.aol.com>
Source record: 51153

>You need to know which com port you're using
>on the PC and set that port in the SIO2PC software, but you also need to
>know if your SIO2PC hardware is a one-chip or a two-chip model.

The cable I have says "Rev: J" and I have opened it up to find just one chip inside. I guess I don't need to change the lines. What I don't understand is how to find out which com port I'm using and what to do about it.

# 864. Re: Need serious help with SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-22 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990722161110.25116A-100000@vtn1>
Source record: 51154

On 22 Jul 1999, Locust000 wrote:

> >You need to know which com port you're using
> >on the PC and set that port in the SIO2PC software, but you also need to
> >know if your SIO2PC hardware is a one-chip or a two-chip model.
>
> The cable I have says "Rev: J" and I have opened it up to find just one chip
> inside. I guess I don't need to change the lines. What I don't understand is
> how to find out which com port I'm using and what to do about it.
>
>

Look at the port where the cable plugs into the PC; there should be a
label identifying it as "COM1" or "COM2".

Hint: If you have a serial mouse attached, the odds are that it's using
COM1 so your SIO2PC cable will be plugged into COM2.

jkp

# 865. Re: FA: ATR 8000
# http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=131254979

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-22 00:00:00 UTC
From: Jeff Jewell <jeffjewell@netscape.net>
Message-ID: <379798F3.303AF0FF@netscape.net>
Source record: 51155

Paul Irvine wrote:

> Jeff, I can see you are being diplomatic about not saying who this
> person is (a rare trait these days) but should the situation continue
> then in the interest of others who might not be so understanding as
> yourself I would ask you to reveal the party concerned so others don't
> spend the same time awaiting a deal that's not going to happen or might
> even be bordering on an illegal act..

As I've mentioned before in the thread, I don't take other people's word for it, and in the same vein, I don't think it's a good idea for anyone to take _my_ word for it. No matter what you read about someone, good or bad, every time you send that MO you risk never hearing of it again. It's easy to be diplomatic when I see so little practical value in doing otherwise.

Jeff

# 866. Re: Schematic on a Atari 800.

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-22 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <3797db17@news.iglou.com>
Source record: 51156

On 1999-07-22 te@dwell.se(ted) said:
>Any one have an address to the schematic of an Atari 800?
>There should have been some service manuals at some stage which
>where sold.
>So in the best of cases some one might have scanned those and put it
>on the net.
The Howard W. Sams company used to publish those in the US. This company publishes "Photofacts" schematics for televisions and other home electronics. I don't know if Atari schematics are still available, but I think Best Electronics may have them.

Net-Tamer V 1.08X - Test Drive

# 867. More Atari stock. Lowered prices. FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-22 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7n8o73$1mb$1@user2.teleport.com>
Source record: 51157
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

For Atari Sales and Service from someone with nearly 20 years of Atari experience go to my Web site below or E-Mail me at atari@benjamin.net where you can find for the Atari 8 Bit coveted Happy Drives and other Disk Drives modified for increased performance and speed. As well as a library of Reference Materials from COMPUTE! Books. You can find NEW Atari ST software Marked down in Price, Disk Drives made by Indus for the Atari ST and Reference Books Published by ABACUS and I've added and will be adding more Hardware, Software, Books & Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. And remember if you dont come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

Click for WebSite!

***FREE*** Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, August 10th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

## 868. Re: Tape to Disk problems

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-22 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990721214325.11417.00000050@ng-xa1.aol.com>
Source record: 51283

I have a related question-
Has anyone using a NTSC system
ever successfully used Transdisk IV? I
bought both it and the "Super C: Emulator"
(German, I believe) and neither would work
with my equipment. I've always fallen back
on "Casdis" from IJG - real early 80's
vintage.
Larry

## 869. Dead Mint 7800

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-22 00:00:00 UTC
From: sazdanoff.2@osu.edu
Message-ID: <sazdanoff.2-2107992228410001@ts39-5.homenet.ohio-state.edu>
Source record: 51284

DEAD MINT 7800.
Factory sealed, never opened.
Box is PRISTINE.
2 controlles and PPII.

What's it worth??

## 870. Schematic on a Atari 800.

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-22 00:00:00 UTC
From: te@dwell.se
Message-ID: <3796844c.5020923@news1.telia.com>
Source record: 51285

Any one have an address to the schematic of an Atari 800?
There should have been some service manuals at some stage which where
sold.
So in the best of cases some one might have scanned those and put it
on the net.

Tomas Edholm
ted@donnwell.se
Stockholm, Sweden

# 871. Re: Atari 1050 Super Archiver

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-22 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-rgg49OhVs8b7@di12-ks.cth.com.au>
Source record: 51286

On Wed, 21 Jul 1999 21:55:24, "Peter Pachla"
<my.name@vectrex.freeserve.co.uk> wrote:

> Hi Richard,
>
> >Is this similar in usage to the 810 Archiver chip please....
>
> I wasn't aware of the existence of a 1050 archiver chip, if you do find any
> information PLEASE pass it on!
>
Superarchiver enhances the 1050 simillar to the US doubler. When used
with the standard archiver software, it is a little bit more capiable
then the 810 archiver.
When used with the superarchiver software, The io speed for copying is
at US doubler speed and it can copy more disks. There is also and
enhanced density version to copy enhanced density disks with copy
protection.
An add on called the bit writer will anable all copy protection
scheams to be copyed.

James B

## 872. Big carts emulation

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-22 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3796D594.47639962@asw.cz>
Source record: 51287

Hello!

I've added a page about how are Atari cartridges banked to my home-page.
There are also screenshots of the cartridges I've dumped/emulated.
(Battlezone, Desert Falcon etc.)
I've also put there great article by John Picken about memory mappings
and cart banking (link is on the cartridge page).

Please, don't ask me for cartridge dumps. They are useless now. None
publicly available emulator can run them.
If anybody wants to see those carts emulated, download Atari800 emulator
sources, I'll provide you all information you'll need to add the
emulation to that wonderful emulator.

I'm looking for other cartridge dumps. If there is Atari user which
wants to archive the cart images, I would like to have: newer SDX, Basic
XL and all the other XEGS cartridges.

Bye,
--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

# 873. Brand New UNOPENED 7800, Mint!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-23 00:00:00 UTC
From: sazdanoff.2@osu.edu
Message-ID: <sazdanoff.2-2207992120540001@ts21-2.homenet.ohio-state.edu>
Source record: 51158

Brand New UNOPENED 7800, Mint!
Box is sealed and PRISTINE. NEVER OPENED!
(In my original post I worded the above
as "Dead MInt." Bad choice of words).

I got this in a trade. What's it worth?

# 874. Re: Need serious help with SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-23 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <3797b889.9173355@news.wxs.nl>
Source record: 51159

On Thu, 22 Jul 1999 16:13:55 -0700, "John K. Picken"
<yg473@victoria.tc.ca> wrote:

>
>
>On 22 Jul 1999, Locust000 wrote:
>
>> >You need to know which com port you're using
>> >on the PC and set that port in the SIO2PC software, but you also need to
>> >know if your SIO2PC hardware is a one-chip or a two-chip model.
>>
>> The cable I have says "Rev: J" and I have opened it up to find just one chip
>> inside. I guess I don't need to change the lines. What I don't understand is
>> how to find out which com port I'm using and what to do about it.
>>
>>
>
>Look at the port where the cable plugs into the PC; there should be a
>label identifying it as "COM1" or "COM2".
>
>Hint: If you have a serial mouse attached, the odds are that it's using
>COM1 so your SIO2PC cable will be plugged into COM2.

And if you have an internal modem, the odds are that it's using COM2.
And you have no port left! In this case you can either remove the
internal modem, or do like we do. We have a boot manager on our
machine. We installed DOS 6.22 on the PC, next to WIN98. If we
want to do SIO2PC stuff, we boot the machine with DOS. If you do
not have a boot manager, you could always boot the machine from
a normal bootable DOS diskette. Boot without the mouse attached,
plu the SIO2PC cable into the COM1 port, and then set the COM
port in SIO2PC to COM1.
Like John said, look at the port that you plugged the SIO2PC cable
in, it usually has a label. If not, there are just two ports in most
PC's, so try both COM1 and COM2 if you are not sure. If you have
an internal modem, sometimes it is configured as COM3 or COM4,
but then still it will use some of the control lines of COM1 or COM2,
so you would want to stay clear from the stuff that the internal modem
uses. If you have a PS/2 or bus mouse, COM1 is usually available.
Thus, when buying a new PC, make sure the mouse has a PS/2 type
connector, or use an USB mouse or something like that, so that the
COM1 port can be used by SIO2PC.
SIO2PC allows you to use COM1 through COM4, but in order to
use COM3 or COM4, you need extra hardware, like an additional
I/O board.

The latest version of SIO2PC can be found on Nick Kennedy's
SIO2PC page:
http://www.cswnet.com/~nkennedy/sio2pc.htm
SIO2PC comes with lots of documentation. Reading it also helps,
although this subject may be somewhat unclear, since selecting
the com port is obvious if the port has a label telling you which
com port you plug the cable into. If you PC has no such label
then you are out of luck. It is hard to write documentation that
applies to all PC's out there.
Keep those XL's/XE's humming.

# 875. Re: Need serious help with SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-23 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3797fce7.4584929@news.earthlink.net>
Source record: 51160

On Fri, 23 Jul 1999 01:03:19 GMT, ernest@wxs.nl (Ernest R. Schreurs)
wrote:

>And you have no port left! In this case you can either remove the
>internal modem, or do like we do. We have a boot manager on our
>machine. We installed DOS 6.22 on the PC, next to WIN98. If we
>want to do SIO2PC stuff, we boot the machine with DOS. If you do
>not have a boot manager, you could always boot the machine from
>a normal bootable DOS diskette. Boot without the mouse attached,

None of that is needed. Windows 98 is loaded in by DOS. DOS 7.10A to
be exact. In order to access it press the control key precisely when
Win98 very first starts. It is hard to hit right. A better option is
to do this. There is a file in the root dir called MSDOS.SYS. It is
NOT like the old MSDOS.SYS though, it is a text file. What you need
to do is remove the read only, system & hidden atttributes from it and
add these lines to the file:

BootMenu=1
BootMenuDelay=15

It is not important where you put those, though they do fit nicely
near the other similar lines (like BootGUI=1 etc). After putting
those in, re-enable the hidden, system and read only attributes on the
file. Next time you boot you will get a menu. Just choose NORMAL for
a regular Win98 boot, or Command Prompt Only - Safe Mode (item 6) for
a totally CLEAN MSDOS boot.

>plu the SIO2PC cable into the COM1 port, and then set the COM
>port in SIO2PC to COM1.
>Like John said, look at the port that you plugged the SIO2PC cable
>in, it usually has a label. If not, there are just two ports in most
>PC's, so try both COM1 and COM2 if you are not sure. If you have
>an internal modem, sometimes it is configured as COM3 or COM4,
>but then still it will use some of the control lines of COM1 or COM2,
>so you would want to stay clear from the stuff that the internal modem
>uses. If you have a PS/2 or bus mouse, COM1 is usually available.
>Thus, when buying a new PC, make sure the mouse has a PS/2 type
>connector, or use an USB mouse or something like that, so that the
>COM1 port can be used by SIO2PC.
>SIO2PC allows you to use COM1 through COM4, but in order to
>use COM3 or COM4, you need extra hardware, like an additional
>I/O board.
>The latest version of SIO2PC can be found on Nick Kennedy's
>SIO2PC page:
>http://www.cswnet.com/~nkennedy/sio2pc.htm

>SIO2PC comes with lots of documentation. Reading it also helps,
>although this subject may be somewhat unclear, since selecting
>the com port is obvious if the port has a label telling you which
>com port you plug the cable into. If you PC has no such label
>then you are out of luck. It is hard to write documentation that
>applies to all PC's out there.
>Keep those XL's/XE's humming.
>

# 876. Re: Need serious help with SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-23 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <37a4106d.12956942@trumpet.uni-mannheim.de>
Source record: 51161

On Fri, 23 Jul 1999 05:35:17 GMT, ssilicon@earthlink.net (Jon Melbo) wrote:

>On Fri, 23 Jul 1999 01:03:19 GMT, ernest@wxs.nl (Ernest R. Schreurs)
>wrote:
>
>>And you have no port left! In this case you can either remove the
>>internal modem, or do like we do. We have a boot manager on our
>>machine. We installed DOS 6.22 on the PC, next to WIN98. If we
>>want to do SIO2PC stuff, we boot the machine with DOS. If you do
>>not have a boot manager, you could always boot the machine from
>>a normal bootable DOS diskette. Boot without the mouse attached,
>
>None of that is needed. Windows 98 is loaded in by DOS. DOS 7.10A to
>be exact. In order to access it press the control key precisely when
>Win98 very first starts. It is hard to hit right. A better option is
>to do this. There is a file in the root dir called MSDOS.SYS. It is
>NOT like the old MSDOS.SYS though, it is a text file. What you need
>to do is remove the read only, system & hidden atttributes from it and
>add these lines to the file:
>
>BootMenu=1
>BootMenuDelay=15
>
>It is not important where you put those, though they do fit nicely
>near the other similar lines (like BootGUI=1 etc). After putting
>those in, re-enable the hidden, system and read only attributes on the
>file. Next time you boot you will get a menu. Just choose NORMAL for
>a regular Win98 boot, or Command Prompt Only - Safe Mode (item 6) for
>a totally CLEAN MSDOS boot.
>
You know, you can also change that line to BootGUI=0 and then only
the DOS will start... when you want to load the graphic environment,
type "win" and presto! Also, you can rename or delete the two
.sys files that are the "splash screen" and the "Now it's safe to
turn off your PC" screen, and that will finish "unmasking" what
Win9x really is... just another DOS with a new AUTORUN file added...

>
>
>
>>plu the SIO2PC cable into the COM1 port, and then set the COM
>>port in SIO2PC to COM1.
>>Like John said, look at the port that you plugged the SIO2PC cable
>>in, it usually has a label. If not, there are just two ports in most
>>PC's, so try both COM1 and COM2 if you are not sure. If you have

>>an internal modem, sometimes it is configured as COM3 or COM4,
>>but then still it will use some of the control lines of COM1 or COM2,
>>so you would want to stay clear from the stuff that the internal modem
>>uses. If you have a PS/2 or bus mouse, COM1 is usually available.
>>Thus, when buying a new PC, make sure the mouse has a PS/2 type
>>connector, or use an USB mouse or something like that, so that the
>>COM1 port can be used by SIO2PC.
>>SIO2PC allows you to use COM1 through COM4, but in order to
>>use COM3 or COM4, you need extra hardware, like an additional
>>I/O board.
>>The latest version of SIO2PC can be found on Nick Kennedy's
>>SIO2PC page:
>>http://www.cswnet.com/~nkennedy/sio2pc.htm
>>SIO2PC comes with lots of documentation. Reading it also helps,
>>although this subject may be somewhat unclear, since selecting
>>the com port is obvious if the port has a label telling you which
>>com port you plug the cable into. If you PC has no such label
>>then you are out of luck. It is hard to write documentation that
>>applies to all PC's out there.
>>Keep those XL's/XE's humming.
>>
>

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 877. Re: Need serious help with SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-23 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990723040335.09218.00000442@ng-cc1.aol.com>
Source record: 51162

Interesting info about the MSDOS.SYS
file. While using the Dos version of the
SIO2PC, one doesn't need a mouse. For several years, I used a mechanical
switch box with my mouse and SIO2PC/
APE cable. That part, at least, worked
fine.
Larry

# 878. Re: Need serious help with SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-23 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990723010348.3131C-100000@vtn1>
Source record: 51163

Further to what Ernest posted:

If you have an internal modem, odds are it can be set up to use COM3 or COM4--there are no ports on the case as the term "Com port" essentially is similar to an Atari 8-bit "device" i.e. it may not have an external port or even any hardware at all.

The big thing to watch out for is IRQ (Interrupt Request) addresses. Even though you can have four com ports (8 on a PS2), there are only two RAM vectors assigned to handle interrupts from the four ports. This means that if, for example, you have a mouse plugged into COM1 and are running software that uses the mouse, one of your two interrupt addresses is gone--you can't use it for anything else.

The COM ports are paired as follows:
COM1 and COM3 use IRQ #4
COM2 and COM4 use IRQ #3

So, if you have a mouse in COM1 you can't use an internal modem in COM3 and if you have an internal modem on COM4 you can't use COM2 at the same time as the modem. Since SIO2PC does not use a mouse or modem, you are free to use either COM1 or COM2. In my case, for example, I have the mouse on COM1 and use either SIO2PC or an external modem on COM2. I have also used SIO2PC on COM1 but the mouse gets used more often than the modem so use of COM2 means fewer cable swaps.

# 879. Re: Need serious help with SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-23 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <379825a4.9564518@news.earthlink.net>
Source record: 51164

On Fri, 23 Jul 1999 06:56:17 GMT, no_me_j.j_t_kirk@geocities.com
(JTKirk) wrote:

>You know, you can also change that line to BootGUI=0 and then only
>the DOS will start... when you want to load the graphic environment,
>type "win" and presto!

Yes, I am aware of that also. I thought the menu would be a easier
more intuitive approach though.

>Also, you can rename or delete the two
>.sys files that are the "splash screen" and the "Now it's safe to
>turn off your PC" screen, and that will finish "unmasking" what
>Win9x really is... just another DOS with a new AUTORUN file added...

That's not really true. All of the OS functionallity of DOS is
replaced by 32-bit protected mode code in the form of .vxd files,
kernal routines and the like when Windows loads up. What you're
saying is true with Windows 3.1. WFWG has SOME 16 bit DOS code
replaced with 32-bit protected code after it loads, but Win9x doesn't
rely on DOS real mode code. Windows NT only emulates DOS and that for
sure you can't say is a DOS overlay. Anyway, this is the Atari8
newsgroup and that old horse has been beat far too much too many
places. If you like Windows (for it's own sake, or the software
library or whatever) use it. If not, use something else. Doesn't
matter to me.

I know I like to use Atari800Win under Windows though!

>
>>
>>
>>
>>>plu the SIO2PC cable into the COM1 port, and then set the COM
>>>port in SIO2PC to COM1.
>>>Like John said, look at the port that you plugged the SIO2PC cable
>>>in, it usually has a label. If not, there are just two ports in most
>>>PC's, so try both COM1 and COM2 if you are not sure. If you have
>>>an internal modem, sometimes it is configured as COM3 or COM4,
>>>but then still it will use some of the control lines of COM1 or COM2,
>>>so you would want to stay clear from the stuff that the internal modem
>>>uses. If you have a PS/2 or bus mouse, COM1 is usually available.
>>>Thus, when buying a new PC, make sure the mouse has a PS/2 type
>>>connector, or use an USB mouse or something like that, so that the
>>>COM1 port can be used by SIO2PC.
>>>SIO2PC allows you to use COM1 through COM4, but in order to

>>>use COM3 or COM4, you need extra hardware, like an additional
>>>I/O board.
>>>The latest version of SIO2PC can be found on Nick Kennedy's
>>>SIO2PC page:
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>>>SIO2PC comes with lots of documentation. Reading it also helps,
>>>although this subject may be somewhat unclear, since selecting
>>>the com port is obvious if the port has a label telling you which
>>>com port you plug the cable into. If you PC has no such label
>>>then you are out of luck. It is hard to write documentation that
>>>applies to all PC's out there.
>>>Keep those XL's/XE's humming.
>>>
>>

## 880. Re: Need serious help with SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-23 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <379948dd.1317247@news.wxs.nl>
Source record: 51165

On Fri, 23 Jul 1999 05:35:17 GMT, ssilicon@earthlink.net (Jon Melbo)
wrote:

>On Fri, 23 Jul 1999 01:03:19 GMT, ernest@wxs.nl (Ernest R. Schreurs)
>wrote:
>
>>And you have no port left! In this case you can either remove the
>>internal modem, or do like we do. We have a boot manager on our
>>machine. We installed DOS 6.22 on the PC, next to WIN98. If we
>>want to do SIO2PC stuff, we boot the machine with DOS. If you do
>>not have a boot manager, you could always boot the machine from
>>a normal bootable DOS diskette. Boot without the mouse attached,
>
>None of that is needed. Windows 98 is loaded in by DOS. DOS 7.10A to
>be exact. In order to access it press the control key precisely when
>Win98 very first starts. It is hard to hit right. A better option is
>to do this. There is a file in the root dir called MSDOS.SYS. It is
>NOT like the old MSDOS.SYS though, it is a text file. What you need
>to do is remove the read only, system & hidden atttributes from it and
>add these lines to the file:
>
>BootMenu=1
>BootMenuDelay=15
<snip>

Well, but Windows would still load the mouse driver wouldn't it?
The point to boot a clean DOS is to not load a mouse driver, and
Windows 98 needs the mouse. Well, actually, if you simply unplug
the mouse, it will complain that the mouse is not attached, and then
I suppose it does not load the mouse driver, if WIN98 has a driver
at all. I am a nitwit on Windows, I just use it. Talk Atari 8-bit OS
and I know exactly what is going on :-) That is why I like it.
Anyway, the fact that it complains implies that the mouse driver
is loaded some time into the boot proces. So maybe just unplugging
the mouse will let you use the com1 port for something different.
I actually did not try this, since we simply boot DOS 6.22 to run
SIO2PC and then use the com1 port for it.
Using serial mice is really outdated. We have a mouse port on the
motherboard, but the case has no connector for it, so we ended
up using a serial mouse, since that came with the machine.
The point about IRQ and stuff like that is also interesting.
Isn't it funny that a machine can get away with a crappy
implementation for serial I/O for years on end? And then
they come up with USB. But if you read the specs and such,
that sucks too. I looked into it thinking it might be fun to try

and use USB stuff on the 8-bit, but that USB stuff is very
complicated. That bus is too fast to handle it from software within
the 8-bit, but on the other hand it is to slow to do really high
performance things on PC's. So it is good enough for mice and
keyboards. At least then we will have those ports free for SIO2PC.

## 881. Re: happy drive...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-23 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19990723071812.21498.00000858@ngol04.aol.com>
Source record: 51166

>Subject: happy drive...
>From: csellers@my-deja.com
>Date: Thu, 22 Jul 1999 18:27:17 GMT
>
>What did a haveing a happy drive do for you anyway???

The Happy 1050 enhancement makes the 1050 a true double density drive and greatly speeds up disk access.

It also allows making backup copies of nearly all copy protected software. This was probably the Happy 1050's strongest selling point and the feature that was most loved or hated depending on your point of view.

Gail

# 882. Re: Tape to Disk problems

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-23 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <37986793.66104DAF@mail.uni-mainz.de>
Source record: 51167

LWhite6497 schrieb:
>
> I have a related question-
> Has anyone using a NTSC system
> ever successfully used Transdisk IV? I
> bought both it and the "Super C: Emulator"
> (German, I believe) and neither would work
> with my equipment. I've always fallen back
> on "Casdis" from IJG - real early 80's
> vintage.
> Larry

Hello Larry,
maybe these programs are PAL-only versions. Since I am a PAL user living in Germany, I do not know for sure. But there is a good US program called Howfen-DOS, which is not a DOS, but a Cassette simulating program. You can copy any standard tapes (single and multi-stage, Csave and Save"C: or better with long and short IRG) to disk and load them with this tool. Merely the non-standard tapes (Novagen, English software, synapse, etc. which use data blocks longer than 128 bytes !!) can`t be copied to disk (nor run !!).

Most machine programs work alright then and boot from disk, only Basic and Compiled Basic programs (Adventure International, Microprose, Americana, etc.) will not run. The program also uses the RAM under the OS ROM, thus you must own a 64k XL/XE computer (and games that do not need the old 400/800 OS or a translator disk, like Beta Lyrae and others). Finally I think this program is Public Domain and avaiable somewhere on the net, its efficiency is about 75% (I tested 210 tape games, 150 booted ok from disk, 50 did not boot, 10 could not be copied).

If you are searching this program, look for the Bellcom Pd library, the Page 6 Pd library, the Umich archive, the ABBUC PD library or E-Mail me, so I may send you this program via E-Mail (XFD, DCM or ATR image - hope you can read/use one of these images; Howfen-DOS is a boot-program, not a DOS file !!). greets - Andreas

P.s.: Howfen-DOS handles a) Single, b) Medium/Dual/1050 and c) True Double Density. It also supports Happy and US Doubler Warp/Ultra Speed. The tape programs boot better when using Single Density and no High Speed... It is a great cassette simulator program !!

## 883. Re: Schematic on a Atari 800.

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-23 00:00:00 UTC
From: Doug Wheeler <dougw@wildfile.com>
Message-ID: <7n9r93$a3d$1@blackice.winternet.com>
Source record: 51168

<bmarcum@iglou.com> wrote in message news:3797db17@news.iglou.com...
>
> On 1999-07-22 te@dwell.se(ted) said:
> >Any one have an address to the schematic of an Atari 800?
> >There should have been some service manuals at some stage which
> >where sold.
> >So in the best of cases some one might have scanned those and put it
> >on the net.
> The Howard W. Sams company used to publish those in the US. This company
> publishes "Photofacts" schematics for televisions and other home
electronics.
> I don't know if Atari schematics are still available, but I think Best
> Electronics may have them.
>
> Net-Tamer V 1.08X - Test Drive

They still list the Atari Photofacts on their website.

--Doug

# 884. Re: Need serious help with SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-23 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7n9sn4$r7q$1@autumn.news.rcn.net>
Source record: 51169

When I had my current PC built about four years ago, I knew that I needed two live serial ports in addition to the one that uses a mouse. My modem went into com1 and my null-modem/sio2pc cable (switched at the Atari end) went into com2. My PC dealer set up a Mouse Systems "COM 5" card for me. This bus adaptor works on IRQ 12, just like a PS/2, but it has a DB-9 connector on it for use with a serial mouse. It worked well for a long time. When I changed my modem to a PNP modem, I had to tell the PC's setup that COM 1 was disabled and I had to set a jumper on the modem to COM 1. Still OK. Windows 95 and 98 recognized the setup without any problems. However, when I began to play with Red Hat Linux, I found that I needed to tell Red Hat that the mouse was at cua1 (the Linux equivalent of COM2) and then send a "setserial" command to tell Linux to look for the mouse at IRQ 12.

OK, this is more complex than most 8-bit Atarians who want to use their PCs as peripherals will encounter. But it does, like all the other messages in this thread, point up the need to know your PC!
LWhite6497 <lwhite6497@aol.com> wrote in message
news:19990723040335.09218.00000442@ng-cc1.aol.com...
> Interesting info about the MSDOS.SYS
> file. While using the Dos version of the
> SIO2PC, one doesn't need a mouse. For several years, I used a mechanical
> switch box with my mouse and SIO2PC/
> APE cable. That part, at least, worked
> fine.
> Larry

## 885. Re: NTSC compatability?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-23 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <FFBtsq.Fow@cix.compulink.co.uk>
Source record: 51170

In article <rXLeASAP40l3EwIR@thrudities.freeserve.co.uk>,
simon@thrudities.freeserve.co.uk (Simon Lee Jackson) wrote:

> Dear sir or Madam
>
> I was wondering if the Atari STE 520 which I bought in the UK would be
> compatible with the NTSC Standards? If I was to get a plug adapter to
> change it from a 3 pin plug to a two pin plug, would it work?
>
> If not what would I have to do to make it work?
You'll need a US PSU (internal or external depending on ST version,
probably internal) or a step up transformer. For output you'll have to use
a monitor rather than a TV.

**********
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**********
* Analyst Programmer/ Freelance IT writer *
**********

# 886. WTB - Ultima 1: The Original from Sierra Online

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-23 00:00:00 UTC
From: fortran@earthlink.net
Message-ID: <MPG.12023629ae6e29a098a3d7@news.alt.net>
Source record: 51171

I'm looking for the Atari 400/800 game, Ultima 1: The Original by
Sierra Online. I'm a collector of Ultima games so I would like to
add this game to my permanent collection. While I am interested in the
complete game, I'm also willing to buy a partial copy. (I know
about the emulator images. I'm looking for the original.)

Please email me if you would be willing to sell your game.

--

Edward Franks
<fortran@earthlink.net>

## 887. Re: Tape to Disk problems

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-23 00:00:00 UTC
From: Gareth <dial.pipex.com_.nospam@garethd.com>
Message-ID: <7n9vb9$gfs$1@lure.pipex.net>
Source record: 51172

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in message
news:37986793.66104DAF@mail.uni-mainz.de...

> with this tool. Merely the non-standard tapes (Novagen, English
> software, synapse, etc. which use data blocks longer than 128 bytes !!)
> can`t be copied to disk (nor run !!).

But that *is* the problem - the age old problem for which there doesn't seem
to be a solution (except for the pirate compilations).

Gareth.

# 888. Re: Need serious help with SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-23 00:00:00 UTC
From: kwburgess@aol.com
Message-ID: <19990723122836.22914.00000666@ngol05.aol.com>
Source record: 51173

In article <3797fce7.4584929@news.earthlink.net>, ssilicon@earthlink.net (Jon Melbo) writes:

>Subject: Re: Need serious help with SIO2PC!
>From: ssilicon@earthlink.net (Jon Melbo)
>Date: Fri, 23 Jul 1999 05:35:17 GMT
>
>On Fri, 23 Jul 1999 01:03:19 GMT, ernest@wxs.nl (Ernest R. Schreurs)
>wrote:
>
>>And you have no port left! In this case you can either remove the
>>internal modem, or do like we do. We have a boot manager on our
>>machine. We installed DOS 6.22 on the PC, next to WIN98. If we
>>want to do SIO2PC stuff, we boot the machine with DOS. If you do
>>not have a boot manager, you could always boot the machine from
>>a normal bootable DOS diskette. Boot without the mouse attached,

Odd approach to achieving those results, as Win9x already have a boot manager as part of the OS. It's accessable just as the Boot Manager in MS Dos 6.x with the [F8] key durring the inital boot stage of the OS. You have much better & easier control over your system this way.

>None of that is needed. Windows 98 is loaded in by DOS. DOS 7.10A to
>be exact. In order to access it press the control key precisely when
>Win98 very first starts. It is hard to hit right. A better option is
>to do this. There is a file in the root dir called MSDOS.SYS. It is
>NOT like the old MSDOS.SYS though, it is a text file. What you need
>to do is remove the read only, system & hidden atttributes from it and
>add these lines to the file:
>
>BootMenu=1
>BootMenuDelay=15
>
>It is not important where you put those, though they do fit nicely
>near the other similar lines (like BootGUI=1 etc). After putting
>those in, re-enable the hidden, system and read only attributes on the
>file. Next time you boot you will get a menu. Just choose NORMAL for
>a regular Win98 boot, or Command Prompt Only - Safe Mode (item 6) for
>a totally CLEAN MSDOS boot.

The above method provides the exact same results without all the extra steps you mention.

Ken

## 889. Re: Schematic on a Atari 800.

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-23 00:00:00 UTC
From: kwburgess@aol.com
Message-ID: <19990723122837.22914.00000667@ngol05.aol.com>
Source record: 51174

In article <3797db17@news.iglou.com>, bmarcum@iglou.com writes:

>Subject: Re: Schematic on a Atari 800.
>From: bmarcum@iglou.com
>Date: 22 Jul 1999 23:01:43 -0500

Try the Howard W. Sams online index at
http://www.a1.com/cgi-bin/w3-msql/hwsams/photofacts.html. You can search the
entire photo facts library here.

>On 1999-07-22 te@dwell.se(ted) said:
> >Any one have an address to the schematic of an Atari 800?
> >There should have been some service manuals at some stage which
> >where sold.
> >So in the best of cases some one might have scanned those and put it
> >on the net.
>The Howard W. Sams company used to publish those in the US. This company
>publishes "Photofacts" schematics for televisions and other home electronics.
>I don't know if Atari schematics are still available, but I think Best
>Electronics may have them.
>
>Net-Tamer V 1.08X - Test Drive

## 890. Re: For sell

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-23 00:00:00 UTC
From: enovak7924@aol.com
Message-ID: <19990723175215.01444.00000836@ng-cq1.aol.com>
Source record: 51175

I am interested in :

>Galahad and The Holy Grail w/docs.......$9

>Canyon Climber....$8

>Temple of Asphai....$8

>Lucas Films Recue on Fractalus......$9

What do I do.
Thanks
.
.
STAN
Can I have five tickets to Terrance and Phillip "Asses of Fire," please?

TICKET GUY
NO!

# 891. Please HELP !!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-23 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <37990379.85543511@midamer.net>
Source record: 51176

Hello all!

I am writing an article for an online magazine and need your help. The article is about writing in a limited budget. I am focusing on two machines. The Atari 800XL and Commodore 64. I have both, but no documentation. I would like to include info about Diamond OS and Atari writer plus.

Your mission, should you decide to accept it, is to help me get documentation for these two great Atari programs. My 800XL has been in storage for some time, as has my C64c. Naturally, when I went to refresh my memory on the use of these oldies but goodies, I couldn't find any of my manuals. (must have stored them somewhere else for some stupid reason.) So, please help a fellow Atarian out of a pinch.

If you have any information to share, please e-mail me direct at Lmartin@midamer.net

My sincere thanks,

Michael A. Martin

http://members.xoom.com/taimak

## 892. Re: Tape to Disk problems

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-23 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <3799e438.4469399@news.wxs.nl>
Source record: 51177

On Fri, 23 Jul 1999 15:48:38 +0100, "Gareth"
<dial.pipex.com_.nospam@garethd.com> wrote:

>
>Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in message
>news:37986793.66104DAF@mail.uni-mainz.de...
>
>> with this tool. Merely the non-standard tapes (Novagen, English
>> software, synapse, etc. which use data blocks longer than 128 bytes !!)
>> can`t be copied to disk (nor run !!).
>
>But that *is* the problem - the age old problem for which there doesn't seem
>to be a solution (except for the pirate compilations).

I know this is of no use to users that only have an 8-bit, but
I wrote a program that allows you to record and convert a cassette to
the PC hard disk. This program also handles cassettes with
non-standard formats. This includes formats with records up to 8K,
and formats that have different checksum records, like some of these
programs by English Software. What you end up with is still a
cassette image file, but at least it will store the data on the PC.
Once you have the data, you can try to convert it to an ATR file,
or do other processing.
My program can be found on Umich at
http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip

What I used to do when converting these tapes to disk myself is
simply convert the first stage of the boot process, since that must be
using the standard format. Then after converting this to disk, I
disassembled that, and modified it to be a custom tape to disk
converter, reading the data, but after it was finished loading,
instead of initializing the game, it would jump to a dump to disk
routine. I converted one-on-one this way, and others.
It was a tedious job, and most of the time, the games have some
sort of copy protection that looks for O.S. variables to ensure
that the program was indeed booted from tape. You had to remove these
checks of course. Bruce Lee had lots of those checks. In fact, it
sends a status command to the disk drive, and if it is powered on, the
game fails. So even if you did boot from cassette, and you forgot to
turn off your disk drive, or even your 850, Bruce Lee would fail.
You know, I really hate cassettes. But figuring out things like these
were real challenges, and you need to know what it is the O.S. does
when it boots a tape. Fun days... Now, I simply only buy disks. But
I have a crazy brother that collects tapes. Anyone want to get rid of
some tapes? Anyway, I hope my PC tape programs and the included

documentation help everyone to understand tapes better.
Keep those XL's/XE's buzzing.

## 893. Stargate

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-23 00:00:00 UTC
From: "Dilloware, Inc." <Mickey@dilloware.com>
Message-ID: <3798F1AC.5FD10744@dilloware.com>
Source record: 51178

I recently purchased the never released game Stargate from B&C Computers. Since it was never officially released, does anyone have any

info on playing the game, etc. It seems to run fine but I don't understand many of the elements of the game. Any keyboard commands, etc. Thanks

## 894. Re: Need a "Q" key

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-23 00:00:00 UTC
From: "news-server.tampabay.rr.com" <jsmith@trn.net>
Message-ID: <uh6m3.700$dM.16658@newse3.tampabay.rr.com>
Source record: 51179

Go to www.atariworld.com and email the webmaster, he has a garage full of
Atari parts...

Rhett James Barnes <cryorunner@aol.com> wrote in message
news:cryorunner-20079901492900001@dt085n38.san.rr.com...
> OK, this may sound like a crazy request, but I need the "Q" key for my
> Atari 800 keyboard.
>
> In my defense, there was actualy a store here in San Diego that had a box
> full of Atari keyboard keys sitting around for sale for a few cents a
> piece. It was a real store, in a mini-mall, and this was in the 90's.
>
> But I'm guessing that this isn't that common. Anyone have any ideas where
> I could find this (for cheaper than just buying another 800)?
>
> Thanks in advance for any help!
> -Rhett

# 895. Re: Need serious help with SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-23 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3798eb93.60243470@news.earthlink.net>
Source record: 51180

On Fri, 23 Jul 1999 11:01:50 GMT, ernest@wxs.nl (Ernest R. Schreurs)
wrote:

>On Fri, 23 Jul 1999 05:35:17 GMT, ssilicon@earthlink.net (Jon Melbo)
>wrote:

>>None of that is needed. Windows 98 is loaded in by DOS. DOS 7.10A to
>>be exact. In order to access it press the control key precisely when
>>Win98 very first starts. It is hard to hit right. A better option is
>>to do this. There is a file in the root dir called MSDOS.SYS. It is
>>NOT like the old MSDOS.SYS though, it is a text file. What you need
>>to do is remove the read only, system & hidden atttributes from it and
>>add these lines to the file:
>>
>>BootMenu=1
>>BootMenuDelay=15
><snip>
>
>Well, but Windows would still load the mouse driver wouldn't it?

No! If you make those changes Win98 gives you a menu when it boots.
One of the options, option 6, is Safe Mode Command Prompt Only. That
is a totally clean MSDOS 7.10A boot. No Windows at all. No drivers,
at all.

>Using serial mice is really outdated.

Agreed. Of the three types, serial, bus mouse, and PS/2 style, PS/2
style is the clearly preferred one.

>We have a mouse port on the
>motherboard, but the case has no connector for it, so we ended
>up using a serial mouse, since that came with the machine.

Sigh. That's too bad. You can get PS/2 mouse jacks on a card end
bracket and run the leads to the motherboard. Not all motherboards
have the same pin configuration so you must wire the leads correctly.

>The point about IRQ and stuff like that is also interesting.
>Isn't it funny that a machine can get away with a crappy
>implementation for serial I/O for years on end? And then
>they come up with USB. But if you read the specs and such,
>that sucks too.

USB doesn't suck. It isn't the be all end all but it doesn't suck.
What is too bad though, is that it is more popular than FireWire.
FireWire is similar but far superior in my opinion. FireWire supports

very high speeds allowing more flexibility on use.

>I looked into it thinking it might be fun to try
>and use USB stuff on the 8-bit, but that USB stuff is very
>complicated.

Forget it. The Atari8 already has a serial bus that is matched to the capabilities of the platform.

>That bus is too fast to handle it from software within
>the 8-bit, but on the other hand it is to slow to do really high
>performance things on PC's.

FireWire can.

>So it is good enough for mice and
>keyboards. At least then we will have those ports free for SIO2PC.

Part of the big problem with the whole PC thing is the keeping with backwards compatibility to the original IBM. Remarkable leaps have been made while still doing so, but it has still been held back compared to if backward compatibility needed't have been adhered to so strictly.

## 896. Re: Need serious help with SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-23 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3799f3e0.62368784@news.earthlink.net>
Source record: 51181

On 23 Jul 1999 16:28:36 GMT, kwburgess@aol.com (KWBurgess) wrote:

>In article <3797fce7.4584929@news.earthlink.net>, ssilicon@earthlink.net (Jon
>Melbo) writes:
>
>>Subject: Re: Need serious help with SIO2PC!
>>From: ssilicon@earthlink.net (Jon Melbo)
>>Date: Fri, 23 Jul 1999 05:35:17 GMT
>>
>>On Fri, 23 Jul 1999 01:03:19 GMT, ernest@wxs.nl (Ernest R. Schreurs)
>>wrote:
>>
>>>And you have no port left! In this case you can either remove the
>>>internal modem, or do like we do. We have a boot manager on our
>>>machine. We installed DOS 6.22 on the PC, next to WIN98. If we
>>>want to do SIO2PC stuff, we boot the machine with DOS. If you do
>>>not have a boot manager, you could always boot the machine from
>>>a normal bootable DOS diskette. Boot without the mouse attached,
>
> Odd approach to achieving those results, as Win9x already have a boot
>manager as part of the OS. It's accessable just as the Boot Manager in MS Dos
>6.x with the [F8] key durring the inital boot stage of the OS. You have much
>better & easier control over your system this way.
>
>>None of that is needed. Windows 98 is loaded in by DOS. DOS 7.10A to
>>be exact. In order to access it press the control key precisely when
>>Win98 very first starts. It is hard to hit right. A better option is
>>to do this. There is a file in the root dir called MSDOS.SYS. It is
>>NOT like the old MSDOS.SYS though, it is a text file. What you need
>>to do is remove the read only, system & hidden atttributes from it and
>>add these lines to the file:
>>
>>BootMenu=1
>>BootMenuDelay=15
>>
>>It is not important where you put those, though they do fit nicely
>>near the other similar lines (like BootGUI=1 etc). After putting
>>those in, re-enable the hidden, system and read only attributes on the
>>file. Next time you boot you will get a menu. Just choose NORMAL for
>>a regular Win98 boot, or Command Prompt Only - Safe Mode (item 6) for
>>a totally CLEAN MSDOS boot.
>
> The above method provides the exact same results without all the extra steps
>you mention.

>
> Ken

Where have you been? Win9x? Win98 is different than Win95 in that regard. Win95 you hit the F8 and Win95 gave you a 2 second opportunity to press it. Win98 you press the control key and there is no window of opportunit, or if there is you have no way of knwing exactly when it starts. Win95 throws up a message that it is starting to the console. Win98 doesn't do that. As soon as your BIOS finishes POSTing and Win98 (without a heads up warning) starts to boot it instantly checks for the condition of the control key. If pressed you get a menu. If not, you go straight to Win98 GUI. Trying to 'hold' down the control key before the BIOS finishes POSTING so that it is already pressed when Win98 starts doesn't seem to work either. It seems to me that you can still press F8 instead of control, but the timing issues are equally sucky. In Win95 it wasn't a problem but Win98 it can be very touchy to use a keypress to get the boot menu. Do you know something I don't? Are you using Win98 or Win95 yet?

# 897. Re: FT: rare vintage computer games

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-23 00:00:00 UTC
From: sheercon@earthlink.net
Message-ID: <3798E880.62D7CA92@earthlink.net>
Source record: 51182
Cross-posted to: rec.games.video.classic,comp.sys.amiga.games,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.ibm.pc.games.misc,rec.games.computer.ultima.dragons,rec.games.int-fiction

Alexander Bilstein wrote:

> I have many rare vintage computer titles to trade: Ultima's, Infocoms, old EA
> stuff, RPG's, adventure games, etc. Many platforms are covered: IBM, C64,
> Amiga, Apple II, Atari. For a look at what I have, check here:
>
> http://ccwf.cc.utexas.edu/~bilstein/atari2600nexus/trade/nexus_sales.html
>
> I am interested in trading for Atari 2600 and Vectrex items ONLY! Please see
> my want list here:
>
> http://ccwf.cc.utexas.edu/~bilstein/atari2600nexus/trade/wantlist.html
>
> Also, if you have any items I am looking for, and I don't have what you want, I
> do take requests for game searches. I have some great sources, so I may be
> able to turn up what you want. I do not do this for sales, sorry.
>
> Thanks for looking, Alex.
>
> --
> Alex Bilstein
> BA in Art History, University of Texas
> Are you a fan of the Atari 2600? Then check out the Atari 2600 Nexus:
> http://2600nexus.atari.org

Just out of curiosity, how do you you come up with prices for some of the games you are selling? $150 for Ultima II? I got mine for my Apple II for $10, I was just wondering how you came up with it being worth $150...

I also have Legacy of the Ancients in the box for my Apple II, what do you think that is worth?

# 898. Re: Please HELP !!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-23 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990723223856.12373A-100000@vtn1>
Source record: 51183

On Fri, 23 Jul 1999, Tony Martin wrote:

> Hello all!
>
> I am writing an article for an online magazine and need your help. The
> article is about writing in a limited budget. I am focusing on two
> machines. The Atari 800XL and Commodore 64.
[snip]

Then why not talk about PaperClip which was released for both machines and
runs rings around AtariWriter in terms of features and performance?

jkp

## 899. ATARI single density in a PC drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-23 00:00:00 UTC
From: Lighthope <lighthope@jps.net>
Message-ID: <3799455D.3059FB7B@jps.net>
Source record: 51184

Atarians,

Greetings.

What's the latest word on getting a PC to read Atari single density disks? My poor Atari died a hard death. Still have the disks, but no Atari to transfer them with.

I saw someone somewhere say that Anadisk will read single density Atari disks, but I haven't had any luck.

Any thoughts?

Best,

Lighthope

--
Pearls of Wisdom:
Life Lesson #36: Never put Dawn Liquid in the Dishwasher!

--=== T H E D O C T O R W H O A U D I O D R A M A S ===--
http://www.jps.net/lighthope
Last Updated: Friday, July 23, 1999

Notice: Unsolicited ("junk", "spam") e-mail advertisements are
not allowed at this address. Penalty $500.00 charge
per incident

# 900. Re: Need serious help with SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-24 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <379990cb.15969366@news.wxs.nl>
Source record: 51088

On Fri, 23 Jul 1999 22:58:50 GMT, ssilicon@earthlink.net (Jon Melbo)
wrote:
>>I looked into it thinking it might be fun to try
>>and use USB stuff on the 8-bit, but that USB stuff is very
>>complicated.
>
>Forget it. The Atari8 already has a serial bus that is matched to the
>capabilities of the platform.
Yes, but have you seen ZIP drives and other stuff with an SIO port?
The point about wanting to make USB available to the Atari would be
to have access to industry standard peripherals, like scanners,
video cameras and stuff like that. I have heard that there are
converters to convert printers to USB devices. Maybe if we can
connect to such an interface, we can make USB accesible to
the 8-bit. Has anyone else considered this?

>>That bus is too fast to handle it from software within
>>the 8-bit, but on the other hand it is to slow to do really high
>>performance things on PC's.
>
>FireWire can.
That is why I feel that USB sucks. There will be an USB 2 though.

## 901. Re: FT: rare vintage computer games

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-24 00:00:00 UTC
From: a9109372@unet.univie.ac.+NOSPAM+.at
Message-ID: <7874730652@uvo1-110.univie.ac.at>
Source record: 51089
Cross-posted to: rec.games.video.classic,comp.sys.amiga.games,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.ibm.pc.games.misc,rec.games.computer.ultima.dragons,rec.games.int-fiction

> Just out of curiosity, how do you you come up with prices for some of the games you
> are selling? $150 for Ultima II? I got mine for my Apple II for $10, I was just
> wondering how you came up with it being worth $150...
>
> I also have Legacy of the Ancients in the box for my Apple II, what do you think
> that is worth?

as much as any1 is stupid enough to pay :-).
still, legacy was a great game, once. i played it for weeks.

wolfgang

# 902. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-24 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_932816898@rtfm.mit.edu>
Source record: 51090
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

## 903. Re: opinions sought on an auction

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-24 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <Rjim3.157$2s2.867@news1.online.no>
Source record: 51091

Well, there was a Bounty Bob Strikes back, which usually sells for quite an amount alone! The rest wasn't too exciting, but ...

m.j.beau <mjzbeau@texas.net> wrote in message news:37999A7C.610F@texas.net...
> This lot of nine (9) different Atari 8-bit game cartridges recently
> closed on ebay:
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=132360624
>
> What do you think of the price? Overvalued, or a great deal?
>
> ---> SPAM-BLOCK engaged; for REPLY mail please
> remove the 'z' from mjzbeau@texas.net

# 904. Re: Need serious help with SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-24 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <3799b242.111114472@news.earthlink.net>
Source record: 51092

On Thu, 22 Jul 1999 16:13:55 -0700, "John K. Picken"
<yg473@victoria.tc.ca> wrote:

>
>
>On 22 Jul 1999, Locust000 wrote:
>
>> >You need to know which com port you're using
>> >on the PC and set that port in the SIO2PC software, but you also need to
>> >know if your SIO2PC hardware is a one-chip or a two-chip model.
>>
>> The cable I have says "Rev: J" and I have opened it up to find just one chip
>> inside. I guess I don't need to change the lines. What I don't understand is
>> how to find out which com port I'm using and what to do about it.
>>
>>
>
>Look at the port where the cable plugs into the PC; there should be a
>label identifying it as "COM1" or "COM2".
>
>Hint: If you have a serial mouse attached, the odds are that it's using
>COM1 so your SIO2PC cable will be plugged into COM2.

Don't take that as gospel though. Many times the wiring inside the
case gets switched so that the labels are made false, or the com ports
are changed in BIOS setup for the same result. So yeah, for a quick
guess look at the labels (if there is any) but trust it completely.

## 905. Re: Need serious help with SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-24 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <379abd15.113885998@news.earthlink.net>
Source record: 51093

On Sat, 24 Jul 1999 12:33:40 GMT, ssilicon@earthlink.net (Jon Melbo)
wrote:

>On Thu, 22 Jul 1999 16:13:55 -0700, "John K. Picken"
><yg473@victoria.tc.ca> wrote:
>
>>
>>
>>On 22 Jul 1999, Locust000 wrote:
>>
>>> >You need to know which com port you're using
>>> >on the PC and set that port in the SIO2PC software, but you also need to
>>> >know if your SIO2PC hardware is a one-chip or a two-chip model.
>>>
>>> The cable I have says "Rev: J" and I have opened it up to find just one chip
>>> inside. I guess I don't need to change the lines. What I don't understand is
>>> how to find out which com port I'm using and what to do about it.
>>>
>>>
>>
>>Look at the port where the cable plugs into the PC; there should be a
>>label identifying it as "COM1" or "COM2".
>>
>>Hint: If you have a serial mouse attached, the odds are that it's using
>>COM1 so your SIO2PC cable will be plugged into COM2.
>
>Don't take that as gospel though. Many times the wiring inside the
>case gets switched so that the labels are made false, or the com ports
>are changed in BIOS setup for the same result. So yeah, for a quick
>guess look at the labels (if there is any) but trust it completely.
>
Oops! I meant "...but DON'T trust it completely."

## 906. Re: FT: rare vintage computer games

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-24 00:00:00 UTC
From: fortran@earthlink.net
Message-ID: <MPG.1203a9b5c1ef0e9e989cf0@news.alt.net>
Source record: 51094
Cross-posted to: rec.games.video.classic,comp.sys.amiga.games,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.ibm.pc.games.misc,rec.games.computer.ultima.dragons,rec.games.int-fiction

```
My glass typewriter shows sheercon@earthlink.net typing...
[Snip]
> Just out of curiosity, how do you you come up with prices for some of the games you
> are selling? $150 for Ultima II? I got mine for my Apple II for $10, I was just
> wondering how you came up with it being worth $150...

That's the current market value for Ultima ][ (big box version).

--

Fortran Dragon -==(UDIC)==-
Hidalgo Trading Company: <http://home.earthlink.net/~fortran/>
rgcud FAQ: <http://home.earthlink.net/~fortran/faq/rgcudfaq.html>
```

## 907. Re: ATARI single density in a PC drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-24 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <932837991.798.31@news.remarQ.com>
Source record: 51095

I have found that ANADISK *may* work if the controller you have in the PC
happens to support single density; not all do. If you can't get past the
read process, try it on a different PC or with a different controller.

The image ANADISK makes is inverted, equivalent to EOR $FF IIRC. I think
Preston Crow wrote a small utility, DEANA, that will invert it for you. I
think both of these are available from archive.umich.edu. You can't use the
ANADISK images without running this utility or doing your own conversion.

Lighthope <lighthope@jps.net> wrote in message
news:3799455D.3059FB7B@jps.net...
> Atarians,
>
> Greetings.
>
> What's the latest word on getting a PC to read Atari single density disks?
My
> poor Atari died a hard death. Still have the disks, but no Atari to
transfer
> them with.
>
> I saw someone somewhere say that Anadisk will read single density Atari
disks,
> but I haven't had any luck.
>
> Any thoughts?
>
> Best,
>
> Lighthope
>
> --
> Pearls of Wisdom:
> Life Lesson #36: Never put Dawn Liquid in the Dishwasher!
>
> --=== T H E D O C T O R W H O A U D I O D R A M A S ===--
> http://www.jps.net/lighthope
> Last Updated: Friday, July 23, 1999
>
> Notice: Unsolicited ("junk", "spam") e-mail advertisements are
> not allowed at this address. Penalty $500.00 charge
> per incident

# 908. Re: ATARI single density in a PC drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-24 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990724152142.27044.00000695@ng-cb1.aol.com>
Source record: 51096

Slim to none, and slim's out to lunch.
MFM - yes, FM no, unless you have a
really old PC, and then the odds are till very much against it.
Larry

## 909. R-Time 8 HELP

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-24 00:00:00 UTC
From: A Rudzki <arudzki@sgi.net>
Message-ID: <PEpm3.508$iZ5.212499@news.sgi.net>
Source record: 51097

A while back someone posted some information on configuring/ using/
detecting the R-Time 8 cartridge from assembly. They included addresses and
all that stuff.

Does anyone have this info? I checked dejanews archives but no go.

Thanks

Tony

# 910. Re: FT: rare vintage computer games

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-24 00:00:00 UTC
From: sheercon@earthlink.net
Message-ID: <379A22FF.E257F2FD@earthlink.net>
Source record: 51098
Cross-posted to: rec.games.video.classic,comp.sys.amiga.games,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.ibm.pc.games.misc,rec.games.computer.ultima.dragons,rec.games.int-fiction

Edward Franks wrote:

> My glass typewriter shows sheercon@earthlink.net typing...
> [Snip]
> > Just out of curiosity, how do you you come up with prices for some of the games you
> > are selling? $150 for Ultima II? I got mine for my Apple II for $10, I was just
> > wondering how you came up with it being worth $150...
>
> That's the current market value for Ultima ][ (big box version).
>
> --

Well my question is how does one come up with a "market value"?

Some people go by prices on Ebay as being "market value" and those prices are usually ridiculous. I use Ebay myself but am the first to acknowledge that items often go for more that they should.

If $150 is the "market value" for Ultima II for the Apple, anyone wanna buy mine off me? ;)

Brian

## 911. Re: Stargate

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-24 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <qA6m3.604$wZ2.4114@news1.online.no>
Source record: 51185

Deja Vu, Deja Vu ??? Haven't I seen this post several times now ?

Dilloware, Inc. <Mickey@dilloware.com> wrote in message
news:3798F1AC.5FD10744@dilloware.com...
> I recently purchased the never released game Stargate from B&C
> Computers. Since it was never officially released, does anyone have any
>
> info on playing the game, etc. It seems to run fine but I don't
> understand many of the elements of the game. Any keyboard commands,
> etc. Thanks
>
>

## 912. Re: What to do with an APE-FACE?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-24 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7nbf3n$86v@freenet-news.carleton.ca>
Source record: 51186

"Marc Paquette " (mpaquette@hydrosoftenergie.com) writes:
> Is the APE-FACE really a printer interface cable?
>
> I thought it could be the cable used with the APE (Atari Peripheral Interface
> software) developed by Steven Tucker.

Yes there is a printer interface called the APE-FACE :) One end hooks to
the SIO port, and the other to a standard parallel printer.

No relation to APE, except the name.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

## 913. Re: Schematic on a Atari 800.

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-24 00:00:00 UTC
From: arne16@hotmail.com
Message-ID: <379985f1.1525346@news1.telia.com>
Source record: 51187

kwburgess@aol.com (KWBurgess) wrote:

>In article <3797db17@news.iglou.com>, bmarcum@iglou.com writes:
>
>>Subject: Re: Schematic on a Atari 800.
>>From: bmarcum@iglou.com
>>Date: 22 Jul 1999 23:01:43 -0500
>
> Try the Howard W. Sams online index at
>http://www.a1.com/cgi-bin/w3-msql/hwsams/photofacts.html. You can search the
>entire photo facts library here.
>
>
>>On 1999-07-22 te@dwell.se(ted) said:
>> >Any one have an address to the schematic of an Atari 800?
>> >There should have been some service manuals at some stage which
>> >where sold.
>> >So in the best of cases some one might have scanned those and put it
>> >on the net.
>>The Howard W. Sams company used to publish those in the US. This company
>>publishes "Photofacts" schematics for televisions and other home electronics.
>>I don't know if Atari schematics are still available, but I think Best
>>Electronics may have them.
>>
>>Net-Tamer V 1.08X - Test Drive
>

Thanks, it seams like they have some manuals.

Ted
arne16@hotmail.com
Stockholm, Sweden

## 914. Re: opinions sought on an auction

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-25 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <379b37d0.210855500@news.earthlink.net>
Source record: 51099

On Sat, 24 Jul 1999 05:50:36 -0500, "m.j.beau" <mjzbeau@texas.net>
wrote:

>This lot of nine (9) different Atari 8-bit game cartridges recently
>closed on ebay:
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=132360624
>
>What do you think of the price? Overvalued, or a great deal?
>
>---> SPAM-BLOCK engaged; for REPLY mail please
> remove the 'z' from mjzbeau@texas.net

What matters is how much someone was willing to pay. That's the worth
of something. What the market will bear. I love Harley Davidson
mototcycles. I happen to think that 22 grand is a bit steep for a two
wheeled vehicle that I can only really use in the warm season.
Compare it to costs of other cycles, or to regular 4 wheeled vehicles.
Ya know what though? It doesn't matter a bit. The market will bear
the cost regardless of what _I_ think. That being said, at one time I
would have thought that 9 games for $56 was a good deal, but now I
wouldn't bother. But that's just me.

## 915. webpage updated

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-25 00:00:00 UTC
From: Karolj Nadj <k_nadj@s-direktnet.de>
Message-ID: <7nen7f$5oe$1@newsread.f.de.uu.net>
Source record: 51100

hi guys!

please update your links to my webpage (if you have it somewhere included
;) )

i had some time to check the page for wrong links and added some pictures!

watch out for the "personality"-section with my products...

http://www.s-direktnet.de/homepages/k_nadj/main.html

thanx a lot!

papa, heaven/tqa

## 916. Re: Quick

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-25 00:00:00 UTC
From: William Forbes <wforbes@mail.third-wave.com>
Message-ID: <379B26BC.784456D6@mail.third-wave.com>
Source record: 51101

It is sold by Dean Garraghty Software at http://www.dgs.clara.net/
And you are in luck. The price of Quick has been reduced. I have sent
cash two times to DGS with no problems. He is fast in sending out
products.

Bubba wrote:

> Does anybody know where I could purchase a copy of this
> development language?

# 917. Re: ATARI single density in a PC drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-25 00:00:00 UTC
From: Bubba <dlord@home.com>
Message-ID: <eeDm3.18348$WX1.95539@news1.rdc2.tx.home.com>
Source record: 51102

Atari disks rotate in the drive at 288 rpm... PC's at 300 rpm. I suspect
this would also
give the controller hardware a fit.

Lighthope wrote in message <3799455D.3059FB7B@jps.net>...
> Atarians,
>
> Greetings.
>
> What's the latest word on getting a PC to read Atari single density disks?
My
>poor Atari died a hard death. Still have the disks, but no Atari to
transfer
>them with.
>
> I saw someone somewhere say that Anadisk will read single density Atari
disks,
>but I haven't had any luck.
>
> Any thoughts?
>
> Best,
>
> Lighthope
>
>--
>Pearls of Wisdom:
>Life Lesson #36: Never put Dawn Liquid in the Dishwasher!
>
>--=== T H E D O C T O R W H O A U D I O D R A M A S ===--
> http://www.jps.net/lighthope
> Last Updated: Friday, July 23, 1999
>
> Notice: Unsolicited ("junk", "spam") e-mail advertisements are
> not allowed at this address. Penalty $500.00 charge
> per incident

## 918. Quick

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-25 00:00:00 UTC
From: Bubba <dlord@home.com>
Message-ID: <bfDm3.18352$WX1.95545@news1.rdc2.tx.home.com>
Source record: 51103

Does anybody know where I could purchase a copy of this
development language?

# 919. Re: Atari Happy 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-25 00:00:00 UTC
From: Bubba <dlord@home.com>
Message-ID: <FkDm3.18365$WX1.95552@news1.rdc2.tx.home.com>
Source record: 51104

It was a software only change. I still have the disks I received in the
mail.
I rarely never used it. The newest method of copying would require a
constantly
updated flow of patch files for each program disk. It made the drive
simulate the
defect/protection on the dupe'd disk.

Richard Daley wrote in message <7n025v$70u$1@epos.tesco.net>...
>Was the change from v7.0 t0 7.1 software only, or hardware as well? Can you
>tell from the board which is which?
>
>Thanks
>
>Richard
>
>

## 920. Enhanced Atari800 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-25 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <7ng317$ceb$1@nnrp1.deja.com>
Source record: 51105

I've decided that it's time to share the emulator that I run my BBS on
with others. I've added a link to the emulator at the bottom of the
main Closer To Home web page-

http://cth.tzo.com/index.html

There's even a disk image that you can download to run in this emulator
that will allow you to run an internet Atari 8-bit BBS immediately.

--
The Closer To Home BBS-

telnet://cth.tzo.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 921. Re: FT: rare vintage computer games

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-25 00:00:00 UTC
From: fortran@earthlink.net
Message-ID: <MPG.1205323da459201989cf4@news.alt.net>
Source record: 51106
Cross-posted to: rec.games.video.classic,comp.sys.amiga.games,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.ibm.pc.games.misc,rec.games.computer.ultima.dragons,rec.games.int-fiction

My glass typewriter shows sheercon@earthlink.net typing...
[Snip]
> Well my question is how does one come up with a "market value"?

By watching what people are willing to pay for items in a free
market over time?

> Some people go by prices on Ebay as being "market value" and those prices are usually
> ridiculous. I use Ebay myself but am the first to acknowledge that items often go for
> more that they should.

Yeah, eBay can have its "ridiculous" prices (that can happen
anywhere though), but enough Ultima ][s have been sold there to
stabilize the prices. $150 is a medium price for the average big box
Ultima ][. The later ones go for slightly less and the rare big boxes
(first editions, shrinkwrapped ones, etc.) tend to go for a bit more.

At the moment there are two big boxes on eBay so they might go for
a lower price (which is what you would expect) because the bidders have
a bigger supply to choose from.

> If $150 is the "market value" for Ultima II for the Apple, anyone wanna buy mine off me?
> ;)

Put it up for auction on eBay and see what happens...

One thing, though, don't think your Ultima ][ will always bring
$150. Auctions can show you an average price, but they never guarantee
a specific price will be reached.

--

Fortran Dragon -==(UDIC)==-
Hidalgo Trading Company: <http://home.earthlink.net/~fortran/>
rgcud FAQ: <http://home.earthlink.net/~fortran/faq/rgcudfaq.html>

## 922. Games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-25 00:00:00 UTC
From: retrogamer@cableinet.co.uk
Message-ID: <379B71E8.49DB@cableinet.co.uk>
Source record: 51107

I have lots of classic video game carts and computer cassettes for sale or trade. If you are looking for an elusive title please click here for the full list:

http://retrogamer.merseyworld.com/forsale.htm

There are Atari 2600, 7800, XE/XL computer carts. Plus carts for the C64, C16, Vic-20, Intellivision, NES and SMS and tapes for the Sinclair Spectrum, Commodore 64, C16, Vic-20, Oric and Dragon 32!

Check out the rest of the web page for an article on the beginnings of the Atari VCS 2600, a profile of Ultimate Play the Game's first progs and a picture gallery of rare items.

Keith Ainsworth
Retrogamer fanzine - Issue 22 out now!
http://retrogamer.merseyworld.com/

# 923. Re: OASIS BBS...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-25 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.4.10.9907251858100.23730-100000@fissure.scar.utoronto.ca>
Source record: 51108

On Sat, 17 Jul 1999, Rene de Bie wrote:

> Hi,
>
> I want to know what the latest version of the OASIS version is, I have seen
> 4.2 but heard of 4.8 so who can help me. I also want to know if there are
> networking modules for OASIS 4.x....
>
> Gtx,
> Sysop*TXG
>
> I am also looking for active OASIS boards world-wide

I used to run an oasis 4.7 BBS back in 1992-1994. Brings back some good memories, with 40 megs of hard drive space running of a Black Box and my 256k 800Xl. A fellow in Toronto bought in the rights to OASIS back in the early (mid?) 90s. I remember seeing a beta release of OASIS 5.0, which was pretty good. Had networking ability, 30 message bases, a few online games. No file processor though.. the project fizzled when it was placed on the back burner. I never know what ever happened to it. I sold my hard drive setup and the majority of my Atari hardware back in 1994.

Back in 1994 the Atari OASIS BBS scene was pretty much dead, especially in the Toronto area. I think there was 1 in new Zealand, 1 in Hawaii and maybe a handful across the USA in the OASIS BBS network.

i would really be surprised is there are any Atari 8bit BBS' left. Seems like the rise of the Internet has been a death blow to the BBS.

Message bases like this and special Atari websites are the last remnants of a once dominant computer legacy.

Alan
University of Toronto
Computer Science, Management and Economics

## 924. WORMS!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-25 00:00:00 UTC
From: A Rudzki <arudzki@sgi.net>
Message-ID: <IhQm3.669$iZ5.249096@news.sgi.net>
Source record: 51109

Is there a game out for the 8-bits similar to WORMS? Not the control the snake and it eats its tail and keeps getting bigger... The one that is like cannons

tony

## 925. Re: R-Time 8 HELP

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-26 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <379C1205.84AB6939@asw.cz>
Source record: 51110

A Rudzki wrote:
> A while back someone posted some information on configuring/ using/
> detecting the R-Time 8 cartridge from assembly. They included addresses and
> all that stuff.
>
> Does anyone have this info? I checked dejanews archives but no go.

Check my homepage - carts info, there is a document which describes it.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

# 926. Re: ATARI single density in a PC drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-26 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <379C2A1B.322E8278@ch.twi.tudelft.nl>
Source record: 51111

Hi,

> What's the latest word on getting a PC to read Atari single density
> disks?

> I saw someone somewhere say that Anadisk will read single density
> Atari disks, but I haven't had any luck.

Check out anadisk v. 2.06 (instead of 2.07). This worked for me. See
http://ch.twi.tudelft.nl/~sidney/atari, bottom-of-page, for tips and the
program.

Good Luck,

Sidney

# 927. New Atari PC pack by Hasbro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-26 00:00:00 UTC
From: John Kwiatkowski <johnmk@shell.clark.net>
Message-ID: <rt_m3.1627$Gu2.56261@iad-read.news.verio.net>
Source record: 51112

Just saw a Best Buy ad this weekend and it had a collection of
Atari games for PC for $29.99. This looks new. It has "Atari"
in big letters on the box and is put out by Hasbro.

Has anyone seen this or checked it out? Worth getting?

Thanks,
John K.

## 928. ATR-8000 Hard Drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-26 00:00:00 UTC
From: ppl_sfs@pip.shsu.edu
Message-ID: <7nhtdv$11is@atlas.lcc.net>
Source record: 51113

Hello, I just purchased an ATR-8000.

I am looking for some resources on the internet for software and hardware mods. I am mostly looking for a hard drive interface for this unit.

Does anyone know where I might find these resources?

Thanks in advance,
John Clausen

## 929. Re: opinions sought on an auction

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-26 00:00:00 UTC
From: enovak7924@aol.com
Message-ID: <19990726133034.10609.00001422@ng-fq1.aol.com>
Source record: 51114

i think it does depend on what you're willing to pay. I just got at EBAY a miner 2049er with box and instructions for $15 and change. Too steep? I don't think so. I wanted it, i was willing to pay for it. And besides, most stuff i bid must have the box and instructions. This increases its resale value if later on I want to sell.

.

.

STAN
Can I have five tickets to Terrance and Phillip "Asses of Fire," please?

TICKET GUY
NO!

## 930. MOD/music players

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-26 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <379C909F.67E@geocities.com>
Source record: 51115
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Fellow Atarians, lend me your ears!

Especially those musical loving ears. I have found some websites out there that seem to know all about Amiga, Acorn, Macintosh, and PC having MODplayers, MidiPlayers, and so forth.

But no Atari! Blastphemy!! :)

So, please, in this thread, place the URL of all music and MOD related players and I will get the word out to all websites I run into and make the Atari name known! This goes for both ST and 8bit Atari.

Thanks!

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

# 931. Re: ATR-8000 Hard Drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-26 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <379CC83B.4B15B1C3@worldnet.att.net>
Source record: 51116

Hi John,

They are very difficult to locate, the HD interface was done by a guy down in Tx. for many years. I called the old number and his wife answered, unfortunately the gentleman passed away several years ago. The wife really has no idea what her husband had done with any remaining interfaces over the years. Good luck in your quest.

Curt

John Clausen wrote:

> Hello, I just purchased an ATR-8000.
>
> I am looking for some resources on the internet for software and hardware
> mods. I am mostly looking for a hard drive interface for this unit.
>
> Does anyone know where I might find these resources?
>
> Thanks in advance,
> John Clausen

## 932. O.S.S. Cart ROMS Here!...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-26 00:00:00 UTC
From: nomail@none.com
Message-ID: <379cc81e.18822899@news.west.net>
Source record: 51117

FINALLY ....

Somebody with GUTS and COURAGE has decided
to post the O.S.S. Roms from Action, BasicXL,
BasicXE, and Mac65.

You can get the rom files here:

http://cth.tzo.com/Emulator/ROMs.html

Lets give the author of that page credit
and many many thanks and support.

He also has the OmniMon ROM and
SpartaDOS, plus his own 8bit BBS emulator
software too!.

Thanks!!

## 933. WTB Basic XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-26 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <7nintk$6q7@dfw-ixnews6.ix.netcom.com>
Source record: 51118

I'm looking for Basic XL/XE with manual.

-Rick Heldmann

## 934. help me remeber my atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-26 00:00:00 UTC
From: mrbowl1@webtv.net
Message-ID: <3881-379CE9A8-34@newsd-143.iap.bryant.webtv.net>
Source record: 51119

My 810 disk drive lights up whirls and then the busy light goes off. I've got power to both comp and drive and then the cable between them( i tested this parallell cable and it is ok). Maybe I forgot a connection. When I try and put in a game disk my tv just show atari word pad (maybe its note pad i forget). I think it is somethig simple because it used to work and it's been in storage now I've gotten it out since I dont have cable to entertain me. Is there some cartridge that has to be in for me to play games on floppy? Please email at conljr01@holmes.ipfw.edu

# 935. Re: help me remeber my atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-26 00:00:00 UTC
From: Michael & Dina Miller <enercom@unidial.com>
Message-ID: <tc8n3.35$%q.2628@news.ntr.net>
Source record: 51120

Check the back of the drive to make sure that the disk drive ID is set for drive one. Both black and white switched are pushed to the extreme left. These switches are located on the back of the drive.
George Horine <mrbowl1@webtv.net> wrote in message
news:3881-379CE9A8-34@newsd-143.iap.bryant.webtv.net...
My 810 disk drive lights up whirls and then the busy light goes off.
I've got power to both comp and drive and then the cable between them( i
tested this parallell cable and it is ok). Maybe I forgot a connection.
When I try and put in a game disk my tv just show atari word pad (maybe
its note pad i forget). I think it is somethig simple because it used to
work and it's been in storage now I've gotten it out since I dont have
cable to entertain me. Is there some cartridge that has to be in for me
to play games on floppy? Please email at conljr01@holmes.ipfw.edu

---

click here
for health

# 936. Re: help me remeber my atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-26 00:00:00 UTC
From: cryorunner@aol.com
Message-ID: <cryorunner-2607991956070001@dt085n38.san.rr.com>
Source record: 51121

Wasn't exactly sure of your symptoms, so I don't know if this applies, but my 810 trouble were basically devided in to two camps:

1) The unit is very susceptible to stray EMF's, so it would not work within a few feet of the left-hand side of my TV (but it would work on the right)

2) The unit would erase some of the tracks of the disk if the unit was turned on (or off, I can't remember) with a disk inside. This would render the disk unbootable, but would usually leave the data or programs ok (I think it killed part of DUP)

Both of these would cause the disk to spin a lot, then give an error and cough you out to the Memo Pad. Look for the drive to start spinning when you first turn the computer on, even if there's no disk. This will at least let you know that the computer and disk drive are talking to each other, then try several disks. I've found a lot of "bit rot" on my old Atari (circa 1983) disks...

-Rhett

In article <3881-379CE9A8-34@newsd-143.iap.bryant.webtv.net>, mrbowl1@webtv.net (George Horine) wrote:

> --WebTV-Mail-8672-3146
> Content-Type: Text/Plain; Charset=US-ASCII
> Content-Transfer-Encoding: 7bit
>
> My 810 disk drive lights up whirls and then the busy light goes off.
> I've got power to both comp and drive and then the cable between them( i
> tested this parallell cable and it is ok). Maybe I forgot a connection.
> When I try and put in a game disk my tv just show atari word pad (maybe
> its note pad i forget). I think it is somethig simple because it used to
> work and it's been in storage now I've gotten it out since I dont have
> cable to entertain me. Is there some cartridge that has to be in for me
> to play games on floppy? Please email at conljr01@holmes.ipfw.edu
>
>

## 937. Re: 1050 Drive repair?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-27 00:00:00 UTC
From: James South <jsouth@itlnet.nospam.net>
Message-ID: <379E3B05.4A4A39BF@itlnet.nospam.net>
Source record: 51038

GWestndrf wrote:

> You probably have already checked, but just in case. Is the drive belt still
> in place? My drive acted in a similar fashion after the drive belt came off.
>

Yes, the drive belt is in place. Some electrons appear to be lost or
misguided!

--
To reply remove "nospam" from the address.

# 938. Re: O.S.S. Cart ROMS Here!...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-27 00:00:00 UTC
From: William Forbes <wforbes@mail.third-wave.com>
Message-ID: <379E4F9D.7AAD6A3E@mail.third-wave.com>
Source record: 51039

My response to VB:

VB wrote:

> Deja vu, another cry baby still living in the past of

I was simply making some casual observation based on long experience.

>
> the 1980's. Wake up!!! it's going to be year 2000 soon, and
> in case you haven't heard, the atari 8bits are no longer
> manufactured. Yes that's right, it's been over 10 years
> since the last 8bit rolled off the assembly line. And
> that is why the Atari community is so small today.
>

The Atari 800 series computers never were that popular. They were
too closely associated with games to be taken seriously by most
programmers and computer users. Why buy a game machine in the
1980's when you could get an Apple or IBM? Those were bought
in greater numbers by those with the cash. The Atari was kind of a
poor folks machine. Although a great computer (I own about 35 of them),
they simply never sold that well. Only a trickle compared to the 10
million plus Commodore 64s that were sold. One of the reasons the Commodore
sold better was its price. Another reason was that it was EASIER to use: for
programming and application. There also was a GREATER SOFTWARE
base for the Commodore than for the Atari line.

>
> No company today is going to go broke over the posting of
> those roms.

The copyright to Action! and other O.S.S. roms are owned
by individuals considering selling them again. The posting of the
roms makes that less possible. In any even, it is still theft to
post their property on the internet.

> The stock market is not going to crash over
> this. The world will not end as we know it.

Silly hyperbole!

>
> The roms were posted for people who use emulators. I
> personally BOUGHT and OWN all four of the OSS carts back
> in the 80's. I now use an 8bit emulator on my PC, but
> unfortunately the Pentium PC has no cartridge port to

> accept atari cartridges. So the only way to use the carts
> on the PC is to use the rom images within the emulator.
>

But the roms will also be distributed to those who DID NOT BUY their
OWN carts. Why not get a copy cart or board and make your own
private copies?

>
> Those people who wrote or own the rights to the OSS code
> aren't selling it anyway, so who cares. Your sympathy is
> ludicrous.
>

So using your reasoning, if I buy a car and don't drive it, then
it should be OK for you to steal it. Get real!

You have read too much into my comments, I did'nt express
sympathy for anyone. I am only watching and opining on the
passing scene.The Atari story a tragic drama. A great computer,
massive software piracy, and lots of angry users, such as yourself
Why are you so ANGRY? I can't wait for the movie.

>
> On Tue, 27 Jul 1999 12:19:16 -0400, William Forbes
> <wforbes@mail.third-wave.com> wrote:
>
> >Wow! Deja vu, the 1980's all over again! The Atari community had a lot
> >of software thieves back then. And apparently still does, judging from
> >the outpouring of sympathy for the recent posting of the O.S.S. roms on
> >the Net. During the 1980's, software developers and retailers were
> >ruined because of software thieves. That's the reason why many titles
> >are hard to find, and when you do find them you have to pay a premium.
> >Now that reason is used for further
> >theft. It certainly is a vicious circle, which long ago destroyed any
> >possibility of anyone expecting any return for developing, packaging and
> >distributing Atari software. Perhaps that is why the Atari community is
> >so small. It wasn't even mentioned in a recent article about current
> >8-bit computing published in the New York Times.
> >
> >
> >Thomas Meyer wrote:
> >
> >> VB <nomail@none.com> wrote:
> >> >Somebody with GUTS and COURAGE has decided
> >> >to post the O.S.S. Roms from Action, BasicXL,
> >> >BasicXE, and Mac65.
> >>
> >> Great. And the one I *really* still have the cart for (Mac/65) isn't
> >> there yet.
> >>
> >> Thomas

> >> --
> >> Thomas Meyer, Bremen, Germany
> >> mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

## 939. Classic computer article

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-27 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <379E7AC4.819E498F@midamer.net>
Source record: 51040
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

Anyone who would like to read an article on classic computers, please click the address below. The editor was looking for an alternative to writing with an IBM/Mac. So, being a writer, and a fan of classic computers, I felt it might be interesting to submit an article about classic computers. He liked the idea, so I have written an article titled "Powerful writing on a limited budget!". I hope it is of interest to everyone. It is not too detailed, because the idea was to present an "alternative" and not get too technical.

I hope you enjoy.
Sincerely,
Michael A. martin

http://www.writers-bbs.com/html/FishEggs/classiccomputers.shtml

## 940. Re: help me remeber my atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-27 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <379e64bb@news.iglou.com>
Source record: 51041

On 1999-07-26 mrbowl1@webtv.net(GeorgeHorine) said:
>My 810 disk drive lights up whirls and then the busy light goes off.
>I've got power to both comp and drive and then the cable between
>them( i tested this parallell cable and it is ok). Maybe I forgot a
>connection. When I try and put in a game disk my tv just show atari
>word pad (maybe its note pad i forget). I think it is somethig
>simple because it used to work and it's been in storage now I've
>gotten it out since I dont have cable to entertain me. Is there
>some cartridge that has to be in for me to play games on floppy?
You have to turn on the drive first, then the computer, or you can use a
power strip that turns both on at the same time. If you do this and it
still doesn't work, something is wrong. If you turn on the drive and then
the computer with no disk in the drive, the screen should say BOOT ERROR over
and over until you insert a disk.

Net-Tamer V 1.08X - Test Drive

# 941. Re: GOD BLESS TOM HUNT!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-27 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <24483-379E68DB-65@newsd-173.iap.bryant.webtv.net>
Source record: 51042

hey i make my living on the atari market,as a few other dealers do,we are not poor sots,just honest people making a living,if everyone thought that way,there would be few jobs out there to be had,everyone would be stealing from everyone,you have a poor outlook on life,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 942. NY Times (was Re: O.S.S. Cart ROMS Here!...)

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-27 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <7nlqti$3u1$1@kc.trail.com>
Source record: 51043

Hola William,

In article <379DDC03.3757C9F6@mail.third-wave.com>,
William Forbes <wforbes@mail.third-wave.com> wrote:
>
>distributing Atari software. Perhaps that is why the Atari community is
>so small. It wasn't even mentioned in a recent article about current
>8-bit computing published in the New York Times.

For what it's worth, I mentioned the Atari as being the other popular
80's computer in the US; I do wish it had been mentioned in the article.

I would guess, though, that she had a hard time finding an Atarian to talk
to. As you say, the community is very small these days, in users and
especially programmers -- which were the focus of the article -- even
compared to a year ago.

Anyways, just wanted to let you know that you're not entirely forgotten ;-).

-Steve

--

## 943. Swap & Sale, Columbus, Ohio, USA September 18, 1999

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-27 00:00:00 UTC
From: "R. Wayne Arenz" <rwarenz@infinet.com>
Message-ID: <yQun3.799$w6.40555@news.oh.voyager.net>
Source record: 51044

ttp://www.icwhen.com/index1.html but then you need a little more info:

go to "site features"

go to "ic news"

we're listed down the page a bit "swap & sale, Columbus, Ohio"

The Atari Computer Enthusiasts of Columbus are pleased to announce their next annual swap to be held 9 a.m. to 3 p.m. September 18, 1999, at the Oakland Park Community Center in Columbus, OHIO, USA. Sellers of any type (commercial vendor or private) may obtain tables at $5 each, and each $5 table fee will also admit one person (sorry, if no extra person in your party, the table is still $5 ... after all, folks, we're trying to keep this thing going, ya know). Otherwise, it is a $3 admission per person.

A .bmp map will be available from rwarenz@infinet.com.

## 944. Re: atari 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-27 00:00:00 UTC
From: White Horse Trader <whitehorsetrader@att.net>
Message-ID: <7nltq5$ir7$1@bgtnsc03.worldnet.att.net>
Source record: 51045

I have one I could sell. What country (state? city?) do you live in? What is your email address?

none <none@none.com> wrote in message news:Namn3.79$k34.6788@newshog.newsread.com...
>looking for an atari computer 800XL

## 945. Re: O.S.S. Cart ROMS Here!...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-27 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <379d3542.5988213@news.earthlink.net>
Source record: 51122

On Mon, 26 Jul 1999 20:50:45 GMT, nomail@none.com (VB) wrote:

>FINALLY ....
>
>Somebody with GUTS and COURAGE has decided
>to post the O.S.S. Roms from Action, BasicXL,
>BasicXE, and Mac65.
>
>You can get the rom files here:
>
>http://cth.tzo.com/Emulator/ROMs.html
>
>Lets give the author of that page credit
>and many many thanks and support.
>
>He also has the OmniMon ROM and
>SpartaDOS, plus his own 8bit BBS emulator
>software too!.
>
>Thanks!!
>
>
That is very cool! But, anyway to modify collaborate with the
Atari800Win project and get this capability into Atari800Win?

Drool drool.

# 946. Tape to Disk Problem Solved

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-27 00:00:00 UTC
From: paul.barker@orange.co.uk
Message-ID: <7njtpj$rsq$1@nnrp1.deja.com>
Source record: 51123

Hi folks

A while ago I posted a question about tape to disk transfers. I have now solved this problem by the use of a program called "The Freezer" instead of Transdisk.

The Freezer was written by the same guy who wrote Transdisk. It is basically a software version of the Commodore 64 Action Replay Cart.

You load The Freezer, then load your game from tape. Once the game has loaded, you can freeze it by pressing SELECT and OPTION together and then dump the image to disk.

The downside is that you only get one game per disk side.

I have used the above method to transfer "Mediator" which Transdisk IV just couldn't cope with.

--

##########################################################################
# Paul Barker - Senior Systems Engineer (Technical) - Orange PLC - UK #
# The opinions expressed here are my own and may be incorrect. #
##########################################################################



Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 947. Re: O.S.S. Cart ROMS Here!...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-27 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <7nk32u$v22$1@nnrp1.deja.com>
Source record: 51124

Absolutly! :) The source is up there for downloading. If someone could run a "diff" on it and the Atari800Win code, then they could incorporate my changes in to it.

If anyone tries out and likes running the old BBS Express! in the emulator and would like to upgrade to BBS Express! Professional, send Lance Ringquist an email. Lance owns it, and the Pro BBS is very much alive and is still in active development.

In article <379d3542.5988213@news.earthlink.net>,
ssilicon@earthlink.net (Jon Melbo) wrote:
> That is very cool! But, anyway to modify collaborate with the
> Atari800Win project and get this capability into Atari800Win?
>
> Drool drool.
>
>

--
telnet://cth.tzo.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 948. Re: MOD/music players

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-27 00:00:00 UTC
From: Yann Lossouarn CNET/DIH/LAN <yann.lossouarn@cnet.francetelecom.fr>
Message-ID: <379D604C.50E8DC0E@cnet.francetelecom.fr>
Source record: 51125
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi !

> So, please, in this thread, place the URL of all music and MOD related
> players and I will get the word out to all websites I run into and make
> the Atari name known! This goes for both ST and 8bit Atari.

You can have a look at http://www.multimania.com/falkweb/p-audio.htm
:-)

Yann Lossouarn / Falk'Asso
Falk'Web : http://www.multimania.com/falkweb/index.htm
UTSI : http://www.multimania.com/falkweb/utsi.htm

## 949. Re: O.S.S. Cart ROMS Here!...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-27 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <7njtii$k15$7@kohl.informatik.uni-bremen.de>
Source record: 51126

VB <nomail@none.com> wrote:
>Somebody with GUTS and COURAGE has decided
>to post the O.S.S. Roms from Action, BasicXL,
>BasicXE, and Mac65.

Great. And the one I *really* still have the cart for (Mac/65) isn't
there yet.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 950. GOD BLESS TOM HUNT!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-27 00:00:00 UTC
From: Anonymous <nobody@replay.com>
Message-ID: <199907270919.LAA06604@mail.replay.com>
Source record: 51127

> FINALLY ....
>
> Somebody with GUTS and COURAGE has decided
> to post the O.S.S. Roms from Action, BasicXL,
> BasicXE, and Mac65.
>
> http://cth.tzo.com
>
> Lets give the author of that page credit
> and many many thanks and support.
>
> He also has the OmniMon ROM and
> SpartaDOS, plus his own 8bit BBS emulator
> software too!.

Yes lets all take the time to THANK him
for all the hard work it took to pirate
roms and violate the Atari800 open
source licence agreement by not only
selling (stealing) the code, but by also
not giving away his changes.

Yeah, fuck copyrights, fuck retailers,
fuck those people who poured thier
heart and soul into writing all that code,
we need our warez and we need it now.

Bless his BRAVE SOUL!

While were at it, lets go burn down the
remaining Atari retailers. Killing them
by destroying the tiny remaining market
is taking too damn long.

# 951. WANTED: BBS EXPRESS PRO MULTINODE VERSION

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-27 00:00:00 UTC
From: Anonymous <nobody@replay.com>
Message-ID: <199907270944.LAA08026@mail.replay.com>
Source record: 51128

I need a copy to run with my new romz
and emul8torz. Tom likes to pirate too,
so its ok.

I want to sell the source too, send it
too.

# 952. Re: GOD BLESS TOM HUNT!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-27 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <379d8ed6.5802705@news.earthlink.net>
Source record: 51129

On Tue, 27 Jul 1999 11:19:28 +0200 (CEST), Anonymous
<nobody@replay.com> wrote:

>> FINALLY ....
>>
>> Somebody with GUTS and COURAGE has decided
>> to post the O.S.S. Roms from Action, BasicXL,
>> BasicXE, and Mac65.
>>
>> http://cth.tzo.com
>>
>> Lets give the author of that page credit
>> and many many thanks and support.
>>
>> He also has the OmniMon ROM and
>> SpartaDOS, plus his own 8bit BBS emulator
>> software too!.
>
>Yes lets all take the time to THANK him
>for all the hard work it took to pirate
>roms and violate the Atari800 open
>source licence agreement by not only
>selling (stealing) the code, but by also
>not giving away his changes.
>
>Yeah, fuck copyrights, fuck retailers,
>fuck those people who poured thier
>heart and soul into writing all that code,
>we need our warez and we need it now.
>
>Bless his BRAVE SOUL!
>
>While were at it, lets go burn down the
>remaining Atari retailers. Killing them
>by destroying the tiny remaining market
>is taking too damn long.

You know, if you have such a STRONG FEELING about this, the why the
hell do YOU HIDE behind anonimity???????????? YOU ARE A COWARD!
Until you are willing to publically stand behind your opinion, it
isn't worth a damn.

# 953. Re: GOD BLESS TOM HUNT!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-27 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <379D91E3.FEEBBD@asw.cz>
Source record: 51130

Anonymous wrote:
> Yes lets all take the time to THANK him
> for all the hard work it took to pirate
> roms and violate the Atari800 open
> source licence agreement by not only
> selling (stealing) the code, but by also
> not giving away his changes.

Lie #1) Dumping == Stealing.
Dumping != stealing. If somebody has the cart, what's wrong about
running it in emulator?

Lie #2) "selling (stealing) the code, but by also not giving away his
changes"
The changes are on his web page. For free, under GPL.

> Yeah, fuck copyrights, fuck retailers,
> fuck those people who poured thier
> heart and soul into writing all that code,
> we need our warez and we need it now.

Those people who wrote the code don't sell it or have the profit from
software now.
And yeah, fuck the retailers.

> While were at it, lets go burn down the
> remaining Atari retailers. Killing them
> by destroying the tiny remaining market
> is taking too damn long.

I don't see anything wrong with that. I don't believe in any Atari 8-bit
markets nowadays. Anybody trying to make profit from Atari 8-bit
community now is just poor.

Reply from anonymous moron is not wanted. If you are not proud enough to
display your opinions in public, don't write anything else.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

# 954. Re: WANTED: BBS EXPRESS PRO MULTINODE VERSION

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-27 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <379e9068.6205053@news.earthlink.net>
Source record: 51131

On Tue, 27 Jul 1999 11:44:07 +0200 (CEST), Anonymous
<nobody@replay.com> wrote:

>I need a copy to run with my new romz
>and emul8torz. Tom likes to pirate too,
>so its ok.
>
>I want to sell the source too, send it
>too.

If it isn't Mr. Hide Behind the curtain again.

# 955. Re: O.S.S. Cart ROMS Here!...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-27 00:00:00 UTC
From: William Forbes <wforbes@mail.third-wave.com>
Message-ID: <379DDC03.3757C9F6@mail.third-wave.com>
Source record: 51132

Wow! Deja vu, the 1980's all over again! The Atari community had a lot
of software thieves back then. And apparently still does, judging from
the outpouring of sympathy for the recent posting of the O.S.S. roms on
the Net. During the 1980's, software developers and retailers were
ruined because of software thieves. That's the reason why many titles
are hard to find, and when you do find them you have to pay a premium.
Now that reason is used for further
theft. It certainly is a vicious circle, which long ago destroyed any
possibility of anyone expecting any return for developing, packaging and
distributing Atari software. Perhaps that is why the Atari community is
so small. It wasn't even mentioned in a recent article about current
8-bit computing published in the New York Times.

Thomas Meyer wrote:

> VB <nomail@none.com> wrote:
> >Somebody with GUTS and COURAGE has decided
> >to post the O.S.S. Roms from Action, BasicXL,
> >BasicXE, and Mac65.
>
> Great. And the one I *really* still have the cart for (Mac/65) isn't
> there yet.
>
> Thomas
> --
> Thomas Meyer, Bremen, Germany
> mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

## 956. 1050 Drive repair?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-27 00:00:00 UTC
From: James South <jsouth@itlnet.nospam.net>
Message-ID: <379DFF29.2B5E0B38@itlnet.nospam.net>
Source record: 51133

Is there a FAQ somewhere that would allow me to begin troubleshooting a 1050? I got my Atari stuff out for the first time in five years last month, and only one of my drives works. The non-working drive lights up and spins/stops on power-up, but when you attempt to boot from it, the continuous "boot error" message appears scrolling down the screen.

I have two sets of US Doubler chips and the correct one for that drive does nothing to correct the problem. It is far from the monitor, so RF is not the problem. The drive switch is set correctly. The boot disk is good (it works on the other drive).

Any hints? Anybody repair these?

Thanks,
James South
--
To reply remove "nospam" from the address.

# 957. FS: More Items from the recesses of the Basement

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-27 00:00:00 UTC
From: jack <jackaloy@ix.netcom.com>
Message-ID: <379E28D6.2B14@ix.netcom.com>
Source record: 51134

I have the following items for sale. All are in their original boxes
with disk and manual. Dealer's label is on box. None have been
tested. Make an offer on any or all. Thanks, Jack

From Dynacomp
Baccarat
Poker Party
Go Fish
Forest Fire!

From On-Line Systems
The Next Step ( A Graphics Tool)

From Broderbund
Apple Panic

From Synapse
SynTax - 1983 Federal Tax Preparation. This one is in its original
factory seal.

From Artworx
Strip Poker Data Disk #1 (requires Strip Poker master disk)

# 958. Re: WANTED: BBS EXPRESS PRO MULTINODE VERSION

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-27 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <24482-379E2B8D-69@newsd-173.iap.bryant.webtv.net>
Source record: 51135

its not ok with me,if you are talking about the program that i own(and i think you are)i have a lawyer also,and he likes to make money! if i catch anyone doing this,and selling or having the source code without my permission,i will make your life misirable,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 959. Re: 1050 Drive repair?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-27 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19990727183409.03572.00001569@ngol01.aol.com>
Source record: 51136

>Subject: 1050 Drive repair?
>From: James South <jsouth@itlnet.nospam.net>
>Date: Tue, 27 Jul 1999 13:49:13 -0500
>
>Is there a FAQ somewhere that would allow me to begin troubleshooting a
>1050? I got my Atari stuff out for the first time in five years last
>month, and only one of my drives works. The non-working drive lights up
>and spins/stops on power-up, but when you attempt to boot from it, the
>continuous "boot error" message appears scrolling down the screen.

You probably have already checked, but just in case. Is the drive belt still
in place? My drive acted in a similar fashion after the drive belt came off.

Gail

# 960. Re: O.S.S. Cart ROMS Here!...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-27 00:00:00 UTC
From: nomail@none.com
Message-ID: <379e3a44.3726450@news.west.net>
Source record: 51137

Deja vu, another cry baby still living in the past of
the 1980's. Wake up!!! it's going to be year 2000 soon, and
in case you haven't heard, the atari 8bits are no longer
manufactured. Yes that's right, it's been over 10 years
since the last 8bit rolled off the assembly line. And
that is why the Atari community is so small today.

No company today is going to go broke over the posting of
those roms. The stock market is not going to crash over
this. The world will not end as we know it.

The roms were posted for people who use emulators. I
personally BOUGHT and OWN all four of the OSS carts back
in the 80's. I now use an 8bit emulator on my PC, but
unfortunately the Pentium PC has no cartridge port to
accept atari cartridges. So the only way to use the carts
on the PC is to use the rom images within the emulator.

Those people who wrote or own the rights to the OSS code
aren't selling it anyway, so who cares. Your sympathy is
ludicrous.

On Tue, 27 Jul 1999 12:19:16 -0400, William Forbes
<wforbes@mail.third-wave.com> wrote:

>Wow! Deja vu, the 1980's all over again! The Atari community had a lot
>of software thieves back then. And apparently still does, judging from
>the outpouring of sympathy for the recent posting of the O.S.S. roms on
>the Net. During the 1980's, software developers and retailers were
>ruined because of software thieves. That's the reason why many titles
>are hard to find, and when you do find them you have to pay a premium.
>Now that reason is used for further
>theft. It certainly is a vicious circle, which long ago destroyed any
>possibility of anyone expecting any return for developing, packaging and
>distributing Atari software. Perhaps that is why the Atari community is
>so small. It wasn't even mentioned in a recent article about current
>8-bit computing published in the New York Times.
>
>
>Thomas Meyer wrote:
>
>> VB <nomail@none.com> wrote:
>> >Somebody with GUTS and COURAGE has decided
>> >to post the O.S.S. Roms from Action, BasicXL,
>> >BasicXE, and Mac65.
>>

>> Great. And the one I *really* still have the cart for (Mac/65) isn't
>> there yet.
>>
>> Thomas
>> --
>> Thomas Meyer, Bremen, Germany
>> mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

## 961. heeelp!!! Name of the game...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: TwBBat <gillbates@necrosoft.com>
Message-ID: <379E8845.ABB7B6EA@necrosoft.com>
Source record: 51046

Hello,

help me please ;) Anyone knows name of the game - rocket fly around space fortress & destroy laser guns, some patrols fly around some times... Some kinds of defence wall-bricks you need to shoot... Level passed when (IMHO) all the guns destroyed.

name such as "survivor" or "last survivor"... Anyone know this game? Help please...

Maybe you also know where i can download it?

thanks ;)

# 962. Re: NY Times (was Re: O.S.S. Cart ROMS Here!...)

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: nomail@none.com
Message-ID: <379e89e4.717416@news.west.net>
Source record: 51047

Is there a link to that NY Times article? I would enjoy reading
it.

Thanks.

On 27 Jul 1999 20:46:10 -0600, sjudd@kc.trail.com (Steve Judd) wrote:

>Hola William,
>
>In article <379DDC03.3757C9F6@mail.third-wave.com>,
>William Forbes <wforbes@mail.third-wave.com> wrote:
>>
>>distributing Atari software. Perhaps that is why the Atari community is
>>so small. It wasn't even mentioned in a recent article about current
>>8-bit computing published in the New York Times.
>
>For what it's worth, I mentioned the Atari as being the other popular
>80's computer in the US; I do wish it had been mentioned in the article.
>
>I would guess, though, that she had a hard time finding an Atarian to talk
>to. As you say, the community is very small these days, in users and
>especially programmers -- which were the focus of the article -- even
>compared to a year ago.
>
>Anyways, just wanted to let you know that you're not entirely forgotten ;-).
>
>-Steve

# 963. Re: GOD BLESS TOM HUNT!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <379E97E8.594F3B64@asw.cz>
Source record: 51048

Lance Ringquist wrote:
>
> hey i make my living on the atari market,as a few other dealers do,we
> are not poor sots,just honest people making a living,if everyone thought
> that way,there would be few jobs out there to be had,everyone would be
> stealing from everyone,you have a poor outlook on life,thanks,

Apologies. I was really pissed by that shithead. Althought I still don't
believe in Atari 8-bit markets and would like to see everything be put
in the public domain, you decide if you still want to sell it. Sorry
again.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

## 964. Re: heeelp!!! Name of the game...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: Bill McCord <bkmccord@midwest.net>
Message-ID: <rpt8as$0$37nspbj$7gc@news.supernews.com>
Source record: 51049

Are you thinking of Zaxxon ??

TwBBat <gillbates@necrosoft.com> wrote in message
news:379E8845.ABB7B6EA@necrosoft.com...
> Hello,
>
> help me please ;) Anyone knows name of the game - rocket fly around
> space fortress & destroy laser guns, some patrols fly around some
> times... Some kinds of defence wall-bricks you need to shoot... Level
> passed when (IMHO) all the guns destroyed.
>
> name such as "survivor" or "last survivor"... Anyone know this game?
> Help please...
>
> Maybe you also know where i can download it?
>
> thanks ;)

## 965. Re: 1050 Drive repair?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-WDNCiy1pK8ww@di07-ks.cth.com.au>
Source record: 51050

On Tue, 27 Jul 1999 18:49:13, James South <jsouth@itlnet.nospam.net>
wrote:

> Is there a FAQ somewhere that would allow me to begin troubleshooting a
> 1050? I got my Atari stuff out for the first time in five years last
> month, and only one of my drives works. The non-working drive lights up
> and spins/stops on power-up, but when you attempt to boot from it, the
> continuous "boot error" message appears scrolling down the screen.
>
> I have two sets of US Doubler chips and the correct one for that drive
> does nothing to correct the problem. It is far from the monitor, so RF
> is not the problem. The drive switch is set correctly. The boot disk
> is good (it works on the other drive).
>
> Any hints? Anybody repair these?

I can fix them But sending it to me would cost more then the drive is
worth. When you are far away from any one who can, you learn to fix
them yourself.

James B

# 966. Re: O.S.S. Cart ROMS Here!...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-Me74svD1VLx1@di07-ks.cth.com.au>
Source record: 51051

On Tue, 27 Jul 1999 16:19:16, William Forbes
<wforbes@mail.third-wave.com> wrote:

> Wow! Deja vu, the 1980's all over again! The Atari community had a lot
> of software thieves back then. And apparently still does, judging from
> the outpouring of sympathy for the recent posting of the O.S.S. roms on
> the Net. During the 1980's, software developers and retailers were
> ruined because of software thieves. That's the reason why many titles
> are hard to find, and when you do find them you have to pay a premium.
> Now that reason is used for further
> theft. It certainly is a vicious circle, which long ago destroyed any
> possibility of anyone expecting any return for developing, packaging and
> distributing Atari software. Perhaps that is why the Atari community is
> so small. It wasn't even mentioned in a recent article about current
> 8-bit computing published in the New York Times.
>
>
> Thomas Meyer wrote:
>
> > VB <nomail@none.com> wrote:
> > >Somebody with GUTS and COURAGE has decided
> > >to post the O.S.S. Roms from Action, BasicXL,
> > >BasicXE, and Mac65.
> >
> > Great. And the one I *really* still have the cart for (Mac/65) isn't
> > there yet.
> >
> > Thomas
> > --
> > Thomas Meyer, Bremen, Germany
> > mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/
>

Why was the atari community small compare with the others?
From what I could gather, it was lack of advertising from atari.
In my part of the world, I saw bugger all advertising

James B.

## 967. Re: heeelp!!! Name of the game...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <8Pyn3.64$ZU.308@news1.online.no>
Source record: 51052

```
> Hello,
>
> help me please ;) Anyone knows name of the game - rocket fly around
> space fortress & destroy laser guns, some patrols fly around some
> times... Some kinds of defence wall-bricks you need to shoot... Level
> passed when (IMHO) all the guns destroyed.
>
> name such as "survivor" or "last survivor"... Anyone know this game?
> Help please...
>
> Maybe you also know where i can download it?
>
> thanks ;)

I think you are talking about Synapse's Survivor
```

# 968. Re: O.S.S. Cart ROMS Here!...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <FFKoGL.1ux@cix.compulink.co.uk>
Source record: 51053

In article <379E4F9D.7AAD6A3E@mail.third-wave.com>,
>The Atari was kind of a poor folks machine.
Might have been in the US. In the UK it was a rich persons machine. I paid
£700 (around $1500 then) for my Atari 400 & 810 disk drive when other
machines like the spectrum were £100. At the time I was earning £1900 a
year so the Atari was almost half my years earnings! Thank god for loans
and recklessness.

**********
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**********
* Analyst Programmer/ Freelance IT writer *
**********

# 969. Re: O.S.S. Cart ROMS Here!...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37a3d2b8.2460491@news.freeserve.net>
Source record: 51054

The other Day ilaskey@cix.compulink.co.uk wrote:

>In article <379E4F9D.7AAD6A3E@mail.third-wave.com>,
>>The Atari was kind of a poor folks machine.
>Might have been in the US. In the UK it was a rich persons machine. I paid
>?700 (around $1500 then) for my Atari 400 & 810 disk drive when other
>machines like the spectrum were ?100. At the time I was earning ?1900 a
>year so the Atari was almost half my years earnings! Thank god for loans
>and recklessness.
>
Apart from my 1st bit of kit (a 400) all the rest were VERY cheap.
Perhaps something to do with being tech sales for an Atari dealer :)

<gloat over>

Btw, 1900 a yr...doing what Iain?
--
Paul Irvine ICQ 105793

A fool and his money are easily parted!

## 970. Re: heeelp!!! Name of the game...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37a5d436.2842561@news.freeserve.net>
Source record: 51055

The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

>> Hello,
>>
>> help me please ;) Anyone knows name of the game - rocket fly around
>> space fortress & destroy laser guns, some patrols fly around some
>> times... Some kinds of defence wall-bricks you need to shoot... Level
>> passed when (IMHO) all the guns destroyed.
>>
>> name such as "survivor" or "last survivor"... Anyone know this game?
>> Help please...
>>
>> Maybe you also know where i can download it?
>>
>> thanks ;)
>
>I think you are talking about Synapse's Survivor

Yep...Deffo that game...A real fine blast.
--
Paul Irvine ICQ 105793

A fool and his money are easily parted!

## 971. Re: heeelp!!! Name of the game...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37a6d466.2891456@news.freeserve.net>
Source record: 51056

The other Day TwBBat <gillbates@necrosoft.com> wrote:

>Hello,
>
>help me please ;) Anyone knows name of the game - rocket fly around
>space fortress & destroy laser guns, some patrols fly around some
>times... Some kinds of defence wall-bricks you need to shoot... Level
>passed when (IMHO) all the guns destroyed.
>
>name such as "survivor" or "last survivor"... Anyone know this game?
>Help please...
>
>Maybe you also know where i can download it?
>
>thanks ;)

Send me your real mail address...Game name is correct...
--
Paul Irvine ICQ 105793

A fool and his money are easily parted!

# 972. Re: Classic computer article

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <379ED757.67F2272E@patent.gov.uk>
Source record: 51057
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

Congrats. on a very interesting article. I used an 800XL and then 130XE
at work for writing all my reports using a PD (not the commercial
version) program called Textpro. It was very, very powerful, very much
like Protext in feel - command driven. I have never seen it referred to
elsewhere. My work output was also on an 8-bit PD database program.
For 3 years I was the only patent examiner using a computer for day to
day use and it was an Atari!!!!!!
The ease with which I could set up a question and answer type template
in Protext and print straight onto our pre-printed forms was the envy of
all. What a wonderful program.
When we were first PC'd, I went over to Protext 4.3 on the PC and First
Choice (for the data base) and this was purely for the better display.
Now we are all using Windows NT, WordPerfect, Netscape etc etc and its
soooooo dull!!!

Bob King

Tony Martin wrote:
>
> Anyone who would like to read an article on classic computers, please
> click the address below. The editor was looking for an alternative to
> writing with an IBM/Mac. So, being a writer, and a fan of classic
> computers, I felt it might be interesting to submit an article about
> classic computers. He liked the idea, so I have written an article
> titled "Powerful writing on a limited budget!". I hope it is of interest
> to everyone. It is not too detailed, because the idea was to present an
> "alternative" and not get too technical.
>
> I hope you enjoy.
> Sincerely,
> Michael A. martin
>
> http://www.writers-bbs.com/html/FishEggs/classiccomputers.shtml

## 973. Atari 800 system on sale at ebay

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: Bryan Schmiedeler <bryan@kcnet.com>
Message-ID: <7nms9s$feq$1@news3.kcnet.com>
Source record: 51058

I am selling my old Atari 800 computer, complete with the original boxes and manuals and lots of games and add-ons. You can find it on ebay at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=137138143

Regards,

Bryan S

# 974. Re: O.S.S. Cart ROMS Here!...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <7nmuqf$d0t$1@plutonium.compulink.co.uk>
Source record: 51059

In article <37a3d2b8.2460491@news.freeserve.net>,
mclane@dellos.freeserve.co.uk (Paul Irvine) wrote:
> Btw, 1900 a yr...doing what Iain?
Bearing in mind this was 1981 - Just started as a bank clerk for a certain
high street bank. £1972 p.a. to be exact. After £2 a week pocket money I
thought it was riches beyond compare ;-)

```
Used to spend most saturdays drooling in Maplins in Southend at all the
Atari kit they had. Tons of software, peripherals and one guy aged about
12 or 13 that seemed to spend all day huddled over a Macro Assembler doing
wonderous stuff.

**************************************************
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**************************************************
* Analyst Programmer/ Freelance IT writer *
**************************************************
```

# 975. Re: ATR-8000 Hard Drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <%tDn3.108$DM5.7502@newse2.tampabay.rr.com>
Source record: 51060

I bought one of those interfaces many years ago and it worked very well. It was made by two guys if I remember correctly, they had a small company they called Z-TEC. I called and talked to the guy who designed it many times, he explained the complete operation to me. Unfortunately lightning had struck close to my house back then (1990) killing the SASI interface card I was using with it. I boxed it up and packed it away. After moving and unpacking it a few months ago, ( I had bought a new SASI/SCSI card of a different brand and just packed it away, never setting it up) I wanted to see if I could get it to work again. It uses the CPM package to setup and format the HD, I was able to do that much but I could never get the ATARI "driver" to work, I think it may have a bad buffer chip on the Z-TEC board, I ordered new ones but never got around to testing again. I hope to soon maybe when school starts back up and I get done remodeling the house. I fought with trying to remember all the commands to get the thing to work, fortunately I did remember and had the insite to write it all down this time. The Z-TEC interface came with a single page photocopy instruction sheet, which I still have. The board in not that complicated but it does use one PAL for address decoding, which could be figured out. The rest is fairly simple, some gates and buffers. One thing I do remember is all data being sent to the interface had to be inverted because of a type of data latch he used. I plan on putting up an ATR8000 section on my web site when I get the time, if you need more info just let me know, I may very well be the last source of data for the Z-TEC ATR8000 HD interface.

Jim

John Clausen <ppl_sfs@pip.shsu.edu> wrote in message
news:7nhtdv$11is@atlas.lcc.net...
> Hello, I just purchased an ATR-8000.
>
> I am looking for some resources on the internet for software and hardware
> mods. I am mostly looking for a hard drive interface for this unit.
>
> Does anyone know where I might find these resources?
>
> Thanks in advance,
> John Clausen
>

## 976. Re: NY Times (was Re: O.S.S. Cart ROMS Here!...)

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <7nn293$57p$1@kc.trail.com>
Source record: 51061

Hola vb,

In article <379e89e4.717416@news.west.net>, VB <nomail@none.com> wrote:
>Is there a link to that NY Times article? I would enjoy reading
>it.
>
>Thanks.

The article was in the "Circuits" section of last Thursday's NY Times,
and the online version is available at

http://www.nytimes.com/circuits/

A mirror was also set up, if the above doesn't work; if you email me
I'll dig up the address.

-Steve
--

# 977. Re: opinions sought on an auction

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: ejgnandt@my-deja.com
Message-ID: <7nng8s$7bo$1@nnrp1.deja.com>
Source record: 51062

In article
<379b37d0.210855500@news.earthlink.net>,
ssilicon@earthlink.net (Jon Melbo) wrote:
> On Sat, 24 Jul 1999 05:50:36 -0500, "m.j.beau"
<mjzbeau@texas.net>
> wrote:
>
> >This lot of nine (9) different Atari 8-bit
game cartridges recently
> >closed on ebay:
> >
> > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?
ViewItem&item=132360624
> >
> >What do you think of the price? Overvalued,
or a great deal?

I had an early bid on this item. Seven of these
are common carts and usually are in the $3 range.
Miner49er goes for a couple of bucks more. So
let's say $25-$30 for those 8. That leaves Bounty
Bob which is ER rarity. Is it worth $25-$30 ? To
me, it was a loose cart that looked a little beat
up in the picture and therefore not worth it. The
final bid seems high, but not outlandish.

Gene Gnandt

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 978. Re: opinions sought on an auction

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: ejgnandt@my-deja.com
Message-ID: <7nnheg$855$1@nnrp1.deja.com>
Source record: 51063

I agree with Hawk, eight carts were of the common variety, maybe $25
altogther. The question is whether "Bounty Bob" is a $30 item. Its a
little high for a loose cart ,but not really outlandish for an "ER".

Gene

In article <Rjim3.157$2s2.867@news1.online.no>,
"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
> Well, there was a Bounty Bob Strikes back, which usually sells for
quite an
> amount alone! The rest wasn't too exciting, but ...
>
> m.j.beau <mjzbeau@texas.net> wrote in message
> news:37999A7C.610F@texas.net...
> > This lot of nine (9) different Atari 8-bit game cartridges recently
> > closed on ebay:
> >
> > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=132360624
> >
> > What do you think of the price? Overvalued, or a great deal?
> >
> > ---> SPAM-BLOCK engaged; for REPLY mail please
> > remove the 'z' from mjzbeau@texas.net
>
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 979. Looking for some games

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: Christian <jur92dqc@studserv.uni-leipzig.de>
Message-ID: <Pine.A41.3.96.990728162313.40276D-100000@studserv.uni-leipzig.de>
Source record: 51064

Hi,

i`m a german ATARI 130 XE user and i`m looking for some old games. i don`t know, if they are available, but the net is quite large and everything is possible. the games i`m looking for are the following:

Pharao
Montezumas Revenge
Bruce Lee
Hero
Jungle Hunt

who can help me to find these games? cartridge or diskette, both is ok. If anybody is able to tell me, there and how to get these games, please mail me.

thanks, chris.

ps: sorry, but my english isn`t very well!

## 980. Re: O.S.S. Cart ROMS Here!...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990728103546.22915.00001463@ngol05.aol.com>
Source record: 51065

Is it just me? I've been trying to compile some Action code from an Antic magazine using the Action rom and it's not doing it. I've been able to read the source file into the editor, but when I go to the monitor and try to C (compile), nothing happens.

Bob Stone

badbob1952@aol.com

# 981. Re: O.S.S. Cart ROMS Here!...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7nn69p$qan$1@news6.svr.pol.co.uk>
Source record: 51066

William,

>The Atari 800 series computers never were that popular....

I disagree, when they launched they had little in the way of competition - after all the VIC-20 was still some three years and the C64 some 4 years down the road. For a colour home computer your only real choices were Atari or Apple ][.

Amongst the hobbyist community Atari were MASSIVELY popular, but you have to realise that the computer hobbyist community was in it's infancy so sales would be correspondingly lower. Remember "number of units sold" <> "popularity", its all relative....

>....They were too closely associated with games to be taken
>seriously by most programmers and computer users....

True up to a point. Atari certainly didn't help with their early advertising ISTR.

However, Ataris were aimed squarely at the home market where the majority of computers are used for....games....!!!!

>....Why buy a game machine in the 1980's when you could get an
>Apple or IBM?

Because the Atari was pretty much every bit as capable as, and in many ways superior to, either of the other two at a FRACTION of the price. And you could play games on it too!!! :-)

Why pay IBM for an EXPENSIVE, SLOW clunker of a machine when you could have a lovely Atari??

>....The Atari was kind of a poor folks machine....

I'm sorry, but you're clearly living on a different planet to the rest of us.

In it's day the Atari (the 800 in particular) was considered the Rolls Royce of home micros! It certainly wasn't anything approaching cheap (£800 for the 800 alone, add £50 for a 410 or £400 for an 810) , which was part of the problem....

>....Another reason was that it was EASIER to use: for programming
>and application....

The Atari was considerably "EASIER" and "nicer" to use than the prehistoric CBM; "better" BASIC, far better OS from the programmers perspective, capable of "turnkey" operation with a floppy drive attached, etc etc etc

No competition.

Whilst it's true that if you knew your way around a PET you could pick up and use a VIC or a C64 just as easily, the system (BASIC/kernel) architecture were considered awkward and unfriendly the minute the first PETs hit these shores, years later when the C64 appeared they were nothing short of archaic. The only saving grace there was the excellent full screen editor.

Great hardware though.

>....There also was a GREATER SOFTWARE base for the Commodore
>than for the Atari line.

The Atari launched what, 4 years before the '64? It had an enourmous software base before the '64 was even a glint in CBMs milkmans' eye.... :-)

Seriously though, it wasn't until the late 80's that software houses stopped producing Atari software, prior to that you'd be amazed at how many companies were supporting both systems (in fact a lot of software was produced for the Atari first and then ported to the CBM). One company I worked for used to produce disk software with the Atari version on one side of the disc and the CBM version of the other.

Whilst there's undoubtely a lot of later software which came out for the CBM which was never made available on Atari, the reverse is also true. I think the software bases for the two systems are a lot more equal than you think.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 982. Re: GOD BLESS TOM HUNT!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <1051-379F208D-15@newsd-171.iap.bryant.webtv.net>
Source record: 51067

apology accepted,it would be nice if everything would be in the public domain,the only problem is,most programmers that i have anything to do with(and not just atari ones,i have contacts with programmers for just about every platform)they want to get paid for there work,thus not much new would come out,maybe that will change someday,but today its not fesible,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 983. SAP Slights Pokey Player uploaded

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: Karolj Nadj <k_nadj@s-direktnet.de>
Message-ID: <7nnhl6$ahr$1@newsread.f.de.uu.net>
Source record: 51068

hi guys!

i have updated my webpage again to present you slights Atari pokey-player
for windows!

please note that it will work only!!! with drag&drop!!! (start SAP and
drag&drop the .sap files into
the windows...)

bye, heaven/tqa

http://www.s-direktnet.de/homepages/k_nadj/main.html

# 984. Re: O.S.S. Cart ROMS Here!...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <379f4bf6.11196064@news.freeserve.net>
Source record: 51069

The other Day ilaskey@cix.compulink.co.uk wrote:

>In article <37a3d2b8.2460491@news.freeserve.net>,
>mclane@dellos.freeserve.co.uk (Paul Irvine) wrote:
>> Btw, 1900 a yr...doing what Iain?
>Bearing in mind this was 1981 - Just started as a bank clerk for a certain
>high street bank. ?1972 p.a. to be exact. After ?2 a week pocket money I
>thought it was riches beyond compare ;-)

Must have been Barclay's :)
>
>Used to spend most saturdays drooling in Maplins in Southend at all the
>Atari kit they had. Tons of software, peripherals and one guy aged about
>12 or 13 that seemed to spend all day huddled over a Macro Assembler doing
>wonderous stuff.

And guess who I worked for in Hammersmith :)
--
Paul Irvine ICQ 105793

A fool and his money are easily parted!

## 985. XF551 disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <7nnk96$6go$1@barcode.tesco.net>
Source record: 51070

Can anyone help with a 551 that appears to be running slowly, how do you adjust the speed on these? can you?

Thanks

Richard

# 986. Re: GOD BLESS TOM HUNT!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7no6nf$frb$1@autumn.news.rcn.net>
Source record: 51071

John Maris <johnm@crosswinds.net> wrote in message
news:933201479.22282.0.pluto.c29fe7b1@news.demon.nl...
> Why should I make my products public domain? Ever seen public domain
> painting of Vincent van Gogh? I've done a lot of programming for the goold
> old Atari, a lot of public domain, PD mags, and some commercial products.
If
> I decide to put my programs into the public domain, I can do thet.

Whether you do it or not is your choice. Period.

> But why
> should any ?ser'put my stuff into the PD????

They shouldn't, at least without your permission. I'd have to assume that
Tom got the necessary OKs before posting that stuff. If not, I'd also
assume that he knows the consequences. He's been around long enough and
contributed enough to this community to know both the benefits and the
pitfalls from a programmer's point of view.

# 987. Re: GOD BLESS TOM HUNT!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7no6fs$dkj$1@autumn.news.rcn.net>
Source record: 51072

Dunno, Lance. Open code does have a certain appeal. It's one of the reasons I'm beginning to experiment a little with Linux. (The other reasons include the campy, experimental feel to the Linux OS that is sort of reminiscent of 8-bit Atari.) Macintosh is jumping on the open code bandwagon to some extent. I don't think that open code is an anti-profit movement as much as it's a statement that good coders tend to do their work for love first and money second. There's still room for making a profit with open code, as Red Hat, Suse, and a few other distributors of Linux have found out. Retailers who carry their products are making some, too.

Lance Ringquist <Video61@webtv.net> wrote in message
news:1051-379F208D-15@newsd-171.iap.bryant.webtv.net...
> apology accepted,it would be nice if everything would be in the public
> domain,the only problem is,most programmers that i have anything to do
> with(and not just atari ones,i have contacts with programmers for just
> about every platform)they want to get paid for there work,thus not much
> new would come out,maybe that will change someday,but today its not
> fesible,thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
>

# 988. Re: Classic computer article

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7no62q$9tj$1@autumn.news.rcn.net>
Source record: 51073
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

Nice article, nice page, nice site!

The New York Times recently did a feature on classic computers and focused on the C=64. If Atari was mentioned at all, I missed it, although I scanned for it. They should have seen your article first!

Alan
Tony Martin <lmartin@midamer.net> wrote in message news:379E7AC4.819E498F@midamer.net...
> Anyone who would like to read an article on classic computers, please
> click the address below. The editor was looking for an alternative to
> writing with an IBM/Mac. So, being a writer, and a fan of classic
> computers, I felt it might be interesting to submit an article about
> classic computers. He liked the idea, so I have written an article
> titled "Powerful writing on a limited budget!". I hope it is of interest
> to everyone. It is not too detailed, because the idea was to present an
> "alternative" and not get too technical.
>
> I hope you enjoy.
> Sincerely,
> Michael A. martin
>
> http://www.writers-bbs.com/html/FishEggs/classiccomputers.shtml
>
>
>

# 989. Re: O.S.S. Cart ROMS Here!...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7no7u7$pch$1@autumn.news.rcn.net>
Source record: 51074

William Forbes <wforbes@mail.third-wave.com> wrote in message
news:379DDC03.3757C9F6@mail.third-wave.com...
> Wow! Deja vu, the 1980's all over again! The Atari community had a lot
> of software thieves back then. And apparently still does, judging from
> the outpouring of sympathy for the recent posting of the O.S.S. roms on
> the Net. During the 1980's, software developers and retailers were
> ruined because of software thieves. That's the reason why many titles
> are hard to find, and when you do find them you have to pay a premium.
> Now that reason is used for further
> theft. It certainly is a vicious circle, which long ago destroyed any
> possibility of anyone expecting any return for developing, packaging and
> distributing Atari software. Perhaps that is why the Atari community is
> so small. It wasn't even mentioned in a recent article about current
> 8-bit computing published in the New York Times.

Here we go again. I don't agree with piracy. But I feel that naming piracy
as the cause of dealers going out of business is exaggerating the importance
of piracy. Intel/Microsoft-based software is pirated to a much greater
extent than the software of any of the classic platforms, but I don't see
retailers, or software houses, or the platform dying. Face it, when the
classic computers ruled, there were many of them, thus fragmenting a total
home computer market that was small compared to what's out there today.
What killed the Atari market was really a combination of factors. Much more
detrimental to it than piracy was the inability of three ownerships of Atari
to come up with a marketing strategy and then stick to it vigorously. A
second factor was the inability of the Warner administration to separate
failure in the computer game market from success in the home computer market
with respect to the Atari brand. Nolan Bushnell warned Warner not to make
computers, but they went ahead although they knew next to nothing about
computers or how to market them. The Tramiels also made some serious errors
in how they timed the release of several new 8-bit products.

The New York Times is not the ultimate authority on anything. It's a
newspaper. Newspapers make all kinds of omissions, and not always because
of their slant or other deliberate action. Perhaps you should write, as I
have, to the Times and let them know about our community and what it was
able to accomplish in a period that began before the advent of the C=64 and
continues today.

>
> Thomas Meyer wrote:
>
> > VB <nomail@none.com> wrote:
> > >Somebody with GUTS and COURAGE has decided
> > >to post the O.S.S. Roms from Action, BasicXL,

> > >BasicXE, and Mac65.
> >
> > Great. And the one I *really* still have the cart for (Mac/65) isn't
> > there yet.
> >
> > Thomas
> > --
> > Thomas Meyer, Bremen, Germany
> > mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/
>

## 990. 1050 Read Head Sensor

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <7no9cg$83l@dfw-ixnews7.ix.netcom.com>
Source record: 51075

Anyone know where I can buy one?

-Rick Heldmann

# 991. Re: GOD BLESS TOM HUNT!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-28 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <29684-379FCCD6-120@newsd-172.iap.bryant.webtv.net>
Source record: 51076

you are right in some respects alan about open code,its just that i have never meet a programmer yet with that theory,it would make me happy not to have to pay royalty checks,the open code seems to me to be a way to get around the monopolys that the goverment has allowed to squash all competition,it is hard to do battle with free,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 992. Re: Micro Dos

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37a5dd5c.33535612@news.earthlink.net>
Source record: 50938

On 29 Jul 1999 02:22:27 GMT, rhamiiton5@aol.com (RHamiIton5) wrote:

>Someone recently asked about this utility. In the early 80's Compute published
>one which allowed most DOS functions to be accomplished without losing contents
>of program memory or using MemSav (took a LOT of time). It loaded at boot as
>Autorun.sys in DOS 2.0 & 2.5 and trapped the DOS vector. It provided
>directory, format, write DOS.SYS, lock, unlock, delete, binary save & load,
>binary<->hex # converter; everything from DUP except copy & duplicate and write
>DUP.SYS. It was great back before RAM disks. Let me know if you want the BASIC
>loader which created the file.
>
>Ron

I believe it was Antic (or Analog) that published a better one. It
was called DISKIO and then DISKIO II. DISKIO was pretty much the
Rolls Royce as far as those kind of free utilities went. Only thing
better was SpartaDOS, BASICXL/XE etc to give you those capabilities.

## 993. Re: 1050 Drive repair?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <379fe12a@news.iglou.com>
Source record: 50939

On 1999-07-27 jsouth@itlnet.nospam.net said:
>The non-working drive lights up and spins/stops on power-up, but
>when you attempt to boot from it, the continuous "boot error"
>message appears scrolling down the screen.
Can you set your working drive as D1 and the other drive as D2 and see if
it can read anything?

Net-Tamer V 1.08X - Test Drive

## 994. Re: heeelp!!! Name of the game...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: dalibor5561@my-deja.com
Message-ID: <7np7r8$bjg$1@nnrp1.deja.com>
Source record: 50940

Yeah,

that's "Survivor" if I remember....

There was colored bases, red, blue and green.... was there ??????
I have it, but just in tape version...

Dalibor

TwBBat <gillbates@necrosoft.com> wrote:
> Hello,
>
> help me please ;) Anyone knows name of the game - rocket fly around
> space fortress & destroy laser guns, some patrols fly around some
> times... Some kinds of defence wall-bricks you need to shoot... Level
> passed when (IMHO) all the guns destroyed.
>
> name such as "survivor" or "last survivor"... Anyone know this game?
> Help please...
>
> Maybe you also know where i can download it?
>
> thanks ;)
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 995. Re: Micro Dos

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <37a3f90f.10216364@trumpet.uni-mannheim.de>
Source record: 50941

On Thu, 29 Jul 1999 04:51:16 GMT, ssilicon@earthlink.net (Jon Melbo) wrote:

>On 29 Jul 1999 02:22:27 GMT, rhamiiton5@aol.com (RHamiIton5) wrote:
>
>>Someone recently asked about this utility. In the early 80's Compute published
>>one which allowed most DOS functions to be accomplished without losing contents
>>of program memory or using MemSav (took a LOT of time). It loaded at boot as
>>Autorun.sys in DOS 2.0 & 2.5 and trapped the DOS vector. It provided
>>directory, format, write DOS.SYS, lock, unlock, delete, binary save & load,
>>binary<->hex # converter; everything from DUP except copy & duplicate and write
>>DUP.SYS. It was great back before RAM disks. Let me know if you want the BASIC
>>loader which created the file.
>>
>>Ron
>
>I believe it was Antic (or Analog) that published a better one. It
>was called DISKIO and then DISKIO II. DISKIO was pretty much the
>Rolls Royce as far as those kind of free utilities went. Only thing
>better was SpartaDOS, BASICXL/XE etc to give you those capabilities.
>
I haven't tried DISKIO, but I've typed and used COMPUTE!'s utility;
it even woks in combination with the RAMdisk for the 800XL...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 996. Re: O.S.S. Cart ROMS Here!...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <7np8rs$63d$1@plutonium.compulink.co.uk>
Source record: 50942

In article <379f4bf6.11196064@news.freeserve.net>,
mclane@dellos.freeserve.co.uk (Paul Irvine) wrote:
> Must have been Barclay's :)
<FX: looks around worriedly> Might have been.. ;-)

> And guess who I worked for in Hammersmith :)
I'm jealous. Most of the stuff they had in Maplins I could only dream
about. Getting my 400 upgraded from 32Mb to 48Mb for £100 was a happy day
for me though.

**********
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**********
* Analyst Programmer/ Freelance IT writer *
**********

## 997. Re: heeelp!!! Name of the game...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37a32227.741925@news.freeserve.net>
Source record: 50943

The other Day TwBBat <gillbates@necrosoft.com> wrote:

>Thanx Paul! Thanx all of you, people!
>
>Paul i sent you mail.
>
Yep, check your email for a nice attachment.
--
Paul Irvine ICQ 105793

A fool and his money are easily parted!

# 998. Re: 1050 Read Head Sensor

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <H1Yn3.727$3K1.16253@newse3.tampabay.rr.com>
Source record: 50944

What's a "read head sensor"? I have a garage full of Atari Spare parts...

Never heard of that one...

Jim

Richard Heldmann <heldmann@ix.netcom.com> wrote in message
news:7no9cg$83l@dfw-ixnews7.ix.netcom.com...
> Anyone know where I can buy one?
>
> -Rick Heldmann
>
>

# 999. Re: ATR-8000 Hard Drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <e4Yn3.728$3K1.16210@newse3.tampabay.rr.com>
Source record: 50945

Would you like to get rid of the dead ATR?
I'm interested...
Jim

RHamiIton5 <rhamiiton5@aol.com> wrote in message
news:19990728213747.18162.00002268@ng-fn1.aol.com...
> >know where I might find these resources?
>
> I have a dead ATR, and my understanding is that a HD interface was not
> available. I never found one while I used the 8000.
>
> Ron
>

# 1000. Re: O.S.S. Cart ROMS Here!...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7nppag$nrm$1@news7.svr.pol.co.uk>
Source record: 50946

Hi,

>I am sure the world you live in is different from mine, but I do know
>mine. I have belonged to several Atari user groups and have closely
>associated with several Atari retailers....

Well, SOMEONE got out the wrong side of bed!

I've been involved with Atari machines, and the UK home computer "scene", since
1980 (including the largest independant UK retailer and user group) so I think
I have some idea of what's gone on since then.

>....So, I know I am not far from the mark about what the US educator's
>general attitude has been about Atari computers....

Which has exactly what to do with this conversation?

>....I am thankful that your world has done so much for the Atari
>community....

Ah, sarcasm I presume? Yawn.

# 1001. Re: 1050 Read Head Sensor

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <7npp70$bqg@dfw-ixnews21.ix.netcom.com>
Source record: 50947

I believe it is the sensor that detects that the read head is parked.

-Rick Heldmann

Jim Smith <jsmith@j-com.net> wrote in message
news:H1Yn3.727$3K1.16253@newse3.tampabay.rr.com...
> What's a "read head sensor"? I have a garage full of Atari Spare parts...
>
> Never heard of that one...
>
> Jim
>
> Richard Heldmann <heldmann@ix.netcom.com> wrote in message
> news:7no9cg$83l@dfw-ixnews7.ix.netcom.com...
> > Anyone know where I can buy one?
> >
> > -Rick Heldmann
> >
> >
>
>

## 1002. FS: XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: w Busse <bbaggins@charlotte.infi.net>
Message-ID: <7npv9c$tbl$1@nw001t.infi.net>
Source record: 50948

I have for sale an XEGS system in excellent condition which includes
the following:
Please note that I am selling this as a package, and will not split up

Console- Missile Command on board
Keyboard
1)joystick
1)lightgun
power supply
manuals
(sorry, no box)

The following games are also included:
(games do not have boxes)

Super Breakout (manual)
Daves Mid. Magic (manual)
Centipede
Hardball (manual)
Pole Position
Bug Hunt (manual)
Flight Simulator2 (manuals, flight maps)
Blue Max (manual)
Space Invaders
Zaxxon
Frogger

All for $65.00 shipped(cont. USA only please)
e-mail bbaggins@charlotte.infi.net

# 1003. Re: O.S.S. Cart ROMS Here!...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37af2ce9.3496560@news.freeserve.net>
Source record: 50949

The other Day ilaskey@cix.compulink.co.uk wrote:

>In article <379f4bf6.11196064@news.freeserve.net>,
>mclane@dellos.freeserve.co.uk (Paul Irvine) wrote:
>> Must have been Barclay's :)
><FX: looks around worriedly> Might have been.. ;-)

Look out your window, see that green ford, that's me waving at you ;)

Actually, my wife worked for said bank at that time and only they were
so bloody tight with wages :)
>
>> And guess who I worked for in Hammersmith :)
>I'm jealous. Most of the stuff they had in Maplins I could only dream
>about. Getting my 400 upgraded from 32Mb to 48Mb for ?100 was a happy day
>for me though.

The Hammersmith branch was good because of the software 'celebs to be'
that we got in there. Sadly we had (company wise) a complete half-wit in
charge of the stock purchasing, towards the end of Maplin having Atari's
we suddenly had van loads of Temple of Apshai's sent up to us to get rid
of.

I ended up stripping them out of the boxes to use as blanks..

And all I wanted was a nice 1450 XLD, never saw one and only saw a real
life 1200XL for sale the other day.
--
Paul Irvine ICQ 105793

A fool and his money are easily parted!

# 1004. Re: 1050 Read Head Sensor

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: AtariBob <rwoolley@pacbell.net>
Message-ID: <ik2o3.184$_M1.12585@typhoon-sf.snfc21.pbi.net>
Source record: 50950

They call that a track zero sensor. It is a pretty common photo-interrupter that has a special mount. I have removed the transistor and LED from another p-i and used them in the Atari mount.... or, you buy this kind of thing from Best.

Bob

Richard Heldmann <heldmann@ix.netcom.com> wrote in message news:7npp70$bqg@dfw-ixnews21.ix.netcom.com...
> I believe it is the sensor that detects that the read head is parked.
>
> -Rick Heldmann
>
>
> Jim Smith <jsmith@j-com.net> wrote in message
> news:H1Yn3.727$3K1.16253@newse3.tampabay.rr.com...
> > What's a "read head sensor"? I have a garage full of Atari Spare parts...
> >
> > Never heard of that one...
> >
> > Jim
> >
> > Richard Heldmann <heldmann@ix.netcom.com> wrote in message
> > news:7no9cg$83l@dfw-ixnews7.ix.netcom.com...
> > > Anyone know where I can buy one?
> > >
> > > -Rick Heldmann
> > >
> > >
> > >
> > >
>
>

# 1005. Re: Atari and Year 2000

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7nqfr0$q30$1@autumn.news.rcn.net>
Source record: 50951

The CX-85 is a numeric keypad that plugs into a joystick port. It's useless without some kind of driver. Fortunately, there are several -- some specific to one program or another, and some more general. I spent a lot of time with one entering long type-in programs that consisted of three-digit numerals many years ago. Some of the drivers were p/d, and others were commercial.

RHamiIton5 <rhamiiton5@aol.com> wrote in message news:19990728220657.18162.00002279@ng-fn1.aol.com...
> >(does anyone know if Atari 85 is a valid model?).
>
> There was never one in the US during the 8-bit days; I think the CX-85 was a
> joystick.
>

# 1006. Re: Atari and Year 2000

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: kwburgess@aol.com
Message-ID: <19990729171626.13701.00002186@ngol03.aol.com>
Source record: 50952

In article <19990728220657.18162.00002279@ng-fn1.aol.com>, rhamiiton5@aol.com (RHamiIton5) writes:

>Subject: Re: Atari and Year 2000
>From: rhamiiton5@aol.com (RHamiIton5)
>Date: 29 Jul 1999 02:06:57 GMT
>
>>(does anyone know if Atari 85 is a valid model?).
>
>There was never one in the US during the 8-bit days; I think the CX-85 was a
>joystick.

Try yes...CX-85 was a numeric key pad.

## 1007. where to get disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: Default_Name
Message-ID: <37A0CA78.39EE0B30@holmes.ipfw.edu>
Source record: 50953

how much would a disk drive for my atari 800 be these days and where could I get one. I'm preety sure my 810 is bunk. It sat for too long I guess and now it does'nt work.

## 1008. Original Turbo Basic Articles?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990729191227.24001.00001790@ng-fm1.aol.com>
Source record: 50954

Anyone know of a place on the web where
I might get the original Turbo Basic articles?
I have heard it was published in a magazine
by the Compy Shop in Germany. (?) Or-
does anyone know if there is any technical
information for it or the compiler? I'd love to
know more about this great piece of A8
programming.
Thanks,
Larry White

## 1009. Re: 1050 Drive repair?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: James South <jsouth@itlnet.nospam.net>
Message-ID: <37A0E08C.FFBE22E3@itlnet.nospam.net>
Source record: 50955

bmarcum@iglou.com wrote:
>
> Can you set your working drive as D1 and the other drive as D2 and see if
> it can read anything?

Thanks for the suggestion. The computer won't boot with the non-working
drive in the system, even when set correctly as drive 2. If I simply
take out the drive cable (remove it from the system) on the bad drive,
the system boots normally.

--
To reply remove "nospam" from the address.

## 1010. announcing bomberman clone on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <29099-37A0EA67-79@newsd-173.iap.bryant.webtv.net>
Source record: 50956

we know have a bomberman clone on cart for all 64k of ram xl/xe's,just simply plug it in,and play,this game is awesome,its called dynakill,ordering info can be found at,
www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 1011. announcing water ski school on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <29100-37A0EAFF-64@newsd-173.iap.bryant.webtv.net>
Source record: 50957

cool water skiing game,a lot like water ski on the 7800,know availible
for all xl/xe computers,with at least 64k of ram,just plug in and
play,ordering info can be found at,
www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 1012. More Atari stock. Lowered prices. FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7nr70v$e5m$1@user2.teleport.com>
Source record: 50958
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

For Atari Sales and Service from someone with nearly 20 years of Atari experience go to my Web site below or E-Mail me at atari@benjamin.net where you can find for the Atari 8 Bit coveted Happy Drives and other Disk Drives modified for increased performance and speed. As well as a library of Reference Materials from COMPUTE! Books. You can find NEW Atari ST software Marked down in Price, Disk Drives made by Indus for the Atari ST and Reference Books Published by ABACUS and I've added and will be adding more Hardware, Software, Books & Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. And remember if you dont come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

Click for WebSite!

***FREE*** Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, August 10th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

## 1013. WTB: Looking for a Happy Warp Speed add-in or 1050 equiped.

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: Anonymous <Anonymous@nothere.com>
Message-ID: <fcbo3.1180$zP1.65843@typhoon-sf.snfc21.pbi.net>
Source record: 50959

pls send offer to onlinetrader@hotmail.com

# 1014. Re: GOD BLESS TOM HUNT!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: John Maris <johnm@crosswinds.net>
Message-ID: <933201479.22282.0.pluto.c29fe7b1@news.demon.nl>
Source record: 51077

Why should I make my products public domain? Ever seen public domain painting of Vincent van Gogh? I've done a lot of programming for the goold old Atari, a lot of public domain, PD mags, and some commercial products. If I decide to put my programs into the public domain, I can do thet. But why should any ser'put my stuff into the PD????

Regards, John Maris (The Missing Link), programs: TML drumeditor, Whoops (1 & 2), Zebu level-editor, etc, etc...

Jindrich Kubec heeft geschreven in bericht <379E97E8.594F3B64@asw.cz>...
>Lance Ringquist wrote:
>>
>> hey i make my living on the atari market,as a few other dealers do,we
>> are not poor sots,just honest people making a living,if everyone thought
>> that way,there would be few jobs out there to be had,everyone would be
>> stealing from everyone,you have a poor outlook on life,thanks,
>
>Apologies. I was really pissed by that shithead. Althought I still don't
>believe in Atari 8-bit markets and would like to see everything be put
>in the public domain, you decide if you still want to sell it. Sorry
>again.
>
>--
>Jindroush <kubecj@asw.cz>
>See http://www.asw.cz/~kubecj for Atari 8bit utils!

# 1015. Re: WTB Basic XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: rhamiiton5@aol.com
Message-ID: <19990728213507.18162.00002267@ng-fn1.aol.com>
Source record: 51078

Have them, what is the bid?

Ron

## 1016. Re: Schematic on a Atari 800.

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: rhamiiton5@aol.com
Message-ID: <19990728214430.18162.00002269@ng-fn1.aol.com>
Source record: 51079

I have the manual but no scanner; btw there are some rather sizeable fold out diagrams that would be difficult to scan usefully except in hard to reconstruct mosaics.
Am not aware of any www resources.

# 1017. Re: ATR-8000 Hard Drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: rhamiiton5@aol.com
Message-ID: <19990728213747.18162.00002268@ng-fn1.aol.com>
Source record: 51080

>know where I might find these resources?

I have a dead ATR, and my understanding is that a HD interface was not
available. I never found one while I used the 8000.

Ron

# 1018. Re: Atari 1050 Super Archiver

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: rhamiiton5@aol.com
Message-ID: <19990728214824.18162.00002270@ng-fn1.aol.com>
Source record: 51081

I never had one, but from what I remember it was similar to the 810 version; ie custom formats and ability to place multiple protected applications on a single floppy which could only be loaded with the archiver.

# 1019. Re: FA: "De Re Atari", Atari programming reference.

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: rhamiiton5@aol.com
Message-ID: <19990728220020.18162.00002276@ng-fn1.aol.com>
Source record: 51082

FYI - I saw this entire document on the web a day or so ago; wish I had the addr. My copy was invaluable in my 800 programming days and a hard copy would be nice but the e-version is out there.

# 1020. Re: Atari and Year 2000

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: rhamiiton5@aol.com
Message-ID: <19990728220657.18162.00002279@ng-fn1.aol.com>
Source record: 51083

>(does anyone know if Atari 85 is a valid model?).

There was never one in the US during the 8-bit days; I think the CX-85 was a joystick.

## 1021. Micro Dos

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: rhamiiton5@aol.com
Message-ID: <19990728222227.18162.00002284@ng-fn1.aol.com>
Source record: 51084

Someone recently asked about this utility. In the early 80's Compute published one which allowed most DOS functions to be accomplished without losing contents of program memory or using MemSav (took a LOT of time). It loaded at boot as Autorun.sys in DOS 2.0 & 2.5 and trapped the DOS vector. It provided directory, format, write DOS.SYS, lock, unlock, delete, binary save & load, binary<->hex # converter; everything from DUP except copy & duplicate and write DUP.SYS. It was great back before RAM disks. Let me know if you want the BASIC loader which created the file.

Ron

# 1022. Re: FA: "De Re Atari", Atari programming reference.

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: rhamiiton5@aol.com
Message-ID: <19990728230411.18159.00002527@ng-fn1.aol.com>
Source record: 51085

Full document in html. Here is the addr:

http://www.pcc.net/dzone/dere/contents.html

enjoy & learn - Ron

# 1023. Atari Stuff For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@home.com>
Message-ID: <ANPn3.14205$qd.12421@news.rdc1.mi.home.com>
Source record: 51086

Joysticks

4-Button Joystick $2.00
Atari Keyboard Controllers Set (w/box) $3.00
SVI Quickshot I Joystick $3.00

Publications

Atari Astroids Cart. Manual $3.00
Atari AtariWriter Cart. Manual & Quick Reference Card $5.00
Atari Basic Quick Reference Guide by John Wiley & Sons $3.00
Atari DOS 3 Intro & Ref. Manuals $5.00
Compute!'s First Book of Atari $3.00
Analog Movie Themes Cassette (requires Atari Music Composer) $2.00

Software

APX Three Holiday Games Cassette (w/manual) $3.50
Atari BASIC Cart. $2.00
Atari Bug Hunt Cart. $3.00
Atari Centipede Cart. $3.00
Atari Centipede Cart. (w/manual) $0.00
Atari E.T. Phone Home Cart. (unopened) $4.00
Atari Eastern Front (1941) Cart. $3.00
Atari Flight Simulator II Cart. $5.00
Atari Football Cart. $4.00
Atari Graph It Cassettes (w/manual) $5.00
Atari Music Composer Cart. (w/manual) $5.00
Atari Pac-Man Cart. $3.00
Atari Star Raiders Cart. $3.00
Atari Star Raiders Cart. (w/box) $3.50
Atari Super Breakout Cart. $3.00
EA One On One Cart. $5.00
EA One On One Disk (w/manual) $7.00
Sublogic Flight Simulator II Disk (w/manuals & box) $10.00
Synapse Protector II Cassette (w/manual & package artwork) $5.00
--
Buyer must pay all shipping/insurance costs.
See my web page for other collectibles available for sale/trade.

The Collectaholic's Page - http://members.home.net/mkusz
Sports Memorabilia, Non-Sports Cards & Other Collectibles

# 1024. Re: heeelp!!! Name of the game...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-29 00:00:00 UTC
From: TwBBat <gillbates@necrosoft.com>
Message-ID: <379FD2AE.DEBFCABD@necrosoft.com>
Source record: 51087

Thanx Paul! Thanx all of you, people!

Paul i sent you mail.

---
Paul Irvine wrote:
>
> The other Day TwBBat <gillbates@necrosoft.com> wrote:
>
> >Hello,
> >
> >help me please ;) Anyone knows name of the game - rocket fly around
> >space fortress & destroy laser guns, some patrols fly around some
> >times... Some kinds of defence wall-bricks you need to shoot... Level
> >passed when (IMHO) all the guns destroyed.
> >
> >name such as "survivor" or "last survivor"... Anyone know this game?
> >Help please...
> >
> >Maybe you also know where i can download it?
> >
> >thanks ;)
>
> Send me your real mail address...Game name is correct...
> --
> Paul Irvine ICQ 105793
>
> A fool and his money are easily parted!

## 1025. Re: where to get disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: rhamiiton5@aol.com
Message-ID: <19990729213256.20897.00004091@ng-fe1.aol.com>
Source record: 50960

> sure my 810 is bunk

You do not specify symptoms, but the only part that should be age sensitive is the drive belt. Brad Koda of Best Electronics probably still stocks them for around $12-15. Pretty sure they are online; will try to locate a www adr. He also had the drives for approx $100. I have seen them at junk sales for $10-25 (more & more rare these days.)

# 1026. Re: Original Turbo Basic Articles?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: rhamiiton5@aol.com
Message-ID: <19990729213831.20897.00004096@ng-fe1.aol.com>
Source record: 50961

All of the original docs I ever saw were on the disk in Text Wizzard format.
Something was in German - may have been the onscreen interface for compiler?

## 1027. Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: rhamiiton5@aol.com
Message-ID: <19990729215500.20897.00004105@ng-fe1.aol.com>
Source record: 50962

Which PC 8-bit emulator is giving the best satisfaction? I have tried XL-it! 0.2, Atari800 & PCXFormer 0.98; none of the 3 performs according to their docs on AMD K6-2MMX233 system. XFormer seems to have fewer trouble but XL-it promises the most. Has anyone experienced XL-it not recognizing dimages & offering only memo pad or self test? Same disk images load in other 2.

# 1028. Re: Atari and Year 2000

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: eparent@reply.here.net
Message-ID: <37a1129c.19311733@207.106.92.52>
Source record: 50963

The CX-85 is a numeric keypad that plugged into a joystick port.
If anyone wants to see a picture of one then check out my page at:

http://www.shaysnet.com/~eparent/atari/showcase/

It has not been updated in a long time, but hey...

On 29 Jul 1999 02:06:57 GMT, rhamiiton5@aol.com (RHamiIton5) wrote:

>>(does anyone know if Atari 85 is a valid model?).
>
>There was never one in the US during the 8-bit days; I think the CX-85 was a
>joystick.
>

## 1029. FS Flight Sim II and AtariWriter

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: gp429@aol.com
Message-ID: <19990729231939.24129.00003823@ng-fw1.aol.com>
Source record: 50964

Flight Sim II disks --includes the original box and the manuals and map -- $15

AtariWriter cart.-- no box but origninal manual and quick ref chart and
AtariProof Reader diskette --$20

or both for $25

email at gp429@aol.com

thanx

## 1030. Re: where to get disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: rhamiiton5@aol.com
Message-ID: <19990729234413.20895.00004344@ng-fe1.aol.com>
Source record: 50965

Best is in San Jose, CA; hours of operation are Monday through Friday 1:00pm to 5:00pm PST; ph 408-243-6950

http://www.best-electronics-ca.com/Default.htm

# 1031. Re: Atari and Year 2000

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37a12492.60279727@news.earthlink.net>
Source record: 50966

On Thu, 29 Jul 1999 16:58:45 -0400, "Alan Sharkis"
<asharkis@erols.com> wrote:

>The CX-85 is a numeric keypad that plugs into a joystick port. It's useless
>without some kind of driver. Fortunately, there are several -- some
>specific to one program or another, and some more general. I spent a lot of
>time with one entering long type-in programs that consisted of three-digit
>numerals many years ago. Some of the drivers were p/d, and others were
>commercial.

Would that entering of 3 digit numbers happen to have been those MLX
listings that Compute! magazine went to? I remember typing in tons of
that MLX stuff.

>
>
>RHamiIton5 <rhamiiton5@aol.com> wrote in message
>news:19990728220657.18162.00002279@ng-fn1.aol.com...
>> >(does anyone know if Atari 85 is a valid model?).
>>
>> There was never one in the US during the 8-bit days; I think the CX-85 was
>a
>> joystick.
>>
>

# 1032. Re: 1050 Drive repair?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <dU9o3.388$DM5.21343@newse2.tampabay.rr.com>
Source record: 50967

Replace the LM3086 on the board, I think it's by the IO ports...

It's probably shorted and bringing down the data lines. It's a cheap try anyhow...

James South <jsouth@itlnet.nospam.net> wrote in message news:37A0E08C.FFBE22E3@itlnet.nospam.net...
> bmarcum@iglou.com wrote:
> >
> > Can you set your working drive as D1 and the other drive as D2 and see if
> > it can read anything?
>
> Thanks for the suggestion. The computer won't boot with the non-working
> drive in the system, even when set correctly as drive 2. If I simply
> take out the drive cable (remove it from the system) on the bad drive,
> the system boots normally.
>
> --
> To reply remove "nospam" from the address.

# 1033. Re: Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37a23326.64012761@news.earthlink.net>
Source record: 50968

On 30 Jul 1999 01:55:00 GMT, rhamiiton5@aol.com (RHamiIton5) wrote:

>Which PC 8-bit emulator is giving the best satisfaction? I have tried XL-it!
>0.2, Atari800 & PCXFormer 0.98; none of the 3 performs according to their docs
>on AMD K6-2MMX233 system. XFormer seems to have fewer trouble but XL-it
>promises the most. Has anyone experienced XL-it not recognizing dimages &
>offering only memo pad or self test? Same disk images load in other 2.

Geeze, I used to use Atari800Win on a Pentium 120 and it worked pretty
good. I then went to a Pentium II/300 and now a Celeron 400 so of
course no problems now. I have tried all those emulators. The
Atari800 emulator was ported over to Win32 and that version is called
Atari800Win (instead of just Atari800). XL-It was quite good but
Atari800Win was better (and Best). XFormer is probably the FASTEST
but nowhere near the most compatible. In fact, it has a lot of
compatability problems. I have not used the Atari800 emu (just the
Win32 port of it). I am planning to try it though just to check out
the supercart capability that Tom Hunt added. And yes to those of you
with your balls all itching over that whole thing... I do OWN those
supercarts anyway so bugger off. Another emulator of interesting note
is Chris Lamb's Rainbow emulator. It's for Win32 and he has a
crippleware version of it you can download. You must buy it to get
the non crippled version. I never did because frankly, I can't
justify sinking any more money into my Atari computing. It was my
main thang for many years and I am still fond of it, but it is more of
a sideline consideration now. Lord knows I spent a bundle on 8-bit
stuff over the years. I thank all those who have provided free
emulation for helping me to keep my 8-bitting alive.

## 1034. WTB: Atari 800XL in Germany

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <7nrgeu$kg8$1@kohl.informatik.uni-bremen.de>
Source record: 50969

If you have one with a 1050 (incl. a Happy would be great), please e-mail
me.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 1035. Re: O.S.S. Cart ROMS Here!...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: David Hopcroft <davidh@cdex.ericsson.se>
Message-ID: <01beda65$7bba1fa0$60cb30a4@etlcolpc23.ericsson.se>
Source record: 50970

> about. Getting my 400 upgraded from 32Mb to 48Mb for £100 was a happy day

That must have been some upgrade ;-)
but tell me haw did you get all those chip's in the 400's case? :-)

# 1036. Re: O.S.S. Cart ROMS Here!...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <7nrtn3$8d1$1@plutonium.compulink.co.uk>
Source record: 50971

In article <01beda65$7bba1fa0$60cb30a4@etlcolpc23.ericsson.se>,
davidh@cdex.ericsson.se (David Hopcroft) wrote:

> > about. Getting my 400 upgraded from 32Mb to 48Mb for £100 was a happy
> > day
> That must have been some upgrade ;-)
> but tell me haw did you get all those chip's in the 400's case? :-)
Oops. Yes. Amazing how we get used to working in a totally different
version of reality nowadays. Once upon 48K was a serious amount of RAM but
now any PC with less than 128Mb looks like it's underpowered (which with
***** Office 2000 it is)

**************************************************
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**************************************************
* Analyst Programmer/ Freelance IT writer *
**************************************************

# 1037. Re: announcing bomberman clone on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37a17d56.654937@news.freeserve.net>
Source record: 50972

The other Day Video61@webtv.net (Lance Ringquist) wrote:

>we know have a bomberman clone on cart for all 64k of ram xl/xe's,just
>simply plug it in,and play,this game is awesome,its called
>dynakill,ordering info can be found at,

Isn't Dynakill someone else's game?

I would hate to think that a dealer was knocking out someone else's
software without approval especially after the Action roms shouting
match.

Here's hoping its all leggit :)
--
Paul Irvine ICQ 105793

A fool and his money are easily parted!

# 1038. Re: Atari and Year 2000

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7ns7fa$5t1$1@autumn.news.rcn.net>
Source record: 50973

YES

Jon Melbo <ssilicon@earthlink.net> wrote in message
news:37a12492.60279727@news.earthlink.net...
> On Thu, 29 Jul 1999 16:58:45 -0400, "Alan Sharkis"
> <asharkis@erols.com> wrote:
>
> >The CX-85 is a numeric keypad that plugs into a joystick port. It's
useless
> >without some kind of driver. Fortunately, there are several -- some
> >specific to one program or another, and some more general. I spent a lot
of
> >time with one entering long type-in programs that consisted of
three-digit
> >numerals many years ago. Some of the drivers were p/d, and others were
> >commercial.
>
> Would that entering of 3 digit numbers happen to have been those MLX
> listings that Compute! magazine went to? I remember typing in tons of
> that MLX stuff.
>
>
> >
> >
> >RHamiIton5 <rhamiiton5@aol.com> wrote in message
> >news:19990728220657.18162.00002279@ng-fn1.aol.com...
> >> >(does anyone know if Atari 85 is a valid model?).
> >>
> >> There was never one in the US during the 8-bit days; I think the CX-85
was
> >a
> >> joystick.
> >>
> >
>
>

# 1039. WTB - Ultima 1: The Original from Sierra Online/SierraVenture

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: fortran@earthlink.net
Message-ID: <MPG.120b678f15a8df2498a40b@news.alt.net>
Source record: 50974

I'm looking for the Atari 400/800 game, Ultima 1: The Original by
Sierra Online/SierraVenture. I'm a collector of Ultima games so I would
like to add this game to my permanent collection. While I am interested
in the complete game, I'm also willing to buy a partial copy. (I know
about the emulator images. I'm looking for the original.)

Please email me if you would be willing to sell your game.

--

Edward Franks
<fortran@earthlink.net>

## 1040. Centronics printer gizmo for Atari XL etc.

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37A1BB3E.939416F2@patent.gov.uk>
Source record: 50975

I still have the gizmo that plugs into the two joystick ports and outputs to a centronics printer plug/socket. No software. But yours for ï¿½5.00 UK mainland.

If any one wants the description of the 400 at block diagram level, then there is a very full one in a Patent Spec. from Atari. I'll ferret out the Patent number for any one interested.

Bob-King

# 1041. Re: announcing bomberman clone on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <4238-37A1C0CA-36@newsd-172.iap.bryant.webtv.net>
Source record: 50976

i did not yell over the roms,but as far as i know,its pd,if we put something out,that turns out not to be pd,we will pull it,or come to some sort of a arrangment on a royalty,todays 8-bit software world in many instances is quite murky,i have seen many posts on this newsgroup advertising downloads of all sorts of programs that were/or are still copywrited,but many of the holders just let it slide,or do not care,when someone posts a messege on this newsgroup that they are looking for a game,if i have it,i will privatly e-mail them to check out my web site,most answer back politely,no thanks,they meant where can i download this for free for my emulator,any ways,i know not every one is doing this,its just that we are trying to be carefull,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 1042. FS:USA:STE/MegaFile

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7nskaq$1u41@news.ajou.ac.kr>
Source record: 50977

Hi Folks,

I have a good Atari STE and MegaFile 30 Hard Drive for Sale.
If interested send me e-mail and I'll Reply with all the
details of the system with price.
Thanks,
phantomm@kih.net

## 1043. Assembler Required

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: steve@vitus.u-net.com
Message-ID: <37a1e5f5.89381@news.u-net.com>
Source record: 50978

Help...I've just got a 130XE, etc. but need an assembler. Does anyone know where I can get one from in the UK?

Thanks for your help.

Steve

# 1044. Re: where to get disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19990730142021.10901.00001827@ngol08.aol.com>
Source record: 50979

I tried e-mail, but the address in the message isn't valid. I have an Atari 1050 disk drive that I am willing to sell that is a worthy replacement for your broken 810.

If interested, contact me at gwestndrf@aol.com.

# 1045. Re: announcing bomberman clone on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37a6ee2d.29546262@news.freeserve.net>
Source record: 50980

The other Day Video61@webtv.net (Lance Ringquist) wrote:

>i did not yell over the roms,but as far as i know,its pd,if we put
>something out,that turns out not to be pd,we will pull it,or come to
>some sort of a arrangment on a royalty,todays 8-bit software world in
>many instances is quite murky,i have seen many posts on this newsgroup
>advertising downloads of all sorts of programs that were/or are still
>copywrited,but many of the holders just let it slide,or do not care,when
>someone posts a messege on this newsgroup that they are looking for a
>game,if i have it,i will privatly e-mail them to check out my web
>site,most answer back politely,no thanks,they meant where can i download
>this for free for my emulator,any ways,i know not every one is doing
>this,its just that we are trying to be carefull,thanks,
>lance

Lance, I tried to edit your reply but you didn't stop for breath once :)

1. I'm not trying to accuse you of wrong doing, infact its good to see
you come to an arrangement on Non PD stuff.

2. I'm just stunned that dealers (not you) go ape (no pun) about people
putting up images of items that were hacked and cracked nigh on 15-20
yrs ago. People have had access to these from day one, the pirates that
sold stuff made their bucks *then*. Now its more of a 'shrine' to the
Atari...

Hardware is where the support should be focused, the titles on disks etc
are already in Cyberspace and have been since day one, copyrighted or
not, that's not going to change..

People who hope to make money purely from the old software sales are on
a losing battle regardless of whatever way you look at it. If we are
going to keep the Atari alive in physical form then we must keep the
hardware around.......

For those who shout "But its still breaking the law" then yes its is, my
2nd job was as tech sales for the Atari's and I have reviewed, coded and
even helped a couple of UK titles get published but I don't expect
anything for the bits I have been involved in...

I'm just happy they are still around and being enjoyed....

I'm not saying that software should not be sold by people, but lets be
realistic about the age and very obvious alternative source's that it's
available from before you base your living on it..

All the above is not said in a "Screw the dealers" manner, please
understand that before you scream back..
--
Paul Irvine ICQ 105793

A fool and his money are easily parted!

# 1046. Re: Classic computer article

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A1DE1E.70CE@geocities.com>
Source record: 50981
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.atari.st

Previously...

For 3 years I was the only patent examiner using a computer for day to
day use and it was an Atari!!!!!! ..... (clip!)
When we were first PC'd, I went over to Protext 4.3 on the PC and First
Choice (for the data base) and this was purely for the better display.
Now we are all using Windows NT, WordPerfect, Netscape etc etc and its
soooooo dull!!!

Bob King

@>-->--------------

Precisely. I used a Macintosh for years because it was different and
better. It proved to me that alternative could exist.
When microsoft poured in millions of dollars to keep Apple afloat and
Apple killed the Newton...

I found Atari a nice alternative. :)

Now I do more and more on my Atari ST, and my Macintosh is becoming a
storage media for the ST (and even that is diminishing).

Now when I get that Milan perhaps I'll be a little closer to the
beautiful colors and graphics of my Mac.. that's about the only thing
I'm missing right now...

Doctor Clu
--
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THE ATARI / NEWTON CONNECTION \\ /,
http://www.geocities.com/SiliconValley/Hub/4088/ `( N
Combining a Fun Desktop With an Exciting Data Assistant \
=

# 1047. Re: Original Turbo Basic Articles?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <7nst86$7tu$1@kohl.informatik.uni-bremen.de>
Source record: 50982

LWhite6497 <lwhite6497@aol.com> wrote in message:
19990729191227.24001.00001790@ng-fm1.aol.com...
> Anyone know of a place on the web where
> I might get the original Turbo Basic articles?
> I have heard it was published in a magazine
> by the Compy Shop in Germany. (?) Or-
> does anyone know if there is any technical
> information for it or the compiler? I'd love to
> know more about this great piece of A8
> programming.

Turbo Basic XL was published by German home computer magazine "Happy Computer" back in 1985, I think. I still have a special edition issue which has a copy of the original article in it. The special edition issue also has the compiler in it, I think. The program was a "Listing Of The Month".

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 1048. Re: Sick 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A1ED25.642F@geocities.com>
Source record: 50983

Rather than $15 for the part, I would sell a 800 XL for $5. ;)

Doctor Clu
--
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# 1049. Re: Waaaayyy OT:Classic Mac Users

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A1ECB0.7EF6@geocities.com>
Source record: 50984

Awesome! I've been trying to find some interested users in Apple IIe stuff, since I come across those computers quite often. Have you found a computer setup yet? Please reply to...

clu-da-bard@geocities.com

Thanks!

Doctor Clu
--
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# 1050. Re: Atari Portofolio HPC-004 ??

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A1EF2F.1621@geocities.com>
Source record: 50985

I recently picked up a Portfolio, since I like having at least the base units of the Atari made stuff. Though I prefer Atari game systems and Computers over all others, I'm afraid I was spoiled by the Newton. ;)

However, the Portfolio was still fun to get working. Mine was far from complete with a partially working keyboard, dead batteries, and missing door panels. Thanks to Best Electronics I was able to get all the missing parts and fix the keyboard.
I later bought the Parallel and Serial port adapters. (I would be willing to sell the Parallel port for a pittance) and now it's what I would call complete.

There is a STRONG following of Portfolio users probably more so than many other Atari products simply due to the fact it is actually a portable and quite useful IBM XT machine.

Recent developments that impressed me about the Portfolio....

The original memory cards were 64K and 128K and some special cards were made that bank switched at 320K. Other costly 1,2 and 4 meg cards were made by other companies in the special Portfolio card style.
However, lately, you can get the PCMCIA adaptor and run a standard 1 meg Static Ram Card (of apple design) for the Portfolio.

You can also get a ZIP drive adaptor (something I wish the Newton had) and numerous other goodies.

Though a IMB XT, the device comes with fairly nice spreadsheet, word processor, calendar, and calculator in the ROM... which saves on space.

Good little device. I like to show off the Portfolio I have from time to time just to show how Atari more of less helped pioneer the palmtop field. And honestly, with the Portfolio being released in 1989-1990 and the Newton in 1993... well.. Atari has my respect there.

Doctor Clu
--
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# 1051. Re: Dead IO port.

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A1F210.4801@geocities.com>
Source record: 50986

Ted wrote:
>
> Do any one know if the driver in the IO are made up of "normal"
> components?
> And if there is a chance of getting hold of these bits.
>
> Ted
> arne16@hotmail.com
> Stockholm, Sweden

Someone correct me if I'm wrong, but I believe if the I/O is out that
is a problem with the pokey chip.

I know this only because I fried a pokey chip back when they were...
costly. ;)

Doctor Clu
--
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# 1052. Re: Dead Mint 7800

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A1F15D.659F@geocities.com>
Source record: 50987

Just proves my point... there are more dead 7800's than working ones.
Seems this one was dead before it was even opened. ;)

Doctor Clu

--
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# 1053. Re: GOD BLESS TOM HUNT!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A1FA87.113D@geocities.com>
Source record: 50988

When I think of Atari Vendors, I think of the Computer Dungeon which recently threw it's hands up at the Atari scene and got disgusted with everyone and smashed thousands of dollars of merchandise when money didn't rush in.

I recently got a little disgusted when I bought a bunch of coleco vision items for a lump sum with a friend of mine in mind, and then offered the rarer parts to said friend for $10. (Track ball extension, Driver controller with pedal, and Star Wars cartridge..) I was basically giving this away. To this he simply said the price was too high and that he would have to turn it down.

Seems much of the older computer and gamer fans do get to a point where we want to pick up equipment for next to nothing. For me, it's nothing to spend $10-$20 on an item or a group of items. And then $50 for truly cool items (like CAB 2.7 for the Atari ST... wow!)

Vendors in the Atari realm most DEFINATELY have a place. It seems to be the best way to go about things is to stock pile tons of Atari stuff, and then sit on it.
Then, with that in the background lining the walls, you sell "current" items. Kent Kordes with Systems For Tommorrow sells Atari Computing, CAB, and all the items that are current for the ST. Lance sells new game cartridges and versions of BBS software.

And then... every so often, people will approach you on old items.. basic things. And THEN you sell the old equipment. But that part requires PATIENCE.

And again... I say this from personal experience as.. I er... sample software, I disgard what I don't like (due to lack of hard drive space) and keep what I do like. In time, I like to add to my collection "Official copies" once I've gotton the taste in my mouth for the item, and if nothing else, to contact the person, thank them for a great product (whiether or not it is still supported).
Hell, I like to see the look on the developer's face when I offer money for something they had long forgotten about.

Case in point... I think I'll send in my $25 to the smuck that developed Freeze Dried term. Yeh, he took tons of money from Atarians and never gave them the key... but I have a key. (grin)... and besides, it's a GOOD term program.

This is the reason I like shareware...

But yeh... at point Atari vendors get my money.

Doctor Clu

--
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# 1054. Re: Atari and Year 2000

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37a20fdd.42848851@news.earthlink.net>
Source record: 50989

On Fri, 30 Jul 1999 08:45:36 -0400, "Alan Sharkis"
<asharkis@erols.com> wrote:

You weren't the man "behind the curtain" were ya Alan?

>YES
>
>
>Jon Melbo <ssilicon@earthlink.net> wrote in message
>news:37a12492.60279727@news.earthlink.net...
>> On Thu, 29 Jul 1999 16:58:45 -0400, "Alan Sharkis"
>> <asharkis@erols.com> wrote:
>>
>> >The CX-85 is a numeric keypad that plugs into a joystick port. It's
>useless
>> >without some kind of driver. Fortunately, there are several -- some
>> >specific to one program or another, and some more general. I spent a lot
>of
>> >time with one entering long type-in programs that consisted of
>three-digit
>> >numerals many years ago. Some of the drivers were p/d, and others were
>> >commercial.
>>
>> Would that entering of 3 digit numbers happen to have been those MLX
>> listings that Compute! magazine went to? I remember typing in tons of
>> that MLX stuff.
>>
>>
>> >
>> >
>> >RHamiIton5 <rhamiiton5@aol.com> wrote in message
>> >news:19990728220657.18162.00002279@ng-fn1.aol.com...
>> >> >(does anyone know if Atari 85 is a valid model?).
>> >>
>> >> There was never one in the US during the 8-bit days; I think the CX-85
>was
>> >a
>> >> joystick.
>> >>
>> >
>>
>>
>>
>

# 1055. Re: WTB - Ultima 1: The Original from Sierra Online/SierraVenture

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: Lighthope <lighthope@jps.net>
Message-ID: <37A21467.4F48A0C5@jps.net>
Source record: 50990

Edward,

Greetings

> I'm looking for the Atari 400/800 game, Ultima 1: The Original by
> Sierra Online/SierraVenture.

I used to have the Ultimas for the Atari, all the way through Ultima IV.
(Ultima III had GREAT music! Pity they didn't port that over to the IBM)
Wait, I think I still have the Ultima I disk, though some sectors have gone
bad.

If you can't find it for the Atari, I do have the Ultima Collection for the
IBM and Ultima I plays just like the Atari Ultima I version.

Best,

Lighthope

--
Pearls of Wisdom:
"You should never take more than you give in the circle of life." - Circle of
Life (Theme to "The Lion King")

--=== T H E D O C T O R W H O A U D I O D R A M A S ===--
http://www.jps.net/lighthope
Last Updated: Wednesday, July 28, 1999

Notice: Unsolicited ("junk", "spam") e-mail advertisements are
not allowed at this address. Penalty $500.00 charge
per incident

## 1056. Re: Assembler Required

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: rhamiiton5@aol.com
Message-ID: <19990730172239.25924.00004863@ng-cn1.aol.com>
Source record: 50991

You might try archive at Univ Michigan:

http://www.umich.edu/~archive/atari/8bit/Languages/Assembly/

These are file based and would require transfer from your system to the Atari.
Both Atari Corp & OSS offered Macro Assemblers on disk in the 80's; I even have
the Atari Assembler/Editor cartridge in a file that I could load from Dos
instead of powering down to swap cartridges to BASIC etc.
Ron

# 1057. Re: announcing bomberman clone on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <4238-37A20D3C-93@newsd-172.iap.bryant.webtv.net>
Source record: 50992

i did not scream back,yes i have a lot of hot air,i do not try and stop the piracy,i gave up on that in the middle 80's,its hopeless,i was just trying to say that we are trying to be carefull,also the atari market is a nich market,believe it or not,this is our sole income source,and some people still want the originals for there collections,and many people who own these,this is there only machine,and probably will be there only machine,till the day they die,we offer new carts more for the customer,than as a money making enterprise,its a thin margin,but we also do this to prove to ourselves, and to any one from the old atari that we knew that may be tuning in that this coud be done,and how come we can do it,and they said that they could not.i did not take your reply as a attack you are just being carefull that this does not get out of hand again,see how much hot air i have,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 1058. F/S Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37A2292A.107D3799@sisna.com>
Source record: 50993

1ea Atari 130XE, good condition, comes with power supply, video cable price $30.00 shipping included.

2ea Atari 1050 Stock Disk Drives, power supply and SIO cable $20.00 shipping included.

1ea Atari 1050 Happy Modified Disk Drive, it has the Deselect happy switches installed, can revert to stock 1050 for some software also has the write protect or write over protected disk switch, original happy eauipment. Comes with software, power supply and SIO cablae price including shipping $65.00

bob

# 1059. Re: announcing bomberman clone on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-GrQUbPUdzsWX@di05-ks.cth.com.au>
Source record: 50994

On Fri, 30 Jul 1999 18:27:38, mclane@dellos.freeserve.co.uk (Paul Irvine) wrote:

> 
> 2. I'm just stunned that dealers (not you) go ape (no pun) about people
> putting up images of items that were hacked and cracked nigh on 15-20
> yrs ago. People have had access to these from day one, the pirates that
> sold stuff made their bucks *then*. Now its more of a 'shrine' to the
> Atari...
> 
> Hardware is where the support should be focused, the titles on disks etc
> are already in Cyberspace and have been since day one, copyrighted or
> not, that's not going to change..
> 

I agree. If someone could come up with a LAN interface for the 8bit, I would Buy one. Most if not all of my hardware is still working. if it breaks, I fix it. Some I have made good use of with the additioin of some custom software and a bit of extra hardware. I am at this moment expanding on that. The only hardware I am concerned about is a couple of PALs in things like SDX etc.

I am still after a set of manuals and/or curcit for the ATR8000 as well as some software.

> A fool and his money are easily parted!

If that is true, how did the fool get the money in the first place??

James B

# 1060. Re: O.S.S. Cart ROMS Here!...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-EN3x6rzdvXvc@di05-ks.cth.com.au>
Source record: 50995

On Fri, 30 Jul 1999 08:11:57, "David Hopcroft"
<davidh@cdex.ericsson.se> wrote:

> > about. Getting my 400 upgraded from 32Mb to 48Mb for ?100 was a happy day
>
>
> That must have been some upgrade ;-)
> but tell me haw did you get all those chip's in the 400's case? :-)

It was a plug in board. A couple of extra wires had to go to the
cartridge socket. One upgrade I seen had a bit of curcit board that
went underneath and directly soldered to 4 pins on the cartridge
socket and to the ram card socket. this was because the 400 didn,t
have the hardware to detect a cartridge present.

James B

# 1061. Re: Dead IO port.

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-YlCWmWhj1dyd@di05-ks.cth.com.au>
Source record: 50996

On Fri, 30 Jul 1999 18:42:24, Doctor Clu <clu-da-bard@geocities.com>
wrote:

> Ted wrote:
> >
> > Do any one know if the driver in the IO are made up of "normal"
> > components?
> > And if there is a chance of getting hold of these bits.
> >
> > Ted
> > arne16@hotmail.com
> > Stockholm, Sweden
>
> Someone correct me if I'm wrong, but I believe if the I/O is out that
> is a problem with the pokey chip.
>
> I know this only because I fried a pokey chip back when they were...
> costly. ;)
>
> Doctor Clu

Not necassarly. the command line could be out. this comes from the pia
chip.
Serial i/o to most devices on the atari require the command line and
serial in/out.
throw in Ground and +5V and you have all that is necessary for 95% of
all devices that can be connected to the serial bus.

James B

## 1062. Atari800win

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <7ntfoj$871@dfw-ixnews9.ix.netcom.com>
Source record: 50997

Does it support the pc printer port?

-Rick Heldmann

## 1063. Atari T-shirts

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: John Kwiatkowski <johnmk@shell.clark.net>
Message-ID: <nuko3.70$hC5.3837@iad-read.news.verio.net>
Source record: 50998

Anyone know where I could find some T-shirts or baseball
caps with Atari logos?

John K.

# 1064. Omnimon A3 80

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-30 00:00:00 UTC
From: Boyd Staley <BoydStaley@worldnet.att.net>
Message-ID: <37A296E4.DB79222C@worldnet.att.net>
Source record: 50999

I just got ahold of an 800 with an "Omnimon A3 80"
in it. The switch for enableing the Omnimon is
labeled 40/80. Does this provide an 80 Column
mode? I have been able to enter the normal
omnimon monitor but was unaware of an 80 column
driver in the 800 Omnimon. Does anyone know
any more about this. I have searched around
and am unable to find much info at all on the
Omnimon. Does anyone know where I might find
documentation on the Omnimon Commands. I
recall seeing a post recently outlining some
of the commands but I didn't save it since I
didn't have one at the time. Any help would be
appreciated.

Thanks,
Boyd

# 1065. Re: O.S.S. Cart ROMS Here!...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-31 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <7nuq2i$4ej$1@nnrp1.deja.com>
Source record: 51000

You are correct. The original ROM was corrupt. I replaced it, so try
downloading it again from the same link and it should be OK.

In article <19990728103546.22915.00001463@ngol05.aol.com>,
badbob1952@aol.comspamx (BadBob1952) wrote:
> Is it just me? I've been trying to compile some Action code from an
Antic
> magazine using the Action rom and it's not doing it. I've been able
to read the
> source file into the editor, but when I go to the monitor and try to C
> (compile), nothing happens.
>
> Bob Stone
>
> badbob1952@aol.com
>

--
telnet://cth.tzo.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 1066. Re: announcing bomberman clone on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-31 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37a3ad3c.452509@news.freeserve.net>
Source record: 51001

The other Day Video61@webtv.net (Lance Ringquist) wrote:

>i did not scream back,yes i have a lot of hot air,i do not try and stop
>the piracy,i gave up on that in the middle 80's,its hopeless,i was just
>trying to say that we are trying to be carefull,also the atari market is
>a nich market,believe it or not,this is our sole income source,and some
>people still want the originals for there collections,and many people
>who own these,this is there only machine,and probably will be there only
>machine,till the day they die,we offer new carts more for the
>customer,than as a money making enterprise,its a thin margin,but we also
>do this to prove to ourselves, and to any one from the old atari that we
>knew that may be tuning in that this coud be done,and how come we can do
>it,and they said that they could not.i did not take your reply as a
>attack you are just being carefull that this does not get out of hand
>again,see how much hot air i have,thanks,
>lance

You are not hot air Lance.. :)

You are looking after the Atari folk and good luck to you..
--
Paul Irvine ICQ 105793

A fool and his money are easily parted!

# 1067. Re: O.S.S. Cart ROMS Here!...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-31 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37a6b18c.1556907@news.freeserve.net>
Source record: 51002

The other Day sup8pdct@mail.cth.com.au wrote:

>On Fri, 30 Jul 1999 08:11:57, "David Hopcroft"
><davidh@cdex.ericsson.se> wrote:
>
>> > about. Getting my 400 upgraded from 32Mb to 48Mb for ?100 was a happy day
>>
>>
>> That must have been some upgrade ;-)
>> but tell me haw did you get all those chip's in the 400's case? :-)
>
>It was a plug in board. A couple of extra wires had to go to the
>cartridge socket. One upgrade I seen had a bit of curcit board that
>went underneath and directly soldered to 4 pins on the cartridge
>socket and to the ram card socket. this was because the 400 didn,t
>have the hardware to detect a cartridge present.
>
I seem to remember having to do a track cut on the one we (Maplins)
did.?

Although I did plenty of them I can't remember for sure, at 38 the
memory (no pun) is getting a bit dodgy :)
--
Paul Irvine ICQ 105793

A fool and his money are easily parted!

# 1068. Re: Atari T-shirts

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-31 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37a7b22f.1720067@news.freeserve.net>
Source record: 51003

The other Day John Kwiatkowski <johnmk@shell.clark.net> wrote:

> Anyone know where I could find some T-shirts or baseball
> caps with Atari logos?
>
> John K.

http://www.best-electronics-ca.com/Default.htm

Don't know if there's any left but he did them with other things like
belt buckles etc....

Nice guy as well :)
--
Paul Irvine ICQ 105793

A fool and his money are easily parted!

# 1069. Re: announcing bomberman clone on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-31 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37a8b2d2.1883282@news.freeserve.net>
Source record: 51004

The other Day sup8pdct@mail.cth.com.au wrote:

>I am still after a set of manuals and/or curcit for the ATR8000 as
>well as some software.
>
Pass....But I have a feeling you will find one with the help of the
great folk in here...
>
>> A fool and his money are easily parted!
>
>If that is true, how did the fool get the money in the first place??
>
>James B

Maybe he won the lottery ?

<rassin frassin..I don't write these sigs James!! :-) >
--
Paul Irvine ICQ 105793

A fool and his money are easily parted!

# 1070. Re: Atari Hardware Needed !

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-31 00:00:00 UTC
From: "O. Alan Jones" <oajones@bright.net>
Message-ID: <37A30BB1.C0B05A12@bright.net>
Source record: 51005

Hi Andy,
I have a Atari 1050 disk drive I can sell you. It is $10 plus shipping and it comes with the power supply (I don't have a drive cable). I bought this drive to put together an Atari system but never got around to it. I have never tested the drive because I don't own any Atari equipment. So the drive is AS-IS. But I seriously doubt if there is anything wrong with it.
Have a nice day.
--Alan
oajones@bright.net

Andy Sayers wrote:

> Hi
>
> I am looking for Atari 8-bit hardware. Prefably a 800XL UK version with
> PSU and a 1050 disk drive with psu UK version.
>
> Contact me via space2001@netscape.net
>
> Many thanks
>
> Andy

# 1071. Re: GOD BLESS TOM HUNT!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-31 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-XMXSyCBVF8C6@draco>
Source record: 51006

Apache web server has been open source from the start and the original
wriiters are now quite wealthy. Nobody can give better support then
the writers and thats where the money is, not in sales.

Ken

On Thu, 29 Jul 1999 03:39:02, Video61@webtv.net (Lance Ringquist)
wrote:

> you are right in some respects alan about open code,its just that i have
> never meet a programmer yet with that theory,it would make me happy not
> to have to pay royalty checks,the open code seems to me to be a way to
> get around the monopolys that the goverment has allowed to squash all
> competition,it is hard to do battle with free,thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
>

# 1072. Re: GOD BLESS TOM HUNT!

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-31 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <3827-37A314BC-28@newsd-173.iap.bryant.webtv.net>
Source record: 51007

you are right,sales are not a get rich quick scheme,i would not be here if it was,but what i meant was,i have never meet a programmer yet with that theory,but if the open source is a way to quick riches,then bill gates must be doing something wrong,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 1073. Atari Assembler Editor Cartridge FS?

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-31 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <7nv6ck$otp@dfw-ixnews21.ix.netcom.com>
Source record: 51008

Anyone selling an Atari Assembler Cartridge with manual?

-Rick Heldmann

# 1074. Re: Trak Disk Drive Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-31 00:00:00 UTC
From: kwburgess@aol.com
Message-ID: <19990731115420.24258.00002596@ngol02.aol.com>
Source record: 51009

In article <933425579.94040@newsch.es.co.nz>, "Matt Alexandre"
<supremeturnip<die spammer die>@hotmail.com> writes:

>Subject: Trak Disk Drive Power Supply
>From: "Matt Alexandre" <supremeturnip<die spammer die>@hotmail.com>
>Date: Sun, 1 Aug 1999 00:54:07 +1200

9 volt ac, 31 amp. It's the same as that for a 1050.

Ken

>Greetings fellow Atari users :-) I have recently obtained a Trak AT-D2 disk
>drive. unfortunately it has no power supply. Not being a electronics whiz, I
>was hoping someone could tell me the voltage and polarity required, given
>the power socket looks to be pretty standard.
>
>--
>Cheers,
>Matthew

# 1075. Re: O.S.S. Cart ROMS Here!...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-31 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <7nvejj$qk$1@kohl.informatik.uni-bremen.de>
Source record: 51010

<sup8pdct@mail.cth.com.au> wrote in message:
olg28mVLDrMR-pn2-EN3x6rzdvXvc@di05-ks.cth.com.au...
> > > about. Getting my 400 upgraded from 32Mb to 48Mb for ï¿½100 was a happy
day

> > That must have been some upgrade ;-)
> > but tell me haw did you get all those chip's in the 400's case? :-)
>
> It was a plug in board. A couple of extra wires had to go to the
> cartridge socket. [...]

I don't think you "got" it. :) (Mb?)

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 1076. Re: announcing bomberman clone on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-31 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-EiPTdZb6VTFC@di08-ks.cth.com.au>
Source record: 51011

On Sat, 31 Jul 1999 11:18:08, mclane@dellos.freeserve.co.uk (Paul Irvine) wrote:

> The other Day sup8pdct@mail.cth.com.au wrote:
>
>
> >I am still after a set of manuals and/or curcit for the ATR8000 as
> >well as some software.
> >
> Pass....But I have a feeling you will find one with the help of the
> great folk in here...

I have asked and have had replies along the lines of Yes how do you want it etc.
luckily patients is one of my virtues (?) because I am still waiting

> >
> >> A fool and his money are easily parted!
> >
> >If that is true, how did the fool get the money in the first place??
>
> Maybe he won the lottery ?
>
where did he get the money to buy one??

ps. I am not trying to give you a hint here:)

# 1077. Re: O.S.S. Cart ROMS Here!...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-31 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-kFwJlK90fDTF@di08-ks.cth.com.au>
Source record: 51012

On Sat, 31 Jul 1999 18:19:07, "Thomas Meyer" <i03a@zfn.uni-bremen.de>
wrote:

> <sup8pdct@mail.cth.com.au> wrote in message:
> olg28mVLDrMR-pn2-EN3x6rzdvXvc@di05-ks.cth.com.au...
> > > > about. Getting my 400 upgraded from 32Mb to 48Mb for ?100 was a happy
> day
>
> > > That must have been some upgrade ;-)
> > > but tell me haw did you get all those chip's in the 400's case? :-)
> >
> > It was a plug in board. A couple of extra wires had to go to the
> > cartridge socket. [...]
>
> I don't think you "got" it. :) (Mb?)

There was 2 ways to go with that. I choose the way you didn't
expect.:)

James B

# 1078. WTB Action! cart with manual

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-31 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <7o0dh7$i27@dfw-ixnews21.ix.netcom.com>
Source record: 51013

Subject says it all. Let me know what you are asking.

Thank you,

-Rick Heldmann

# 1079. Re: OASIS BBS...

Newsgroup: comp.sys.atari.8bit
Date: 1999-07-31 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <933462687@stackbbs.xs4all.nl>
Source record: 51014

Original Mail Date: Jul 27, 1999 Time: 11:01 pm
>i would really be suprised if any Atari BBS' left...

Alan,

be suprised. I still run a BBS on Atari 8-Bit (130XE, 320Kb, Black-Box, 676Mb SCSI HD), and I'm not the only one. In the Netherlands there are 3 Atari 8-bit set-ups online, all running Pro!-BBS 5.0b, and 2 are online in Germany, all linked into the same network.

In Canada there is still 1 Pro!-BBS online (the Jail, Toronto), and in the USA there is the Eclectic Collective...

I know there have to be some more online somewhere, but it seems very difficult to get in touch with those SysOps...

Sysop Fox-1 (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE, Pro-node 471
---

## 1080. Trak Disk Drive Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-01 00:00:00 UTC
From: Matt Alexandre <supremeturnip>
Message-ID: <933425579.94040@newsch.es.co.nz>
Source record: 51015

Greetings fellow Atari users :-) I have recently obtained a Trak AT-D2 disk drive. unfortunately it has no power supply. Not being a electronics whiz, I was hoping someone could tell me the voltage and polarity required, given the power socket looks to be pretty standard.

--
Cheers,
Matthew

# 1081. Re: GOD BLESS TOM HUNT!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-01 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37a39f40.32179337@news.earthlink.net>
Source record: 51016

On Sat, 31 Jul 1999 10:22:36 -0500 (CDT), Video61@webtv.net (Lance
Ringquist) wrote:

>you are right,sales are not a get rich quick scheme,i would not be here
>if it was,but what i meant was,i have never meet a programmer yet with
>that theory,but if the open source is a way to quick riches,then bill
>gates must be doing something wrong,thanks,
>lance

IE is free. That's been Bill latest strategy. Not exactly open but
not fully closed either.

# 1082. COMMBAT

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-01 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7o0788$2sv4@news.ajou.ac.kr>
Source record: 51017

Does anyone here ever remember playing COMMBAT by Bob Schilling
and Adventure International?

I stumbled onto mine Today and remember trying to set it up
years ago.

This is a old game, copyrighted way back around 1981 according
to the Cover on my Package. I have the original Package/Cover,
Manual, Registration Card (not filled out), Coupon, and Disk.

According to the Coupon there were versions for the Apple and
TRS-80 as well. Think I have a Original Apple version here too.

This game is suppose to be played by Modem over the Phone Lines
or by using 2 Ataris with a Null Modem Cable.

It requires 24K and Dos 2.0. I think a 400/800 OS Translator program
will be required on XL/XE machines.

The Manual mentions using a 850 Interface and a Microconnection
modem. At that time things like the ICD Multi I/O, ICD PR: Connection
and other RS232 Interfaces were not available.
The manual also explains how to make a Modem Eliminator Cable.
I guess this is the same thing as a Null Modem Cable.

I was wondering if this game could be played using something like
a 19200 Baud connection between 2 Atari 8-bits using Multi I/O's,
BlackBoxes or etc?

Anyone here ever played the game?

There is a Demo mode that allows 1 person to mess around with it.
It is a 2player Game
Looks like a Good Game. With the InterNet everywhere now. Was
wondering if this game could be adapted to play over the NET?
The graphics in the game seem to be made up of the Atari character
set.

And does anyone know of any other old games that was played
over the phone lines for the Atari 8-bit Computers like this one?

I'd say this game is fairly rare.

I'll probably sell it. Any one want to make a offer on it?
phantomm@kih.net

# 1083. Re: ATR-8000 Hard Drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-01 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7o09rj$f17$1@ssauraab-i-1.production.compuserve.com>
Source record: 51018

I knew there had been a HD interface for the ATR-8000, and also knew by about 1990 that finding the actual info would be difficult. A few years ago, I started my own research into a HD that would use an IDE drive. I wouldn't bother with development of any othere type. An reply in a '98 Nuts & Volts lead me to the Computer Journal, and its website. After much searching, they don't have all of the back issues there, I accidentally discovered that this was the wrong place.

http://www.psyber.com/~tcj/ is the correct address. They have atricles and some software for a Z80 IDE hd. This is where my efforts will be put.

But not this year.

Rick D.

--

# 1084. Re: Omnimon A3 80

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-01 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7o0aml$f17$2@ssauraab-i-1.production.compuserve.com>
Source record: 51019

Omnimon does not do 80 columns. Omniview does. The switch may
switch between both and the Atari stock O.S.

Put the switch in the '80' position. Boot to Basic or DOS.
Press ctrl + A, press Reset. You should be in 80 column mode.
You can also enter X=usr(49152) from BASIC.
Reset will put you back.
Note you need a monochrome monitor and you loose 8K of ram, so
you need 48-64K.

--

# 1085. Re: Atari T-shirts

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-01 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A3D9DE.1759@geocities.com>
Source record: 51020

```
John Kwiatkowski wrote:
>
> Anyone know where I could find some T-shirts or baseball
> caps with Atari logos?
>
> John K.

Try...

1-800-GO-ATARI

You can pick up Atari (Jaguar) bags, shirts, hats, pens..etc!

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!
```

## 1086. printer 1027

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-01 00:00:00 UTC
From: nova2@junior-net.de
Message-ID: <37A4325D.99496763@junior-net.de>
Source record: 51021

hello!

does anybody have or know where to get carbon ribbons for the atari
printer 1027 (device for the 600/800 xl)?

thx!

PASCAL

# 1087. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-01 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_933505785@rtfm.mit.edu>
Source record: 51022
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

# 1088. FA: Atari 2600, 14 games, Trak-Ball Controller

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-01 00:00:00 UTC
From: kevin asp <aspk@umich.edu>
Message-ID: <37A40AF6.FAFA6BF5@umich.edu>
Source record: 51023

For Auction on eBay:

Atari 2600 with AC adaptor, two joystick and one Trak-Ball controllers,
14 games many with original guides/instructions.
Bowling Pitfall II
Chopper Commandï¿½
River Raidï¿½ Kaboom!ï¿½
Seaquestï¿½
Missle Command Tutankhamï¿½ Moon Patrol
Warlords Coleco Mouse Trapï¿½ Othello
Pac Manï¿½ Pitfallï¿½
ï¿½ = Instructions included

Atari unit and games in great condition, everything very clean and works
as it did the first day out of the box. See seller references with eBay.
Money Order only. Buyer pays shipping. Item shipped same day as MO
arrives. See Photo on eBay.

Sincerely,
Kevin Asp

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=140159201

# 1089. new pictures in the taquart-sections + some oldschool-demos...

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-01 00:00:00 UTC
From: Karolj Nadj <k_nadj@s-direktnet.de>
Message-ID: <7o1gm3$2q7$1@newsread.f.de.uu.net>
Source record: 51024

hi guys!

heaven again with a note...

http://www.s-direktnet.de/homepages/k_nadj/main.html

another time updated with some new screen-shots so maybe you can imagine how
our
demos look like...

watch the "../taquart.html" section...

papa, heaven

# 1090. Re: GOD BLESS TOM HUNT!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-01 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-yhHSdW1weo8c@draco>
Source record: 51025

Bill Gates got rich with monopolistic practices and illegal licensing contracts wich is why he is in court now. All you gotta do is read the courts docs.

Ken

On Sat, 31 Jul 1999 15:22:36, Video61@webtv.net (Lance Ringquist) wrote:

> you are right,sales are not a get rich quick scheme,i would not be here
> if it was,but what i meant was,i have never meet a programmer yet with
> that theory,but if the open source is a way to quick riches,then bill
> gates must be doing something wrong,thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
>

# 1091. Re: GOD BLESS TOM HUNT!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-01 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <6603-37A48FE9-37@newsd-173.iap.bryant.webtv.net>
Source record: 51026

he got into the position that he is in,because the source for windows is not open,and he treats it like a monoply,what i meant is that closed source benifited bill gates quite well,he is much richer than any open source programmer,you can read about that also,its every where,he is the richest person alive,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 1092. Re: WTB - Ultima 1: The Original from Sierra Online/SierraVenture

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-01 00:00:00 UTC
From: fortran@earthlink.net
Message-ID: <MPG.120e2b91c64ce6b9989cf5@news.alt.net>
Source record: 51027

My glass typewriter shows Lighthope typing...
[Snip]
> I used to have the Ultimas for the Atari, all the way through Ultima IV.
> (Ultima III had GREAT music! Pity they didn't port that over to the IBM)
> Wait, I think I still have the Ultima I disk, though some sectors have gone
> bad.

I would be interested in the disks if they are from the Sierra
version.

> If you can't find it for the Atari, I do have the Ultima Collection for the
> IBM and Ultima I plays just like the Atari Ultima I version.

I've got the collection, and all three U1-6 CD-ROM editions,
and...

Well, I imagine you get the picture. :) I'm looking for this
specific version.

--

Edward Franks
<fortran@earthlink.net>

## 1093. announcing the apx classic getaway on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-01 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <10875-37A4D1D6-39@newsd-171.iap.bryant.webtv.net>
Source record: 51028

the classic getaway is know availible on cartridge for all xl/xe
computers with at last 64k of ram,ordering info can be found at,
www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 1094. announcing the classic arkanoid on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-01 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <10874-37A4D26C-50@newsd-171.iap.bryant.webtv.net>
Source record: 51029

you know can play the classic arkanoid on a cart,for all xl/xe computers
with at least 64k of ram,ordering info can be found at,
www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 1095. Xformer and Turbo Basic

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-01 00:00:00 UTC
From: William Forbes <wforbes@mail.third-wave.com>
Message-ID: <37A4E1B5.68DB528D@mail.third-wave.com>
Source record: 51030

How can Turbo BASIC be used with Xformer for DOS? I am using Xformer 3.8. Yes, I have turned off BASIC.
Thanks for any help, Bill

# 1096. Re: WTB - Ultima 1: The Original from Sierra Online/SierraVenture

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-01 00:00:00 UTC
From: Boyd Staley <BoydStaley@worldnet.att.net>
Message-ID: <37A50BBC.E90155B1@worldnet.att.net>
Source record: 51031

Hi

I was just wondering what a copy of this
might be worth. I have a complete copy,
in box, of this in good condition and am
thinking of selling it.

Thanks,
Boyd

# 1097. FA: Atari 1020 Color Printer (Brand New Shrinked-wrapped in Box) for all Atari Computers

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-02 00:00:00 UTC
From: Headley Sappleton <hsappleton@sprintmail.com>
Message-ID: <7o45kf$5jh$1@birch.prod.itd.earthlink.net>
Source record: 50888

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=139884741

Auction Ends on: 08/07/99 at 12:07:04 PDT

## 1098. Re: where to get disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-02 00:00:00 UTC
From: rhamiiton5@aol.com
Message-ID: <19990802182947.01442.00005809@ng-cq1.aol.com>
Source record: 50889

>I tried e-mail, but the address in the message isn't valid.

Don't email; go to the web page link in the msg. Alternatively here is another
web site listing refurnished 1050 for $75 +

www.atarisales.com

# 1099. Atari Startup and Shutdown Screens for Win

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-02 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <7o5h4o$28@dfw-ixnews3.ix.netcom.com>
Source record: 50890

Has anyone seen the Win 95/Win98 Startup and Shutdown Screens depicting an Atari 8bit? I believe it shows a DOS 2.0S screen. If so, could you email it to me or provide the url where I can download it?

Thanks,

Rick Heldmann

## 1100. Montezuma's questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-02 00:00:00 UTC
From: TwBBat <gillbates@necrosoft.com>
Message-ID: <37A4F4B9.11D0D128@necrosoft.com>
Source record: 51032

Hello All,

Anyone who play Montezuma's Revenge... How do i defeat Big Man? (do i really need that?) Is it possible to collect jars hidin' in the walls? What is final goal of this game? (except collecting treasures ;)

Any help is rulez ;)

---
thx,
TwBBat

# 1101. Re: COMMBAT

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-02 00:00:00 UTC
From: kwburgess@aol.com
Message-ID: <19990802024349.13702.00003089@ngol03.aol.com>
Source record: 51033

In article <7o0788$2sv4@news.ajou.ac.kr>, phantomm@kih.net (Phantomm) writes:

>Does anyone here ever remember playing COMMBAT by Bob Schilling
>and Adventure International?

<snip>

>This game is suppose to be played by Modem over the Phone Lines
>or by using 2 Ataris with a Null Modem Cable.

<snip>

>I was wondering if this game could be played using something like
>a 19200 Baud connection between 2 Atari 8-bits using Multi I/O's,
>BlackBoxes or etc?

That would depend on whether or not the R: handler code in the prg would support those baud rates. It should work on any R: handler (including the BB & MIO) except those that use the joystick port (Ie. MPP series) modem.
<snip>

>And does anyone know of any other old games that was played
>over the phone lines for the Atari 8-bit Computers like this one?

There was a pd game in Antic, "Modem Chess" that played over a modem. Don't remember which issue it was in. You might find it at (Antic- The Atari Resource) "http://www.atarimagazines.com". The program itself was in Atari basic.

>I'd say this game is fairly rare.
>
>I'll probably sell it. Any one want to make a offer on it?
>phantomm@kih.net

# 1102. Re: printer 1027

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-02 00:00:00 UTC
From: Michael & Dina Miller <enercom@unidial.com>
Message-ID: <Tvbp3.357$%q.20540@news.ntr.net>
Source record: 51034

I own two of these printers and I was told you can get them at Officemax.
They are the same size as a calculator ink roller. Also you and re ink the
roller with some re inking fluid found at Officemax. Lastly an atari
reseller should have them. They however helpful can also be quite
expensive.
<nova2@junior-net.de> wrote in message
news:37A4325D.99496763@junior-net.de...
> hello!
>
> does anybody have or know where to get carbon ribbons for the atari
> printer 1027 (device for the 600/800 xl)?
>
> thx!
>
> PASCAL

# 1103. Re: O.S.S. Cart ROMS Here!...

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-02 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <7o3sse$t9e$1@plutonium.compulink.co.uk>
Source record: 51035

In article <olg28mVLDrMR-pn2-EN3x6rzdvXvc@di05-ks.cth.com.au>,
sup8pdct@mail.cth.com.au () wrote:

> On Fri, 30 Jul 1999 08:11:57, "David Hopcroft"
> <davidh@cdex.ericsson.se> wrote:
> > > about. Getting my 400 upgraded from 32Mb to 48Mb for £100 was a
> > > happy day
> > That must have been some upgrade ;-)
> > but tell me haw did you get all those chip's in the 400's case? :-)
> It was a plug in board. A couple of extra wires had to go to the
He was having a joke because I said 32Mb not 32K.... You're quite right
about the board itself though.

**************************************************
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**************************************************
* Analyst Programmer/ Freelance IT writer *
**************************************************

# 1104. Re: GOD BLESS TOM HUNT!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-02 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <7o3ssf$t9f$1@plutonium.compulink.co.uk>
Source record: 51036

In article <37a39f40.32179337@news.earthlink.net>, ssilicon@earthlink.net
(Jon Melbo) wrote:

> On Sat, 31 Jul 1999 10:22:36 -0500 (CDT), Video61@webtv.net (Lance
> Ringquist) wrote:
> IE is free. That's been Bill latest strategy. Not exactly open but
> not fully closed either.
There seems to be some confusion about what exactly open software is. It
isn't free (although it often is) what it means is that the source code is
in the public domain for anyone to use/modify.

**************************************************
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**************************************************
* Analyst Programmer/ Freelance IT writer *
**************************************************

# 1105. Re: announcing the classic arkanoid on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-02 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <37A58C59.FA5F297C@erols.com>
Source record: 51037

Lance,

I don't see any pricing info on any of the new carts you mentioned are for
sale at your website.

Also,
Was Xenophobe ever released for the XL/XE?
--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

Remove the 'X' for email replies

Lance Ringquist wrote:

> you know can play the classic arkanoid on a cart,for all xl/xe computers
> with at least 64k of ram,ordering info can be found at,
> www.atarisales.com
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

## 1106. Pooldisk / Umich Mirror

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7o5f6a$po4@freenet-news.carleton.ca>
Source record: 50891

I had an empty CD drive in my Linux box so I put the
pooldisk too disk 1 in it and its available at the URL below.
There are about 650MB of ATR images on the disk.

There is most of the disk 1 material, with the exception
of those directories it states cannot be copied. The disk also
contains a mirror of the umich atari archive.

http://www.nacs.net/~classics/

Its not quite available 24/7 so if you try and get no
response, just try again in a few hours.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

## 1107. Are you running an Atari BBS?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7o5f9t$pso@freenet-news.carleton.ca>
Source record: 50892

Anyone out there still running a call in BBS? I'm
adding a winsock server to APE'98 and would like to know
if you would have any interest in using such a feature
to let people telnet directly to your BBS over the internet.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 1108. Re: where to get disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37a64dcd.63326560@news.earthlink.net>
Source record: 50893

From the disk drive tree? I wish.

## 1109. Re: Micro Dos

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: ericcron@pcc.net
Message-ID: <37a84ca5.11906808@corp.supernews.com>
Source record: 50894

Turbo Basic gives you some dos functions as well.

Eric

>>I believe it was Antic (or Analog) that published a better one. It
>>was called DISKIO and then DISKIO II. DISKIO was pretty much the
>>Rolls Royce as far as those kind of free utilities went. Only thing
>>better was SpartaDOS, BASICXL/XE etc to give you those capabilities.
>>
>I haven't tried DISKIO, but I've typed and used COMPUTE!'s utility;
>it even woks in combination with the RAMdisk for the 800XL...

# 1110. Re: Atari Assembler Editor Cartridge FS?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: ericcron@pcc.net
Message-ID: <37ab4ed2.12463204@corp.supernews.com>
Source record: 50895

I picked one up from B&C Computervisions (www.myatari.com) for around
20 smackers. It was shrinkwrapped.

Eric

On Sat, 31 Jul 1999 11:57:31 -0400, "Richard Heldmann"
<heldmann@ix.netcom.com> wrote:

>Anyone selling an Atari Assembler Cartridge with manual?
>
>-Rick Heldmann
>

## 1111. Sparta/Turbo

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: ericcron@pcc.net
Message-ID: <37ac5005.12770944@corp.supernews.com>
Source record: 50896

Did anybody ever get the Turbobasic compiler to work under sparta?
If not, is there a cart based sparta that plays well with Turbobasic?

Thanks
Eric

# 1112. ICE (Internet Connectivity for Atari Eight-bits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A67712.6E72@geocities.com>
Source record: 50897

Subject: ICE progress - tcp/ip for 8-bit
Date:Mon, 2 Aug 1999 23:14:22 -0400
From:"Ken Siders" <atari@columbus.rr.com>
Reply-To: atari8-l@zwieracz.ideefixe.nom.pl
To:<atari8-l@zwieracz.ideefixe.nom.pl>

I have updated my ICE (Internet Connectivity for Atari Eight-bits) page
with a new version of my program.
The current version will download and display the source for a web page
(currently hardcoded to download my Atari page). I would appreciate any
feedback from anyone capable of testing the program to see if it works
at all for anyone else. You can download it from my Project ICE page at
http://home.columbus.rr.com/ksiders/ice.htm.

Thanks,
Ken Siders
atari@columbus.rr.com
http://home.columbus.rr.com/ksiders/atari.htm

# 1113. Re: WTB Basic XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: Andre Bullock <avb6567@worldnet.att.net>
Message-ID: <37A69675.B01D093D@worldnet.att.net>
Source record: 50898

Try B & C Computervisons.

www.myatari.com

AB

Richard Heldmann wrote:

> I'm looking for Basic XL/XE with manual.
>
> -Rick Heldmann

## 1114. Re: Sparta/Turbo

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <CTxp3.85$%25.834@news1.online.no>
Source record: 50899

Didn't you have to add a line in the CONFIG.SYS file ? I don't rememeber,
but it was needed to add DOS 2.0 support I think. There was something ... to
far away in time

E Cron <ericcron@pcc.net> wrote in message
news:37ac5005.12770944@corp.supernews.com...
> Did anybody ever get the Turbobasic compiler to work under sparta?
> If not, is there a cart based sparta that plays well with Turbobasic?
>
>
> Thanks
> Eric
>

# 1115. RAM upgrades and Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: Olav Queseth <olav.queseth@radio.kth.se>
Message-ID: <37A6AFFE.C116DB01@radio.kth.se>
Source record: 50900

Hello!

How are refresh cycles guaranteed in the various ram upgrades
floating around. I think the original 64Kx1 chips needed
128 refresh cycles every 2 ms. Larger chips may need 512 cycles
every 8 ms so time should not be a problem, but how can I know
that I get all 512 cycles? How many refresh cylces does ANTIC
generate? Does any upgrade use some of the more advanced
schemes (CAS before RAS, hidden refresh etc?) instead of the
standard RAS only refresh method?

Thanks
Olav

# 1116. Re: O.S.S. Cart ROMS Here!...

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-CHPW06iXeu6r@localhost>
Source record: 50901

On Mon, 2 Aug 1999 10:45:34, ilaskey@cix.compulink.co.uk wrote:

> In article <olg28mVLDrMR-pn2-EN3x6rzdvXvc@di05-ks.cth.com.au>,
> sup8pdct@mail.cth.com.au () wrote:
>
> > On Fri, 30 Jul 1999 08:11:57, "David Hopcroft"
> > <davidh@cdex.ericsson.se> wrote:
> > > > about. Getting my 400 upgraded from 32Mb to 48Mb for £100 was a
> > > > happy day
> > > That must have been some upgrade ;-)
> > > but tell me haw did you get all those chip's in the 400's case? :-)
> > It was a plug in board. A couple of extra wires had to go to the
> He was having a joke because I said 32Mb not 32K.... You're quite right
> about the board itself though.

Dammmmmmmm I didn't spot that one!!!!!!!!!!!!

James B

## 1117. how a demo is born...

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: Karolj Nadj <k_nadj@s-direktnet.de>
Message-ID: <7o6h34$rvd$1@newsread.f.de.uu.net>
Source record: 50902

take a look onto

http://www.s-direktnet.de/homepages/k_nadj/session.html

just to imagine how a demo is born... ;=)

bye, heaven

# 1118. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_933678049@rtfm.mit.edu>
Source record: 50903
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: July 29, 1999

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

------------------------------

Subject: Introduction

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, are NOT listed here.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
developer. No prices are given.
```

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer
---
Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection. Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!
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This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of my more prominent sources:
- New Atari User, published by Page 6 Publishing (Les and Sandy Ellingham)
- Orphaned Computers & Games Systesms, pub. by Adam Trionfo & Chris Federico

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

---

Subject: A

4Jays Classic Video Games and Old Computers (Jay Colen)
mailto:4jays@ccnet.com
http://www.ncal.verio.com/~4jays/
Vendor: used hardware and software

8-Bits Forever (book)
See: GFH Marketing

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (718) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

AIMS Lab., Inc.
46740 Lakeview Boulevard
Fremont, CA 94538
USA
Tel: (510) 661-2525
Fax: (510) 252-1572
mailto:sales@aimslab.com / mailto:info@aimslab.com
http://www.aimslab.com/
Developer: JAM!! (The JAM!! is a small purple/lilac colored box made by AIMS Labs that allows an composite or S-video (chroma/luma) output device to connect to and display on a standard VGA or SVGA monitor.)

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

AS
See: Mirage Media

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Clubzentrale: c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
tel/FAX: +49 2366 39623 ( 0 23 66 / 3 96 23)
PD-Bibliothek: Theo Schwacke
Heinestrabe 17
D-45699 Herten
tel: 0 23 66 / 3 46 96
BBS: +49 5439 92592
mailto:wburger@cityweb.de
http://www.atari-computer.de/abbuc/
Developer: wide variety including: SIO2PC(SIO2ST)-Interface, PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade. also available: QMEG+ 4.0. KE-Soft products.
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine)
See: Satantronic

Atari Classics (Bob Woolley, Editor)
1161 Bay St
Alameda CA 94501-3911
USA
mailto:rwoolley@pacbell.net
"Super Video 2.1XL" - http://members.delphi.com/lmcclure/svxl/
some other reprints - http://www.redshift.com/~cdyson/atari.html
Publisher: Atari Classics (print magazine)
Bob writes: "I have altered the format of a 'subscription' somewhat. Send me
your name and address, but no money. I'll send you the next issue and a bill
for your subscription. We'll try that for a while.
$25 for six issues (about six years at the present rate)
$9 additional for a disk that only includes the code in the magazine and
any related data.
higher in other countries due to higher postage costs. (varies)
(The above information was current as of 6/20/98)

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The Atari Warehouse
c/o Richard Smith
Barrie Ontario
Canada
mailto:rsmith@planeteer.com
http://toronto.planeteer.com/~rsmith/atari.htm
Vendor: commercial software, some hardware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433

tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

Laboratorium Komputerowe Avalon (L.K. Avalon)
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando,
Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge
with 64KB or 128KB RAM with battery), Centronics interface: Microprint,
all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044,
Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa,
Lasermania+Robbo Konstruktor, Misja (Mission Shark)+Fred, Neron, Piekielko,
Robbo, Smus, Spy Master, Syn Boga Wiatru, The Last Guardian,
Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum,
Captain Gather, Change, Constellation, Czaszki+Electra, Dagobar, Darkness Hour,
Digi Duck, Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw,
Lorien's Tomb, Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor), RAM Cart

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Subject: B

B&C ComputerVisions
5917 Stope Way
El Dorado, CA 95623-4716
USA
tel: (530) 295-9270
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Marlin Bates, IV (Fuji-dom)
96 W. Arcade St.
Stockton, CA 95204-4405
USA
mailto:mbates4@gte.net
http://home1.gte.net/mbates4/
Vendor: used hardware, used software

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
mailto:bestelec@concentric.net
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)
Na Hrebenkach 42
150 00 Praha
Czech Republic
Developer: BW-DOS 1.30 - available via http://atari.boss.com.pl/files

Steve Birmanns and Matthias Belitz
Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
Developers: MSC IDE-Harddisk-Controller (available via ABBUC)

Bit Busters Computer Group
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timless Announcement (Demo), Waves (Intro)

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
mailto:bensmith@teleport.com
http://www.atari.benjamin.net
Vendor: new/used hardware/software

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals,
Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card,
ISA<->Atari interface card, Connector for above

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023

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Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

James Catalano / Classic 8-Bit Atari / Artacyis Software
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below, Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry, Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard, Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown, Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike, Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner, Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner, The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile, 3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not, Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5, Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mailto:itayc@hotmail.com
http://www.sitcom.co.il/users/itayc/
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K), The Wall, Sirtoot

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair shop.

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189
mailto:cgp@digitaldeluge.com
http://www.digitaldeluge.com/gamesplus/
Vendor: commercial software

Computer Software Services (CSS) (Bob Puff)
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (716) 429-5639
mailto:nleaudio@nleaudio.com
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Repair Shop.

Computer STudio (Sheldon H. Winick)
40 Westgate Parkway Suite H
Asheville, NC 28806
USA
tel: (704) 251-0201 / 800-253-0201
mailto:s.winick@worldnet.att.net
Vendor: hardware and software

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646
USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com
http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand
monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

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Subject: D

Dadgum Games
P.O. Box 1154
Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/
Publisher: Halcyon Days: Interviews with Classic Computer and Video Game
Programmers (software for Mac or PC)

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

D'Antiques (Dan Dotson and Marilyn Saul)
PO Box 40751
Tucson, AZ 85717-0751
USA
tel/FAX: (888) 860-0582 (toll-free, US only) or +1 (520) 881-0582
mailto:dand1@dantiques.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

Databyte Hard- & Softwareservice
Firma Matthias Faust
Fanny-Lewald-Ring 102
D-21035 Hamburg
Germany
Tel: +49-(0)40-735 21 84
Fax: +49-(0)40-735 57 80
BBS: +49-(0)40-735 57 80 (a lot of XL/XE-Software for download)
mailto:info@databyte.hh.eunet.de
http://databyte.www-discount.de/
Vendor: hardware and software
Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DataQue (NO LONGER REACHABLE???)
See also: The AGDA Group
1623 W 4th St
Mansfield OH 44906-1701
USA
tel: (419) 529-9797 1pm-5:30pm EST M-F
mailto:dataque.1@genie.com
mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM, Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit, Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

DGS
See: Dean Garraghty

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital Force
Mario Trams
An der Eiche 1
D-09577 Lichtenwalde
Germany/Saxony
mailto:Mario.Trams@informatik.tu-chemnitz.de
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams

Developer: HyperSpeed XL/XE (a 65C816 Extension for the ATARI XL/XE)

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

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Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:info@emulators.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer Classic, PC Xformer 98, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Raphael James Espino
mailto:rje@co.umist.ac.uk
http://www.co.umist.ac.uk/~rje/8bit/atari.html or
http://www.geocities.com/SiliconValley/Lakes/7953/atari.html
Developer: Ramdrive v1.0

Evangelo's Software (Angelo Vahatouras)
27 Stiles St
Elizabeth NJ 07208-1902
USA
tel: (908) 558-9518
mailto:VangelisV@AOL.com
http://members.tripod.com/eightbits/atari84sale.html
http://members.aol.com/VangelisV/Evangelos
Vendor: commercial software."has over 1,000 titles for the Atari 8 & 16 bit
machines. Mailorder ONLY! No Store front. Please E-mail for complete listings"

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Subject: F

Far North Atari Computers (attn: Frank)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net
Vendor: new and used hardware and software, PD/freeware/shareware

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/david/
Developer: Alien Encounter, Superman, Test Computer Language (TCL),
UltraSpeed Copier 2.3, 1050 Menu - MultiBoot Variety,
Atari800 Emulator 0.8.6

Flashback Classic Video Games
See: Games + (Games Plus)

Friedland Computer Systems, Inc. (Nolan Friedland)
tel: (612) 689-0880
mailto:quinn@sliders.com
Vendor: hardware and software

Ron Fries
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

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Subject: G

Paul Gallier (Panther)
mailto:panther@strangeworld.com
http://www.pacificnet.net/~panther/Atari/
Developer: ADIR.ZIP - Atari 8-bit ATR/DSK file viewer/extractor

Games + (Games Plus) / Flashback Classic Video Games (James Mitchell)
4501 E Thomas Rd 1216 W University
Phoenix AZ 85018 ** OR ** Mesa AZ 85201
USA USA
tel: (602) 840-8866 after 10:00 am (602) 890-0556
tel: 1-888-73-GAMES
FAX: (602) 840-8838
mailto:gamespls@micronerd.com
http://www.micronerd.com/

Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: back issues of News-Paper and News-Disk

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Developer: XL-it! 0.20
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)
is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/
Another one is at http://opossum.ml.org/~atlan/emu/index.htm

GMG - Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko)
c/o Marek Chorvat
Polna 11
974 05 B.Bystrica
Slovaki
mailto:mchorvat@econ.umb.sk
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo,

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software

Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies,
Guntris, Tag!

---

Subject: H

Norbert HALEY
Poste Restante
P.O.Wellesley St.
Auckland
New Zealand
mailto:norb@kcbbs.gen.nz
http://members.tripod.com/~apd2/catweasl.htm
Developer: Catweasel Advanced Floppy Controller (8-bit ISA card for PC)

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers)
ftp://ftp.pulsarinteractive.com/pub/

Highlander (Raimund Altmayer)
Konz, Germany
mailto:highland@t-online.de
http://home.t-online.de/home/highland/
Developer: He has coded man utilities and nice little programms for many
tasks, IDE hard disk interface, 800XL-DJ (800XL-DeeJay )

Mike Hill
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:

A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair shop.

Howard W. Sams & Co.
2647 Waterfront Parkway, East Drive, Suite 100
Indianapolis, IN 46214-2041
USA
tel: (800) 255-6989
mailto:csmgr@hwsams.com
http://www.hwsams.com/
Developer: PHOTOFACTs (schematics) for the: 1025, 1050, 130XE, 400, 800,
800XL, 810

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: I

The Independent Eight Bit Association (IEBA)
Harrowden
39 High Street
Sutton-in-the-Isle
Ely
Cambridgeshire
CA6 2RA
tel: 01353 777006
FAX: 01353 777766
mailto:ieba@spheroid.demon.co.uk (Brian Watson, Publicity Officer)
Publisher: The Independent Eight Bit Association Directory, Fourth Edition
(revised) Winter 1997; IEBA Newsletter

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Subject: J

Jay Software (Jan Krupka and Stanislav Opichal)
http://www.inf.upol.cz/~krupkaj/jay/
http://www.inf.upol.cz/~krupkaj/jay/atari8.htm

Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC Interactive
Naskove 3
150 00 Praha 5
Tel: + 420 2 57189515, +420 2 57189516
Fax: + 420 2 526424
Czech Republic
mailto:Interactive@jrc.cz or mailto:atari@jrc.cz
http://www.jrc.cz/ or http://www.jrc.cz/atari/
Developer: Turbo Tape / Turbo 2000, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

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Subject: K

Kaiser Soft (Markus Romer)
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software (Polish/Tschechien games)
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

KARIN
ul. Przemyska 11a
02-361 Warszawa
Poland
tel: (0-49)-(0-22)-659-70-42
-659-34-13

-22-23-31
NEWER NUMBER -> +48 601 21-29-05
FAX: -659-34-14
mailto:karin@polbox.com
Vendor: commercial software
Developer: KARIN MAXI Disk Drive
Repair Shop: all Atari computers

K-Products (Bob Klaas)
4267 W. Midway Dr.
Salt Lake City, Ut. 84122
USA
tel: (801) 967-8738
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software
Developer: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM,
SpartaDOS 3.2d, SpartaDOS 3.3a
1050 US Doubler (USD), DK-Utilities for the Black Box and the MIO
Repair Shop.

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/
Developer: SIO2PC 4.19

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
mailto:draco@mi.com.pl
http://www.obta.uw.edu.pl/~draco/
http://draco.atari.org
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol
description, A proposed standard for Atari executable relocatable file,
DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s,
CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE,
XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0,
EmuXL v0.32 (emulator for Falcon030)

Jindrich Kubec (Jindroush)
mailto:kubecj@asw.cz

http://www.asw.cz/~kubecj/
Developer: Acvt v1.01 (PC), Adir v0.55 (PC), AutoRBas v1.00 (ATARI),
Bas2Atr v0.92 (PC+ATARI), BasLoad v1.00 (ATARI), BlkMake v0.95 (PC),
Boot2Atr v0.95 (PC), ChkBas v1.01 (PC), ChkBoot v0.95 (PC), ChkExe v2.50 (PC),
ChkRom v0.95 (PC), Exe2Tur v0.95 (PC), Rom2Exe v1.00 (PC+ATARI),
SidLoad v1.06 (ATARI), Tur2Exe v0.95 (PC), Tur2Wav v0.95 (PC),
Unix2Atr v0.95 (PC), Wav2Tur v0.95 (PC)

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Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Chris Lam
mailto:chris@shenleyfields.demon.co.uk
http://www.shenleyfields.demon.co.uk/rainbow.html
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for the Apple Mac and
Windows 95/NT with Direct X

Rich "Twist" Lawrence
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.5c (Atari 8-bit emulator for Win9X/NT)

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

L.K. Avalon
See: Avalon, Laboratorium Komputerowe

London Atari Computer Enthusiasts (LACE)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom

mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
mailto:earl.halliwell@dyess.af.mil
mailto:e.halliwell@genie.com
http://www.atarihq.com/jeo/
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView, EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu, Link Basher, MazeWar 3D, Cliff Diver

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Subject: M

MacDonald Associates (Rod MacDonald)
909 NW Starlite Place
Grants Pass, OR 97526
USA
mailto:stinformer@chatlink.com
http://www.chatlink.com/~stinformer/
tel: (541) 476-2555
Publisher: ST Informer (online magazine) US$12/12 issues

MacFalkner (Andre Bertram)
mailto:macfalkner@aol.com
http://www.macfalkner.de/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

Ivan Mackintosh
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine
c/o Freddy Offenga

Paardebloemstraat 53-3
6841 BT Arnhem
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:F.Offenga@student.kun.nl
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

Microcode Solutions
mailto:msdei@ctaz.com
http://www.ctaz.com/~msdei
Developer: ACE (Atari Console Emulator - Amiga software), WACKE ("Weightless
Atari Computer Keepsake Emulator - Macintosh software)

Micro Discount (Derek Fern)
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 (or international +44 021 353 5730) 4pm-8pm Mon-Fri
FAX: 0121-352-1669
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon,
Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo),
G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Mirage Media s.c. / AS
ul. Obroncow 2c
03-933 Warsaw
Poland
Phone: +48 22 616 15 51, +48 22 616 15 55
Fax: +48 22 617 93 21, +48 22 671 76 22
mailto:mirage@mirage.com.pl
http://www.mirage.com.pl/
http://nostalgia.mirage.com.pl/
Vendor: hardware and software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bank Bang!,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman, Around the Planet, Rockman, Starball, Crypts of Egypt,
Tommings, Mortyr
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),

Sampler (with some software), VideoInterFace (digitizer+genlock),
OMC65 (MAC/65 cross-assembler for DOS/Windows), Sprint XL, RAM-CART,
AST Turbo System

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, Ore 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:74766.1561@compuserve.com
mailto:rldetlefsen@delphi.com
http://members.delphi.com/rldetlefsen/web/atarmain.htm
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

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Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive

Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software (NBS)
c/o William Kendrick
919 Drake Drive #147
Davis, CA 95616-0838
USA
tel: 1-530-759-1019
mailto:bill@newbreedsoftware.com
http://www.newbreedsoftware.com/
Developer: demos: Bob Test, Color Bars, Cells, Didi 7, DollMan, Fire, Happy Mondays, James Brown, Knives and Forks, Stars, Stimpy, T-1000. games: Aster Blast, Balloonier, Boom!, Chicken, Cooltris, Gem Drop, Mah Jongg, Puzzle, Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: SIFE (Super-IRG Font Editor), File Selector 0.4, MuxChat, Colorizer 1.1, DigiPlay Menu, Equation

Nelson Nieves
mailto:nelnieves@hotmail.com
http://atari8.homepage.com
Developer: SpartaDOS tools: Undelete, DualTest, xErase, Delete Tree, xType, Check Disk, Clear Memory (Main Bank only), Reset, SpartaDOS X On, Cls, TS (Text Search)

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

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Subject: O

OMC Games (James Garvin)
P.O. Box 8107
Austin, TX 78713
USA
mailto:omcinfo@omcgames.com

http://www.omcgames.com/
Developer: The Assassin. Release Date: 3rd or 4th Quarter '99

Orphaned Computers & Game Systems
c/o Adam Trionfo & Chris Federico
4321 Montgomery NE Apt 406
Albuquerque, NM 87109
USA
tel: (505) 875-1526 (Adam)
mailto:atrionfo@tvi.cc.nm.us or mailto:adam@thuntek.net (Adam)
mailto:chris@abq.com (Chris)
http://w3.tvi.cc.nm.us/~atrionfo/
Publisher: Orphaned Computers & Game Systems
bi-monthy, 5-7 page, double-sided, photocopied newsletter with
information on all the classic game systems and computers (with particular
affection for Atari). Sample issue: $1.00, three issue subscription: $3.00.

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Subject: P

Page 6 Publishing (Les and Sandy Ellingham)
P.O. Box 54
Stafford
ST16 1DR
England
tel: 01785 241153 (from the USA: 011-44-1785-241153)
mailto:page6@cankita.clara.co.uk
Vendor: PD/freeware/shareware
Publisher: New Atari User (NAU) (bi-monthly print magazine, ISSN:0958-7705)
Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
Elsewhere (Surface) #17.00 #32.00
Elsewhere (Air Mail) #23.00 #42.00

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

PD-Magazin
c/o Sascha Roeber

Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB)
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St
Winter Springs FL 32708-4341
USA
mailto:potterj@real3d.com
mailto:jdpotter@worldnet.att.net
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (PPP) (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany
tel.: +49 (0)7252-3058 or -4827
mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support
Disk 2, SAM (Screen Aided Management) 80 column Desktop System, SAM
Budget (spreadsheet), SAM Utilities 1, SAM Designer (DTP), Quick Ed (chr
set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months

disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

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Subject: R

R.A.M.
c/o Andreas Magenheimer
Diehlgartenstr. 12
D-67591 Wachenheim/Zellertal
Germany
Vendor: PD/freeware/shareware, 800 XL-DJ

Burkhard Rau (HCRBurk)
mailto:BR@HCRBurk.de
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari), ATARI FileManagement 1.5 0128 (WIN 95/98/NT)

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu

http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software systems design, developement, and coding; Media conversion from magnetic to optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Thomas Richter
mailto:thor@einstein.math.tu-berlin.de
http://www.math.tu-berlin.de/~thor/thor/
Developer: Atari800 Emulator for Unix, Amiga and MS-DOS, Version 0.9.2

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

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Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

Satantronic
Lubo ROBA
Poste restante
Posta 1
04001 Kosice
SLOVAKIA
mailto:xi@napri.sk (-XI-)
http://www.napri.sk/web/satantronic/
Developer: Demo: Te.mod. Game: Jurassic Park II. Utils: Paradox,

Mad editor.
Publisher: ATARIX - paper magazin in Slovak language

Bo Schreurs
mailto:stack@xs4all.nl
http://www.xs4all.nl/~stack/atarixle.html
Co-Vendor: the POOLDISK TOO PD/freeware/shareware CD-ROM
Developer: DTR2ATR 5.05.00, XDIRLIST, ATR2XFD, XFD2ATR, XDIR 10.05

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl
Co-Vendor: the POOLDISK TOO PD/freeware/shareware CD-ROM

Shadow Software (David Hunt, The Shadow)
16016 SE Division St Box 19
Portland OR 97236-1999
USA
mailto:The_Shadow@spnt.com (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
BBS: (503) 761-9074 (ACE of America)
Developer: Carina BBS 2.6

Ken Siders
mailto:atari@columbus.rr.com
http://jump.to/atari or http://home.columbus.rr.com/ksiders/atari.htm
Developer: Utilities: ATRUTILS.ZIP (PC utilities),
AtrUtil.zip Ver 1.13(Win95 utility), ATRSRC.ZIP (PC utilities),
ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility),
UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility),
High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super Menus.
Development Software: KAsm65 V2.51, KLink65 1.51,
KLink65 0.07 Cross Linker for MSDOS (PC Executable), KEdit, Project ICE
(Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Burger Boy, PacMunch Jr, Mr. Fish, Circle of Richness

Sikor Soft
c/o Pawel Sikorski
SKR. POCZT. 16
02-100 WARSZAWA 119
POLAND
Developer: Cyborg, Fire Stone, Tekblast, Sexy Six, Mr. Proper

Mark Simonson
mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts

SINTECH
Gastackerstr. 23

D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033
mailto:sintech@online.de
http://www.online.de/home/sintech/
Vendor: commercial software

Mirco Sobe
H.-Jentsch.Str. 7
D-03172 Guben
Germany
Developer: BOSS-XE V8.1 (a GUI)

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Len Spencer
2513 Healy Dr
Orlando FL 32818-3109
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi-IO and Black Box
interfaces), Forem-XE Pro 5.4 (BBS program)

ST Informer (online magazine)
See: MacDonald Associates

STAK Atari (print magazine)
See: Revista STAK Atari

Petr Stehlik
mailto:stehlik@cas3.zlin.vutbr.cz
http://cas3.zlin.vutbr.cz/~stehlik/
Developer: MS-DOS port of Atari800 emulator version 0.9.8,
Atari Falcon030/TT030/Medusa/Hades/Milan port of Atari800 v0.9.8

SteveR's Classic Cartridges (Steve Reed)
mailto:steverd@cet.com
http://prowlers.net/stever
BBS: Prowler's DOMAIN 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net

http://www.atarionline.com/
Vendor: new/used hardware, new/used commercial software

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

---

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Vendor/Developer: education related

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29 (+48 22 641 54 29)
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
See: Kaiser Soft

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)

http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
mailto:classics@nacs.net
http://www.nacs.net/~classics/
Developer: Atari Peripheral Emulator (APE) 1.17, APE ProSystem 1.17,
APE Warp+ OS, Imagic 1.06

TWAUG (Tyne & Wear Atari User Group)
J. Matthewson
80 George Road
Wallsend, Tyne & Wear
NE28 6BU
United Kingdom
mailto:a.b.t@zetnet.co.uk (Alan Turnbull)
mailto:amg@zetnet.co.uk (Max Gerum)
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #6.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50

USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00---6 copies #11.00 for UK
1 copy #2.20---6 copies #12.50 for Europe
1 copy #2.50---6 copies #14.00 for Elsewhere

---

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Video 61 & Atari Sales (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
FAX: (651) 449-0488
BBS: (651) 462-3680
mailto:Video61@webtv.net
http://www.atarisales.com/
http://cth.tzo.com/pro/pro1.html (BBS Express! Professional)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): MYDOS 4.5, SpartaDOS 3.3c, Ultra Translator,
Amazemaze, Hearts, Montana Solitaire, Checkers, Jailbreak, Ricochet,
Sharp Shoooter, My Jong, Paddle Wars, Bumpers, Lights Out, Puzzler,
Paddle Pack, Puzzled, Twin Pack:Battle Ship/Jump the Pegs, Solitaire,
Video Slots, Desmonds Dungeons, Dungeonlords, Maze War, Dan Strikes Back,
Elevator Man, Plaqueman, Zybex, Mah Jong, Monopoly, Mr. Robot & His Robot
Factory, Dinky Doo, Concentration, Tetris II, Clash of the Kings.
Also: BBS Express! Professional

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654

USA
tel: (440) 843-8815 24hrs
mailto:VideoGameAdvantage@DittosRush.com
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
mailto:Vintage_Micro@yahoo.com
http://pw1.netcom.com/~jonart/VMC/
Vendor: hardware and software

Vogtlander (Helmut Weidner)
Otto-Nuschke Strabe 45
08485 Lengenfeld
GERMANY
tel: +49 37606 2688
Vendor: hardware and software

---

Subject: W

Wacko Software
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,

Rambrandt, BobTerm 1.2 and several others

---

Subject: Z

Z Systems
mailto:zsystem@freeyellow.com
http://www.freeyellow.com/members2/zsystem/
Vendor: new and used hardware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731-0240
USA
tel: (609) 971-5807
mailto:shamroc@webspan.net
http://www.webspan.net/~shamroc/
Vendor: commercial software (some L.K Avalon games), PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

## 1119. can not get into the webring

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: Karolj Nadj <k_nadj@s-direktnet.de>
Message-ID: <7o6it3$4q1$1@newsread.f.de.uu.net>
Source record: 50904

does anyone knows what i can do to get into the webring?
i included all stuff on my site but if i click onto the webring i get
an error message... (... i am not part of the webring...)

any ideas?

papa, heaven

## 1120. Looking for Sundog players?!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: maury@remove_this.sympatico.ca.invalid
Message-ID: <FFwE6A.E6u@T-FCN.Net>
Source record: 50905
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2

Hi,

A while back I was writing an article on space related games and I asked if anyone out there remembered playing Sundog. Some of you replied with some cool notes and such, but soon after that I lost my job, and the mail along with it.

So I'm trolling for Sundog players again. If you loved the game as much as I did and are willing to read over my article (it's not that long) and correct it or add to it, could you drop me a line?

Maury

# 1121. Re: Looking for Sundog players?!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: enovak7924@aol.com
Message-ID: <19990803132120.25931.00004905@ng-bj1.aol.com>
Source record: 50906

>A while back I was writing an article on space related games and I asked if
>anyone out there remembered playing Sundog. Some of you replied with some
>cool notes and such, but soon after that I lost my job, and the mail along
>with it.
>
> So I'm trolling for Sundog players again. If you loved the game as much as
>I did and are willing to read over my article (it's not that long) and
>correct it or add to it, could you drop me a line?
>
>

Sundog was my favorite game for the ST! I must have played it like 10 times
from start to finish. It was one of the only games I remember playing where you
could take off from a planet, fly thru space, and land on another planet. I
loved the cloaking device, the part that let you land in any city. The trading
aspect, the battles, the little zoom boxes when you got mugged! A great game. I
was surpised that they never really made a sequel of some sort.
.
.
"If you wish to be on the Bobby Heenan Show, or know anyone who DESERVES to be,
please write to The Bobby Heenan Show...."

# 1122. Re: can not get into the webring

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7ylnbshgst.fsf@co.umist.ac.uk>
Source record: 50907

"Karolj Nadj" <k_nadj@s-direktnet.de> writes:

> does anyone knows what i can do to get into the webring?
How about sending me an e-mail? :-)

> i included all stuff on my site but if i click onto the webring i get
> an error message... (... i am not part of the webring...)
>
> any ideas?
Try it again, it should work now.

It doesn't happen automaticaly, any new site needs to be added
manualy. I checked your site after you submitted it to the webring,
but you didn't have the webring link on your page yet, so I didn't add
you straight away. I've also checked it a couple of times since, but
still no webring link on the page, and I hadn't checked it again since
you added it. Anyway, you're part of the webring now, so welcome :-)

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

## 1123. Lost: ATR website address

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <fsGp3.22889$5r2.51244@tor-nn1.netcom.ca>
Source record: 50908

Hello there,

I have lost the URL to a website that used to contain a large number of ATR files. I believe that the site was on "geocities" but I may be mistaken. If anybody has the address to this or any other ATR website then please let me know.

Thanks in advance,

Richard.

# 1124. Re: Lost: ATR website address

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: netrunnr68@yahooo.com
Message-ID: <8E1782BF8mrnukem@news.paclink.com>
Source record: 50909

rsmith@planeteer.com (Richard Smith) wrote in <fsGp3.22889$5r2.51244@tor
-nn1.netcom.ca>:

>Hello there,
>
>I have lost the URL to a website that used to contain a large number of
>ATR files. I believe that the site was on "geocities" but I may be
>mistaken. If anybody has the address to this or any other ATR website
>then please let me know.
>
>Thanks in advance,
>
> Richard.

Try my page for Atr Links

http://paclink.com/home/netrunnr/

# 1125. Re: Sparta/Turbo

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <7o7jvm$ofb$2@news.storm.ca>
Source record: 50910

SpartaDos X, the cart version, will work with Turbo, provided you have an expanded memory machine (128K or more). You can force Sparta to leave the memory under ROM free for Turbo. It's a very nice operating environment.

David P.

E Cron <ericcron@pcc.net> wrote in message
news:37ac5005.12770944@corp.supernews.com...
> Did anybody ever get the Turbobasic compiler to work under sparta?
> If not, is there a cart based sparta that plays well with Turbobasic?
>
>
> Thanks
> Eric
>

## 1126. M.U.L.E. fans

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: hajjej@aol.comnospam
Message-ID: <19990803164634.25919.00007175@ng-cn1.aol.com>
Source record: 50911

Theres a NES M.U.L.E. cart for sale on eBay. It may not be Atari, but its 8 bit
:)

just another john

# 1127. Free Webspace for Atari Sites?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: AtariSite@gix.com
Message-ID: <37a75b39.25430318@netnews.netreach.net>
Source record: 50912

Is there any interest in having free webspace with no ads, no popups, etc... for Atari related sites?

An All Atari Portal if you will.

I have seen a few that make a good attempt but, always something seems to be missing.

And maintaining book marks to all of those great sites out there can be a pain as well.

What I'm getting at is a more centralized place where you could find out everything you ever wanted to know about all that is Atari.

Topics/areas could include:

Product Galleries
History Archive
News Items
Vendor Directory
Programming/Development Information
Hardware Projects
For Sale/Trade/Auction areas
Messaging/Chat Boards
Index Participating Site for Search Engine

I have access to a pretty hefty server and would be willing to open it up to Atari fans to host their sites and contribute to an "Atari Portal".

What do you think?

Please post replies to the group and CC: to this e-mail address.

Thanks,
Chris

## 1128. up for auction on EBAY - an atari 800xl for $7099.00

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: enovak7924@aol.com
Message-ID: <19990803180537.13325.00007023@ng-fr1.aol.com>
Source record: 50913

I don't know if this is a typo, but there is a rare 800xl computer for auction
for only $7099.00. I think his fingers slipped somewhere.

.
.
"If you wish to be on the Bobby Heenan Show, or know anyone who DESERVES to be,
please write to The Bobby Heenan Show...."

# 1129. Re: up for auction on EBAY - an atari 800xl for $7099.00

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37a779c5.48026987@news.freeserve.net>
Source record: 50914

The other Day enovak7924@aol.com (ENovak7924) wrote:

>I don't know if this is a typo, but there is a rare 800xl computer for auction
>for only $7099.00. I think his fingers slipped somewhere.
>
And where's the guy that said auctions were not OTT :)
--
Paul Irvine ICQ 105793

A fool and his money are easily parted!

## 1130. SX212 modem ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: cgo2541273@aol.com5200
Message-ID: <19990803193530.27041.00005858@ng-cb1.aol.com>
Source record: 50915

Does anyone have a copy of the driver for this modem? Also does anyone have the specs on the power supply? I found of these today and would like to be able to use them. Thanks for any help.

Check out my ever changing classic video game trade/want list along with my collection here.

http://www.freeyellow.com/members7/midnight8/Index.htm

## 1131. Atarimagazines.com Basic programs?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: Glenn Gutierrez <usenet@planethype.com>
Message-ID: <030819991841481141%usenet@planethype.com>
Source record: 50916

Hi all,

I just found an article of mine from Antic magazine, with two Basic programs I wrote almost 15 years ago, on atarimagazines.com. It was quite fun to read. :)

Curious, though, what format the actual programs are in. I'd love to look at my old code. They have a .BAS extender, but when I download them using Netscape (Mac) all I get is stuff like this...

\ZmKEYï¿½DÃ ï¿½ï¿½ï¿½SCï¿½CHECï¿½ï¿½@

I'm sure I'm just missing a few pieces, not being an 8-bit'er any more. Anyone know how can I get a plain text version?

http://atarimagazines.com/v3n10/DrumSynth.html

Thanks!
Glenn Gutierrez

# 1132. FS: ULTIMA I The Original for Atari 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: Boyd Staley <BoydStaley@worldnet.att.net>
Message-ID: <37A7AAF2.5A7BDCF1@worldnet.att.net>
Source record: 50917

I have decided to sell my copy of ULTIMA I The Original
by Sierra Venture/Sierra Online for the ATARI line of
8-bit Computers. The game is in good condition and, I
believe complete. It includes:

1 - Box:Slight shelf wear, has ATARI sticker and store
price tag attached.

2 - Original Sierra Online two sided Diskette in original
Sierra Online Sleeve.

3 - 12 Page Manual

4 - Atari Reference Card

5 - ERRATA sheet

6 - Plastic box insert

If interested please email your offer to me. I have pictures
that I can send you on request.

Thanks,
Boyd Staley

## 1133. 1050 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <7o8a05$fhn@dfw-ixnews8.ix.netcom.com>
Source record: 50918

I have a problem with a 1050 disk drive, which when I turn it on, the drive light comes on, the drive spins and then it stops, the drive light goes out, and then after a moment it starts all over again. Can someone tell me what is wrong?

Thanks,

-Rick Heldmann

# 1134. Re: Atarimagazines.com Basic programs?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: Glenn Gutierrez <usenet@planethype.com>
Message-ID: <030819992133502678%usenet@planethype.com>
Source record: 50919

Ahhh... Unfortunately, my Atari 800 is long gone. Is there a Mac
translator or emulator that would work? Or I could run a PC Atari
emulator within Virtual PC (wouldn't that be fun!).

Unless someone could be so kind. :-)

Glenn

In article <19990803224753.03571.00003662@ngol01.aol.com>, KWBurgess
<kwburgess@aol.com> wrote:
> I just took a look at them. There in "Saved" Atari basic format.
> You
> simply need to load them into Atari basic. Then "List" them out to disk to
> convert them to a plain text only format.
>
>
> >Hi all,
> >
> >I just found an article of mine from Antic magazine, with two Basic
> >programs I wrote almost 15 years ago, on atarimagazines.com. It was
> >quite fun to read. :)
> >
> >Curious, though, what format the actual programs are in. I'd love to
> >look at my old code. They have a .BAS extender, but when I download
> >them using Netscape (Mac) all I get is stuff like this...
> >
> >\ZmKEYï¿½DÃ ï¿½ï¿½ï¿½SCï¿½CHECï¿½ï¿½@
> >
> >I'm sure I'm just missing a few pieces, not being an 8-bit'er any more.
> >Anyone know how can I get a plain text version?
> >
> >http://atarimagazines.com/v3n10/DrumSynth.html
> >
> >Thanks!
> >Glenn Gutierrez

## 1135. Looking 4 hires Atari logo/pictures of 8bits

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: John Kwiatkowski <johnmk@shell.clark.net>
Message-ID: <WIGp3.1163$hC5.56798@iad-read.news.verio.net>
Source record: 50920

I'm looking for hires (like 640x480 and up) images of the Atari
fuji logo (color) or pictures of the 800/800XL. The ones I've seen
on the web are small and look very bad when blown up.

Any one have a pointer please let me know.

Thanks,
John K.

# 1136. Re: Pooldisk / Umich Mirror

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-03 00:00:00 UTC
From: John Kwiatkowski <johnmk@shell.clark.net>
Message-ID: <A1Hp3.1167$hC5.57632@iad-read.news.verio.net>
Source record: 50921

Steve,

I didn't see a link for the ATR images on the page. Did I just
miss it?

JK

Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote:
:
: I had an empty CD drive in my Linux box so I put the
: pooldisk too disk 1 in it and its available at the URL below.
: There are about 650MB of ATR images on the disk.

: There is most of the disk 1 material, with the exception
: of those directories it states cannot be copied. The disk also
: contains a mirror of the umich atari archive.

: http://www.nacs.net/~classics/
:
: Its not quite available 24/7 so if you try and get no
: response, just try again in a few hours.

: Steve
: --
: * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
: * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
: * * * Ape Homepage: http://www.nacs.net/~classics * * *
: !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 1137. Re: up for auction on EBAY - an atari 800xl for $7099.00

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37a85512.37429520@news.earthlink.net>
Source record: 50788

On 04 Aug 1999 14:43:40 GMT, enovak7924@aol.com (ENovak7924) wrote:

>>>I don't know if this is a typo, but there is a rare 800xl computer for
>>auction
>>>for only $7099.00. I think his fingers slipped somewhere.
>>
>>Where?
>>
>>
>
>Must have been a decimal point. Unless this was personally owned by Bill Gates
>or something........

I sometimes wonder if Bill ever was an Atarian.

## 1138. Re: up for auction on EBAY - an atari 800xl for $7099.00

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: enovak7924@aol.com
Message-ID: <19990804114425.13321.00007386@ng-fr1.aol.com>
Source record: 50789

```
>>Must have been a decimal point. Unless this was personally owned by Bill
>Gates
>>or something........
>
>I sometimes wonder if Bill ever was an Atarian.

Just a joke. There is no way this bid can be real. mostly all of the 800's I've
seen go for about 50-80 bucks.
.
.
"If you wish to be on the Bobby Heenan Show, or know anyone who DESERVES to be,
please write to The Bobby Heenan Show...."
```

## 1139. The cable question

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37a85e48.39788418@news.earthlink.net>
Source record: 50790

Hello everyone! I have some questions. I have been slowly converting my Atari disks over to the PC via terminal programs, Disk Communicator, and a null modem cable. While it works well, it is VERY labor intensive. I want a better way. I have heard of the SIO2PC cable and Tucker's APE cable. I have heard of SIO2PC software and APE software. From what I understand the SIO2PC & APE cable provide basically the same thing; that being an electrically correct interface between the PCs RS232 serial port and the Atari8's SIO port. Are these two cables 100% compatible with each other? Are they partially compatible with each other? I have also heard of 1 or 2 chip versions of one or both of them. Which is better? Which is easier? Which cable is better for what I want? I know the APE software lets me use the PC as a big box of perhiperals for the Atari. With the APE software I could copy disks from my real Atari to an image file on the PC. I seem to remember that the SIO2PC setup lets you actually hook up an Atari disk drive to the PC though and use it as a drive with an emulator? I am thinking I would be better off with the APE software setup though? So... does an APE cable work with SIO2PC software and does an SIO2PC cable work well with APE software? I would rather use the APE software, but the having the capability to hook an Atari drive directly to the PC would be a nice secondary ability to have.

Your thoughts... your experiences... your knowledge please.

Thanks.

Jon

# 1140. WTB: Floyd of the Jungle for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <00%p3.3205$3K1.64513@newse3.tampabay.rr.com>
Source record: 50791

Please email me with your price.

## 1141. atari 800 (non xl)

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: nova2@junior-net.de
Message-ID: <37A88031.4328617C@junior-net.de>
Source record: 50792

hi!

any idea what an atari 800 (non xl) model is worth nowadays (without any drives but with pc connection)? 60 bucks? dunno..

thx cu!

PASCAL

# 1142. Re: Pooldisk / Umich Mirror

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7oa253$aq7@freenet-news.carleton.ca>
Source record: 50793

"Jim Smith" (jsmith@j-com.net) writes:
> So where's the disk?

My ISP recently lost a hard disk and put all the old files back up,
which included my old html files. I re-uploaded the new files, so the
link is there now.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 1143. Re: Pooldisk / Umich Mirror

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7oa26b$aq9@freenet-news.carleton.ca>
Source record: 50794

John Kwiatkowski (johnmk@shell.clark.net) writes:
> Steve,
>
> I didn't see a link for the ATR images on the page. Did I just
> miss it?

My ISP recently lost a hard disk and put all the old files back up,
which included my old html files. I re-uploaded the new files, so the
link is there now.

http://www.nacs.net/~classics/

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 1144. Re: The cable question

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7oa339$b5p@freenet-news.carleton.ca>
Source record: 50795

Jon Melbo (ssilicon@earthlink.net) writes:
> Hello everyone! I have some questions. I have been slowly converting
> my Atari disks over to the PC via terminal programs, Disk
> Communicator, and a null modem cable. While it works well, it is VERY
> labor intensive. I want a better way. I have heard of the SIO2PC
> cable and Tucker's APE cable. I have heard of SIO2PC software and APE
> software. From what I understand the SIO2PC & APE cable provide
> basically the same thing; that being an electrically correct interface
> between the PCs RS232 serial port and the Atari8's SIO port. Are
> these two cables 100% compatible with each other? Are they partially
> compatible with each other?

Both cables do the same thing, and there are a number of different
designs for them. What they do is very simple, just take a 0/5v serial
port and invert it so a PC serial port will be happy with the signal.

> I have also heard of 1 or 2 chip versions
> of one or both of them. Which is better? Which is easier? Which
> cable is better for what I want?

The one chip is the simple inverter type, which I reccomend
because its very easy to build. The 2 chip using a Max232 is
different in that it uses a $5 chip to produce real RS232 -12/+12v
levels, and uses a tri-state to float the bus when not in use.

If the one chip works for you go for it. If you have a laptop
or some other PC that is very picky and wont work with the one chip,
the two chip will definatly work.

By default the cables with work with APE or SIO2PC, since they
use the same lines. APE'98 supports a few variations on the cable
which work better with Windows.

> I know the APE software lets me use
> the PC as a big box of perhiperals for the Atari. With the APE
> software I could copy disks from my real Atari to an image file on the
> PC. I seem to remember that the SIO2PC setup lets you actually hook
> up an Atari disk drive to the PC though and use it as a drive with an
> emulator?

With APE you can build a ProSystem interface and hook your 1050
up to the PC and copy disks off it directly. With APE'98 you can
copy from 4 drives at once, which makes imaging a bunch of floppies
a bit easier.

I dont know much about the emulator setup, but I think you may
be thinking of PC-Xformer and its parallel port hookup cable?

> I am thinking I would be better off with the APE software
> setup though? So... does an APE cable work with SIO2PC software and
> does an SIO2PC cable work well with APE software?

Yes.

> I would rather use
> the APE software, but the having the capability to hook an Atari drive
> directly to the PC would be a nice secondary ability to have.

The only difference betweek the APE and ProSystem interfaces
is that a few lines are reversed, and a diode is added to drop te
serial port voltage. The design for the ProSystem interface is
in the APE docs as well as the design for the regular APE/SIO2PC
type interface.

SIO2PC has a 'PC2SIO' cable that does what you want as well,
but I cant say how its built. I'm sure the design for it is in the
SIO2PC docs.

> Your thoughts... your experiences... your knowledge please.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

## 1145. Atari 800 system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: dtmessa@ibm.net
Message-ID: <37A8D7F7.2093@ibm.net>
Source record: 50796

FOR SALE: Atari 800 48K, 850 interface, cassette tape drive, Dual Percom disk drives with double density chip, Commodore moniter, joysticks, all cables and lots of software. Needs a good home. Located on the Mississippi Gulf Coast.

## 1146. Happy 810 or 1050?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7oak07$1ndg@enews4.newsguy.com>
Source record: 50797

Well, I just took out the Atari 8-bit stuff last week for some fun (and to transfer a lot of my original BASIC games and demos I programmed 'back in the day' to my Falcon so I can make them available on my web site).

Anyway, I've had numerous 8-bit drives and computers over the years, but I am missing the 2 Happy drives I once had [I sold them years ago]. And while most of my software still seems to work, I wouldn't mind making a few more backups of some of the more "important" stuff for safety! And of course the speed increase was nice too! (Currently I'm using my "bought-as-new-back-in-1984" Percom AT-88, a stock 1050, and a Rana 1000)

So, if anyone has a reasonably priced, working Happy 810 or Happy 1050 drive for sale let me know.

For the record, I live in Southern California (USA).

Thanks!

--

\ NURVIS Music / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

## 1147. Airball ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <37A8E099.C614FD15@erols.com>
Source record: 50798

I recently got an Airball cart and can't figure out how to play (besides the obvious)

There are crosses and some other items that I can pick up with the spacebar but don't know how to use?

Also,
The control seems REALLY tough getting around the kill squares.

Any hints/help appreciated.

--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

Remove the 'X' for email replies

## 1148. Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: Michael & Dina Miller <enercom@unidial.com>
Message-ID: <A_8q3.523$%q.27898@news.ntr.net>
Source record: 50799

What was the serial number for the US Doubler or generic doubler chip? I
wondering if I stubbled upon one. My numbers are A.W.C
P/N 540004 Rev 5

Is this chip easy to install into a working 1050 drive?

## 1149. For sale! Not EBAY!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: Michael & Dina Miller <enercom@unidial.com>
Message-ID: <359q3.524$%q.27920@news.ntr.net>
Source record: 50800

```
1027 printer tested and works no power $20 shipped
800xl no power supply $20 shippped
810 Happy drive no power supply $20 shipped
box of blank disk $10 shipped

If you are interested and live in the US let me know.
If you want them all make me an offer I cant refuse.
```

# 1150. Like New Mint Atari-Sears 2800 Video Arcade II Game Unit In Box @Read@

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: Gary <sega_master_system@yahoo.com>
Message-ID: <FSLp3.2551$k34.169674@newshog.newsread.com>
Source record: 50922
Cross-posted to: alt.atari.2600,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

http://auctions.yahoo.com/auction/5892864

http://auctions.yahoo.com/user/sega_master_system

# 1151. Re: Atarimagazines.com Basic programs?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: kwburgess@aol.com
Message-ID: <19990803224753.03571.00003662@ngol01.aol.com>
Source record: 50923

In article <030819991841481141%usenet@planethype.com>, Glenn Gutierrez
<usenet@planethype.com> writes:

>Subject: Atarimagazines.com Basic programs?
>From: Glenn Gutierrez <usenet@planethype.com>
>Date: Tue, 03 Aug 1999 18:41:48 -0700

Hi Glen,

I just took a look at them. There in "Saved" Atari basic format. You
simply need to load them into Atari basic. Then "List" them out to disk to
convert them to a plain text only format.

>Hi all,
>
>I just found an article of mine from Antic magazine, with two Basic
>programs I wrote almost 15 years ago, on atarimagazines.com. It was
>quite fun to read. :)
>
>Curious, though, what format the actual programs are in. I'd love to
>look at my old code. They have a .BAS extender, but when I download
>them using Netscape (Mac) all I get is stuff like this...
>
>\ZmKEYï¿½DÃ ï¿½ï¿½ï¿½SCï¿½CHECï¿½ï¿½@
>
>I'm sure I'm just missing a few pieces, not being an 8-bit'er any more.
>Anyone know how can I get a plain text version?
>
>http://atarimagazines.com/v3n10/DrumSynth.html
>
>Thanks!
>Glenn Gutierrez

## 1152. Re: Atarimagazines.com Basic programs?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19990803230159.14009.00005866@ng-fj1.aol.com>
Source record: 50924

Check your email, there is a surprise for you.

# 1153. Re: Lost: ATR website address

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <QfPp3.13855$DM5.58565@newse2.tampabay.rr.com>
Source record: 50925

Try the 8-bit section of www.atariworld.com

Richard Smith <rsmith@planeteer.com> wrote in message
news:fsGp3.22889$5r2.51244@tor-nn1.netcom.ca...
> Hello there,
>
> I have lost the URL to a website that used to contain a large number of
ATR
> files. I believe that the site was on "geocities" but I may be mistaken.
If
> anybody has the address to this or any other ATR website then please let
me
> know.
>
> Thanks in advance,
>
> Richard.
>
>

# 1154. Re: Pooldisk / Umich Mirror

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <UnPp3.13858$DM5.58618@newse2.tampabay.rr.com>
Source record: 50926

So where's the disk?

Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote in message
news:7o5f6a$po4@freenet-news.carleton.ca...
>
> I had an empty CD drive in my Linux box so I put the
> pooldisk too disk 1 in it and its available at the URL below.
> There are about 650MB of ATR images on the disk.
>
> There is most of the disk 1 material, with the exception
> of those directories it states cannot be copied. The disk also
> contains a mirror of the umich atari archive.
>
> http://www.nacs.net/~classics/
>
> Its not quite available 24/7 so if you try and get no
> response, just try again in a few hours.
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
> * * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
> * * * Ape Homepage: http://www.nacs.net/~classics * *
*
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+
Lines !!

# 1155. FS/T Atari Force Comics, Manuals (2600 & 8bit), & Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <bqQp3.3043$k3.327653@news0.telusplanet.net>
Source record: 50927
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.2600,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Last Updated 08/04/99
- Items added

I have the following Atari 2600/VCS game manuals and Atari Force Comics, which I am looking to sell or trade. If you have any questions in regards to style. language, or cover art, etc., please feel free to ask. I am open to reasonable offers, please make all offers in U.S. Funds (buyer pays shipping). I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Colecovision, Intellivision, Classic Computer or Handheld games) sent to you, please specify system.

This list covers the following categories:
- Atari Force Comics
- Atari 2600 Manuals
- Atari 8bit Books and Manuals
- Atari 8bit Magazines and Specification Sheets
- Classic Gaming Magazines

**Atari Force Comics**
==========
All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #9 - September 84
- Issue #11 - November 84
- Special Issue #1 - 1986

**Atari 2600 Game Manuals** Please make an offer
==========
- Artillery Dual by XONOX - Full color French (Canadian) variation 1983 (rare)
- Asteroids - Full color 5 language variation 1979
- Atari Game Catalog (49 Games) Full Color English variation 1982 -Breakout - Full color 5 language variation 1978
- Centipede - Full color 5 language variation 1982
- Chuck Norris Superkicks by XONOX - Full color French (Canadian) variation 1983 (rare)
- Combat - Full color 5 language variation 1978
- E.T. - Full color 5 language variation 1982

- Jungle Hunt - Full color english variation 1983
- Kangaroo - Full color 5 language variation 1983
- Maze Craze - Full color english variation 1978
- Missle Command - Full color 5 language variation 1980
- Mouse Trap by Coleco - 3 color English/French (Canadian) variation 1982 -Night Driver - Full color english variation 1980
- Outlaw - Full color English/French (Canadian) variation 1978
- Outlaw - Full color english variation 1978
- Pole Position - Full color 5 language variation 1983
- Popeye by Parker Bros. - 3 color English variation 1983
- RealSports Baseball - Full color 5 language variation 1982
- Star Raiders - Full color english variation 1982
- Street Racer - Full color 5 language variation 1978
- Yars' Revenge - Full color 5 language variation 1981
- Yars' Revenge - Full color english variation 1982

**Atari 8bit Books and Manuals** Please make an offer
==========
- Atari 800XL Manual and connection guide
- Atari 1050 Manual
- Consumer's Guide "The Users Guide to the Atari"
- Compute's "Third book of Atari"
- Compute's "The Atari Basic Source Book"

** Atari Magazines and Specification sheets** Please make an offer
==========
- 1983 Atari 800XL Brochure
- 1986 Atari ST Computer Brochure
- Start - Premiere Issue Summer 1986
- Start - Spring 1988
- ST-Log - January 1987
- Antic - February 1986

**North American Gaming Magazines**
==========
- Computer Gaming World - December 1988
- Game Players - February/March 1989
- Game Players - June/July 1989
- Video Games & Computer Entertainment - June 1989

**European Gaming Magazines**
==========
- Ace - November 1989
- Ace - December 1989
- Ace - April 1990
- Computer & Video Games - August 1988
- Computer & Video Games - May 1989
- Raze - December 1990
- The Games Machine - August 1988
- The Games Machine - September 1988
- The Games Machine - June 1989

**Electronic Games Magazine memorabilia** Please make an offer
==========
- Order Form Insert (Vectrex Version) - Mint Condition. This was the original full color order form insert that was packaged in with many companies cartridges to help promote sales of 'Electronic Games' magazine. It is a three page foldout which covers all the regular articles that 'Electronics Games' ran. The front cover is purple and offers Vectrex players a 44% discount.

**Trades**
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A CD64 Nintendo 64 Backup Unit
- A working Vectrex controller
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

# 1156. Re: Looking for Sundog players?!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A7CD03.2D23@geocities.com>
Source record: 50928
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2

Maury,

I know that in AUNT there is one member that remembers SunDog, perhaps two. Let me ask them and see what they have to say. And if you want I can forward your article. Would be a good article for our club newsletter (and a good way to receive a free copy).

As for me, I'm an old Star Raiders fan, but I've been meaning to try my hand at SunDog. Where can I find a copy?

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

# 1157. Re: Atarimagazines.com Basic programs?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <37A7DE24.2888236A@asw.cz>
Source record: 50929

Glenn Gutierrez wrote:

> Curious, though, what format the actual programs are in. I'd love to
> look at my old code. They have a .BAS extender, but when I download
> them using Netscape (Mac) all I get is stuff like this...
>
> \ZmKEY®DÃ ☐☐SC³CHECÀ²@
>
> I'm sure I'm just missing a few pieces, not being an 8-bit'er any more.
> Anyone know how can I get a plain text version?

I wrote Atari Basic decompiler. It's available on my page. Runs on DOS (Win). There are also sources, so it should be possible to compile it on Mac.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

# 1158. WTB: ST Star Raiders .. I need the box!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A7D622.355D@geocities.com>
Source record: 50930

I have a Star Raiders collection going... 2600, 5200, 8bit, ST, and Star Raider II. (And I'm wondering if the game was realised by AtariSoft to other platforms BTW...)

I have the manual and the game for ST Star Raiders but not the box. If you have this, I would be willing to buy this!

Doctor Clu

Two more points of interest....

1) If you think you can make a make shift ST cartridge with Star Raiders, I would be willing to buy that.

2) I'm thinking of putting together a hang out (in the future) for the veteran pilots of the Star Cruisers. I would love to get a list of those you piloted (or currently pilot) the great Star Cruisers in the great Zylon (8-bit, 5200?), Krylons (2600), & Zycroid (ST) Wars.

You never know when these three empires will try to invade Atari Federation space... and we need to always keep a squadron of pilot always on the ready....

(grin)
--
||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

# 1159. Re: up for auction on EBAY - an atari 800xl for $7099.00

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37a7f016.11574253@news.earthlink.net>
Source record: 50931

On 03 Aug 1999 22:05:37 GMT, enovak7924@aol.com (ENovak7924) wrote:

>I don't know if this is a typo, but there is a rare 800xl computer for auction
>for only $7099.00. I think his fingers slipped somewhere.

Where?

# 1160. Re: Atarimagazines.com Basic programs?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37a9f5ad.13005445@news.earthlink.net>
Source record: 50932

On Tue, 03 Aug 1999 18:41:48 -0700, Glenn Gutierrez
<usenet@planethype.com> wrote:

>Hi all,
>
>I just found an article of mine from Antic magazine, with two Basic
>programs I wrote almost 15 years ago, on atarimagazines.com. It was
>quite fun to read. :)
>
>Curious, though, what format the actual programs are in. I'd love to
>look at my old code. They have a .BAS extender, but when I download
>them using Netscape (Mac) all I get is stuff like this...
>
>\ZmKEYï¿½DÃ ï¿½ï¿½ï¿½SCï¿½CHECï¿½ï¿½@
>
>I'm sure I'm just missing a few pieces, not being an 8-bit'er any more.
>Anyone know how can I get a plain text version?

Hi Glen. You should at least remember Atari BASIC was normally stored
in a tokenized form right? Well, that means you need Atari BASIC to
list it out as text again. Use an emulator.

# 1161. Re: SX212 modem ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37a8f06a.11657639@news.earthlink.net>
Source record: 50933

On 03 Aug 1999 23:35:30 GMT, cgo2541273@aol.com5200 (Charles Golden)
wrote:

>Does anyone have a copy of the driver for this modem? Also does anyone have
>the specs on the power supply? I found of these today and would like to be
>able to use them. Thanks for any help.

9VDC, 500 millivolts, center positive.

## 1162. plugin for browsers to play xl-music

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: Karolj Nadj <k_nadj@s-direktnet.de>
Message-ID: <7o92lm$17s$1@newsread.f.de.uu.net>
Source record: 50934

does anyone know a plugin for chip-music, a pokey-player for browsers?

if you have "st-sound"-plugin you can hear st-chip-music on my website
online!!!
is there any tool for XL-music, too???

http://www.s-direktnet.de/homepages/k_nadj/main.html

papa, heaven

## 1163. hardware etc. atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: larry5@webtv.net
Message-ID: <3788-37A844EB-5@newsd-271.iap.bryant.webtv.net>
Source record: 50935

```
i am overstocked with various equipment for atari 800 and 800xl.
keyboards,diskdrives,printers etc, for more info contact
larry5@webtv,net thank you
```

# 1164. Re: RAM upgrades and Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: Olav Queseth <olav.queseth@radio.kth.se>
Message-ID: <37A84B4F.404AD0D2@radio.kth.se>
Source record: 50936

Sigh!

It turns out that I already had some of the info (hidden in
the description of how to do a 256K upgrade...

Antic CO21697 generates 256 refresh cycles
Antic CO12296 generates 128 refresh cycles

Olav

> How are refresh cycles guaranteed in the various ram upgrades
> floating around. I think the original 64Kx1 chips needed
> 128 refresh cycles every 2 ms. Larger chips may need 512 cycles
> every 8 ms so time should not be a problem, but how can I know
> that I get all 512 cycles? How many refresh cylces does ANTIC
> generate? Does any upgrade use some of the more advanced
> schemes (CAS before RAS, hidden refresh etc?) instead of the
> standard RAS only refresh method?

# 1165. Re: up for auction on EBAY - an atari 800xl for $7099.00

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-04 00:00:00 UTC
From: enovak7924@aol.com
Message-ID: <19990804104340.13318.00007997@ng-fr1.aol.com>
Source record: 50937

```
>>I don't know if this is a typo, but there is a rare 800xl computer for
>auction
>>for only $7099.00. I think his fingers slipped somewhere.
>
>Where?
>
>

Must have been a decimal point. Unless this was personally owned by Bill Gates
or something........
.
.
"If you wish to be on the Bobby Heenan Show, or know anyone who DESERVES to be,
please write to The Bobby Heenan Show...."
```

## 1166. Re: 1050 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-05 00:00:00 UTC
From: rhamiiton5@aol.com
Message-ID: <19990804202639.17081.00006434@ng-fs1.aol.com>
Source record: 50801

>Can someone tell me what
>is wrong?

Sounds like it MIGHT be the zero track sensor; they do occasionally go south.

## 1167. Missing site

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-05 00:00:00 UTC
From: jan.simon@vslib.cz
Message-ID: <37A97961.476C146C@vslib.cz>
Source record: 50802

Hi.. does anyone know what happened to Holme's atari site?
(http://shell.ihug.co.nz/~aaronat/atari.html)

thx :)

## 1168. Another 1050 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-05 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <7oc06g$rq@dfw-ixnews11.ix.netcom.com>
Source record: 50803

The drive boots fine. When I do a RPM command in Spartados 3.2d, it give me an Error 139 Device NAK.

The manual says you'll get this message when a using an incompatible DOS or a disk is not in place. I do have trouble putting the disk in the drive.

Any help appreciated,

-Rick

# 1169. Atari - Video Teleprompter

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-05 00:00:00 UTC
From: apple4jack@my-deja.com
Message-ID: <7ocadg$ecl$1@nnrp1.deja.com>
Source record: 50804

Greetings - Atari Users

I'm in search of a scrolling control that fits into the joy stick terminal of an Atari 130XE computer. It is used to advance the screen during scroll mode. It is to be used with a software package made by Q-TV for use with video teleprompters in television production.

Any information or references regarding this subject would be greatly appreciated.

Thank you for viewing this messa

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 1170. Atari - Video Teleprompter

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-05 00:00:00 UTC
From: apple4jack@my-deja.com
Message-ID: <7ocadh$ecm$1@nnrp1.deja.com>
Source record: 50805

Greetings - Atari Users

I'm in search of a scrolling control that fits into the joy stick terminal of an Atari 130XE computer. It is used to advance the screen during scroll mode. It is to be used with a software package made by Q-TV for use with video teleprompters in television production.

Any information or references regarding this subject would be greatly appreciated.

Thank you for viewing this messa

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 1171. WTB: ATARI ROOTS

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-05 00:00:00 UTC
From: ARudzki <ARudzki@sgi.net>
Message-ID: <Kohq3.234$El5.87990@news.sgi.net>
Source record: 50806

Does anyone have this book and want to pass it on?

Tony

Arudzki@sgi.net

# 1172. Re: Looking for Sundog players?!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-05 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <37a9aa0e.45963420@news.secoast.net>
Source record: 50807
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2

On Tue, 3 Aug 1999 16:37:22 GMT,
maury@remove_this.sympatico.ca.invalid (Maury Markowitz) wrote:

>Hi,
>
> A while back I was writing an article on space related games and I asked if
>anyone out there remembered playing Sundog. Some of you replied with some
>cool notes and such, but soon after that I lost my job, and the mail along
>with it.
>
> So I'm trolling for Sundog players again. If you loved the game as much as
>I did and are willing to read over my article (it's not that long) and
>correct it or add to it, could you drop me a line?
>
>Maury
>
Sundog was my favorite ST game and after selling my ST about 11 years
ago, I'm currently enjoying Sundog all over again right now through
WinSTon which runs the game perfectly on my PC. So you can send it me
if you want.

dw

Dave Webster
dwebster@medioane.net

# 1173. Re: Looking for Sundog players?!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-05 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <37a9abfc.46456867@news.secoast.net>
Source record: 50808
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.apple2

On Wed, 04 Aug 1999 01:17:55 -0400, Doctor Clu
<clu-da-bard@geocities.com> wrote:

> As for me, I'm an old Star Raiders fan, but I've been meaning to try my
>hand at SunDog. Where can I find a copy?
>
> Doctor Clu
>
>--

Same here, since I first bought it in 1981, Star Raiders will always
be my personal favorite, but Sundog (and Amiga Pirates!) ranks right
up there with it for sheer enjoyment. If you haven't played Sundog,
you really should check it out. It's a different type of game than
SR, but just as interesting and addictive. There is a plot and a goal
you need to accomplish, but you're completely on your own as to how
you go about completing the game. Lots of things to do and see.

Check this site out, it's a great resource for Sundog:

http://www.lukin.com/sundog/index2.html

There's a couple of emulators that run Sundog, I've found WinSTon runs
it almost perfectly, it allows saving games but only the current one,
the library feature doesn't work. Otherwise, it's great.

Dave Webster
dwebster@medioane.net

# 1174. Boot Sector Menu?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-05 00:00:00 UTC
From: gschoepp@wassamadda.edu
Message-ID: <37a9b034.243166309@news>
Source record: 50809

I've fallen from the heights of my Atari knowledge 15 years ago, and now must ask the still-wise gurus for help!

I'm in the process of moving all of my software from old, heat-ravaged diskettes to new, fresh floppies. As I do this, I've found that I either don't have the software for, or can't remember how, to install a boot sector menu that will load binaries without the presence of DOS. I also seem to have many binaries that are finicky about what version of DOS they'll load from, but they load fine from the boot sector menus.

Is there a place I can get a boot sector binary loader? Or can someone name a few so I can rummage through the 150+ diskettes I have to see if I already have one? I assume these programs would have been PD utilities in the pirate world.

Thanks for any insight anyone can provide.

gs

# 1175. Re: Another 1050 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-05 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <7ocbmf$cb8@dfw-ixnews3.ix.netcom.com>
Source record: 50810

Sorry to bother everyone, my disk must have gone bad. Checked the drive
with another disk, and everything is okay.

-Rick Heldmann

Richard Heldmann <heldmann@ix.netcom.com> wrote in message
news:7oc06g$rq@dfw-ixnews11.ix.netcom.com...
> The drive boots fine. When I do a RPM command in Spartados 3.2d, it give
me
> an Error 139 Device NAK.
>
> The manual says you'll get this message when a using an incompatible DOS
or
> a disk is not in place. I do have trouble putting the disk in the drive.
>
> Any help appreciated,
>
> -Rick
>
>

# 1176. Re: WTB: ST Star Raiders .. I need the box!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-05 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <37a9b0dc.47705351@news.secoast.net>
Source record: 50811

On Wed, 04 Aug 1999 01:56:50 -0400, Doctor Clu
<clu-da-bard@geocities.com> wrote:

>
>2) I'm thinking of putting together a hang out (in the future) for the
>veteran pilots of the Star Cruisers. I would love to get a list of
>those you piloted (or currently pilot) the great Star Cruisers in the
>great Zylon (8-bit, 5200?), Krylons (2600), & Zycroid (ST) Wars.
>
> You never know when these three empires will try to invade Atari
>Federation space... and we need to always keep a squadron of pilot
>always on the ready....
>
>(grin)

Add me to that list. A grizzled Star Commander Class 1 since 1981,
still have my original copy of SR, cartridge, box, manual, even the
damn receipt!

Just sound the alarm, I'm ready for action. If my trusty old 800 Star
Fighter gives out, I can hop into my 130XE Battle Cruiser. If the
joysticks are blown out, then I'll fire up Atari800Win in my Pentium
Dreadnought Class Starship and engage hyperwarp!
Dave Webster
dwebster@medioane.net

# 1177. Re: Boot Sector Menu?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-05 00:00:00 UTC
From: chris_NOSPAM_@gix.com
Message-ID: <37a9b212.178758553@netnews.netreach.net>
Source record: 50812

RadMenu and ?Norda? Menu are the two big ones I remember.

I may have them.

On Thu, 05 Aug 1999 15:40:11 GMT, gschoepp@wassamadda.edu (gschoepp)
wrote:

>
>I've fallen from the heights of my Atari knowledge 15 years ago, and
>now must ask the still-wise gurus for help!
>
>I'm in the process of moving all of my software from old, heat-ravaged
>diskettes to new, fresh floppies. As I do this, I've found that I
>either don't have the software for, or can't remember how, to install
>a boot sector menu that will load binaries without the presence of
>DOS. I also seem to have many binaries that are finicky about what
>version of DOS they'll load from, but they load fine from the boot
>sector menus.
>
>Is there a place I can get a boot sector binary loader? Or can someone
>name a few so I can rummage through the 150+ diskettes I have to see
>if I already have one? I assume these programs would have been PD
>utilities in the pirate world.
>
>Thanks for any insight anyone can provide.
>
>gs
>
>

# 1178. Re: Pooldisk / Umich Mirror

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-05 00:00:00 UTC
From: "Marc Paquette (CGI)" <mpaquette@hydrosoftenergie.com>
Message-ID: <37A9B94A.E91A9B4@hydrosoftenergie.com>
Source record: 50813

Hi,

But now, a username and password are required to access the disk!!!

Marc
==========

"Steven J. Tucker" wrote:

> John Kwiatkowski (johnmk@shell.clark.net) writes:
> > Steve,
> >
> > I didn't see a link for the ATR images on the page. Did I just
> > miss it?
>
> My ISP recently lost a hard disk and put all the old files back up,
> which included my old html files. I re-uploaded the new files, so the
> link is there now.
>
> http://www.nacs.net/~classics/
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

## 1179. 4sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-05 00:00:00 UTC
From: larry5@webtv.net
Message-ID: <22511-37A9C1D4-34@newsd-273.iap.bryant.webtv.net>
Source record: 50814

i have the following items 1800xl,1800,165xe keyboards,3 1050 disk drives. 1 1020cassette drive. 1 1027 printer, 1 1030 modem, 1 sx212modem. also power supplys for some items. plus connectng cable . also various disks with games,graphics,word processors etc. contact me if interested larry5@webtv.net

## 1180. Remember Creative Computing?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-05 00:00:00 UTC
From: gp429@aol.com
Message-ID: <19990805142031.05026.00000544@ng-ce1.aol.com>
Source record: 50815

Well I've got an auction going at Ebay for these mags

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=141783253

thanx

## 1181. More stuff for sell

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-05 00:00:00 UTC
From: Michael & Dina Miller <enercom@unidial.com>
Message-ID: <wimq3.558$%q.29786@news.ntr.net>
Source record: 50816

10meg hard drive. Needs a black box. $15 shipped
2 black box converters One com port and one printer port $10
ICD PR Connetion and Manual $20 Shipped

US only

If you live outside of the US give me you address and I will see what I can
do for you.

# 1182. Re: Atari 1050 Super Archiver

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-05 00:00:00 UTC
From: bob klaas <bobkla19@sisna.com>
Message-ID: <37AA23B8.DE0E7B0B@sisna.com>
Source record: 50817

Was not aware of this until I happened to put a Happy 7.1 disk in the drive on the backside. Guess what, the Archiver Emulator is there, Will convert all Happy Drives online to the Archiver. Once there you can not access them as a Happy anymore as the software does not know the Happy exists. Turn the drives off for a Minute and you can re-boot the Happy software and workable again.

Helpfull??

bob

# 1183. Re: 1050 Read Head Sensor

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-05 00:00:00 UTC
From: bob klaas <bobkla19@sisna.com>
Message-ID: <37AA263D.EC6BECF@sisna.com>
Source record: 50818

If what you are talking about is the Track Zero sensor where the head with the little bar comes out and enteres upon reset, need replacment you will need software to reset the head and sensor. In other words you may need an head alignment.??

bob

# 1184. Re: printer 1027

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-05 00:00:00 UTC
From: bob klaas <bobkla19@sisna.com>
Message-ID: <37AA28EF.76BEF5B8@sisna.com>
Source record: 50819

What you have was the worst printer for the Atari 8-bit. There is no ribbon, if you look at the print head you will see a back thing about an inch ect long above the head. Pull it up it comes off what is there is a roller that inks the lower items. Go buy yourself some stamp pad ink, and saturate the roller, you will set youself up again until the ink wears out.

bob

## 1185. Indus Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-05 00:00:00 UTC
From: bob klaas <bobkla19@sisna.com>
Message-ID: <37AA297D.FE004D02@sisna.com>
Source record: 50820

1. ea Indus Disk Drive, power supply and SIO cable $35.00 shipping
included
comes with 30day guarntee.

bob

# 1186. Re: For sale! Not EBAY!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-05 00:00:00 UTC
From: Tim M <timwm@pgtc.net>
Message-ID: <37AA1F82.D9B34A7@pgtc.net>
Source record: 50821

Michael & Dina Miller wrote:

> 1027 printer tested and works no power $20 shipped
> 800xl no power supply $20 shippped
> 810 Happy drive no power supply $20 shipped
> box of blank disk $10 shipped
>
> If you are interested and live in the US let me know.
> If you want them all make me an offer I cant refuse.

If the 810 Happy drive isn't sold I will buy it.

Tim (timwm@pgtc.net)

# 1187. WTB Happy 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-05 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <7odguv$ipp@dfw-ixnews4.ix.netcom.com>
Source record: 50822

I'm looking for a Happy 1050 disk drive, any sellers?

-Rick Heldmann

# 1188. Atari 800 for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-05 00:00:00 UTC
From: tronman@xmission.com
Message-ID: <788613402081@slc233.modem.xmission.com>
Source record: 50823

Greetings

I have an Atari 800 for sale. It works well, and it has an Indus GT disk drive with original black case and power supply. Also a Rana 1000 with no P/S (I think it works though.) Also a 1027 letter printer and some of the manuals that came with it. Oh, yeah, and a Zaxxon floppy disk, and Dig Dug cartridge. My wife and I are moving into our converted school bus to full time RV it for awhile, and I must pare down my hardware museum. Any offers?

Email to tronman@xmission.com

thanks in advance.

# 1189. Wooley, need an opinion

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-05 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rqkquv4kur71@corp.supernews.com>
Source record: 50824

Bob; leading my normal scattered life. Between trying my hand at metal casting and resurfacing my mom's driveway I took a break and did some reading.

Still have to get that disk file to run from cartridge done, I am thinking about it but haven't started recoding it yet.

But while doing that I was reading throught the IBM Technical Ref Notes XT. Have you ever looked at the IBM Monochrome Display Adapter schematic? I probably looked at it a dozen times before, but it didn't register until I was thinking "Right Cartridge Slot".

The thing is made with 4k static ram on board i.e. no refresh, has its own crystal oscilator, uses a 6845, etcetera.

I counted about 30 lines that actually go into it, but I imagine that most of the address lines are for for the memory mapping into the high IBM hardware reagion($B8000?).

But damned if it doesn't look like you could add one to the Atari cartridge port. There are still a few lines I don't know what they do, processor/video chip arbitration for memory access I think, but I am thinking along the lines of trying to put one in the $8000-$9FFF cartridge space. Only spent about 6 hours looking at the schematic trying to figure out what is going on, I am still not that savy, but I am guessing all it would take is running the CARTCTRL line to the 6845 !CS and remapping the display memory to cartridge space. If it was done this way, you could still use BASIC or any left cart like Action!, but would only lost 4k of memory. i.e. the 4 k on the card could just be mirrored from $8000 to $9000.

Anyway, if you get the time and have a schematic for one, let me know what you think.

## 1190. Re: Atari T-shirts

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-06 00:00:00 UTC
From: dsche@erols.com
Message-ID: <37aa5836.2408704@news.erols.com>
Source record: 50825

On Fri, 30 Jul 1999 16:34:27 GMT, John Kwiatkowski
<johnmk@shell.clark.net> wrote:

> Anyone know where I could find some T-shirts or baseball
> caps with Atari logos?
>
> John K.

Come to New York. All the funky little shops in the East Village have
them.
Failing that, eBay's probably a good bet.

# 1191. FS: Atari 8-bit software

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-06 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7odis7$atc5@news.ajou.ac.kr>
Source record: 50826

Was going thru some of my Atari 8-bit stuff the other
day and found the following items.
I don't know what to ask for them so if interested
make a offer. Buyer pays shipping.

1. APX Package
APX Atari Program Exchange Software and Manuals.
These are the original Manuals, Disks and Cassette.

APX KeyBoard Organ Manual and Disk.
APX Eastern Front 1941 Manual and Cassette.
APX 747 Landing Simulator Manual and Disk.
APX Dog Daze Manual and Disk.
APX GridIron Glory Manual and Disk.
APX RPN Calculator Simulator Manual and Disk.
APX Family Cash Flow 2.0 Manual and Disk.

I'd like to sell the above as a set. Best Offer takes them.

2. Music Composer
Includes Original Manual and Cartridge.
Best Offer takes it.

3. Atari Advertisements
A Nice almost Mint condition 31 page Atari advertisement
manual. This Manual includes pictures of the complete XL
line of Atari 8-bits including the RARE 1400XL and 1450XLD.
The Manual explains the features of each computer. Also
has info on other Atari hardware and software.
These pictures are in Color and would be nice for Scanning.

Along with the manual comes 6 pages that goes into a
3 ring notebook. Each page has a picture of Atari hardware
and gives details about it.
One Page is about the RARE 1400XL which has a picture and
lots of detailed info about it.

Maybe someone will want this info. Best Offer takes it.

4. TYNE & WEAR ATARI 8-BIT USER GROUP TWAUG NEWSLETTERS
These are the original Manuals and Disks of TWAUG.
They are filled with excellent info on Atari 8-bits.
ISSUES # 3 thru # 18 of the TWAUG paper newsletters.
Including the original disk for each issue.

All of these are to be sold as a set. Best Offer takes
them.

5. Atari Classics Magazines
6 Magazines in all.
Vol. 1 #1
Vol. 2 #1
Vol. 2 #2
Vol. 2 #3
Vol. 2 #4
Vol. 2 #5
All of these are to be sold as a set. Best Offer takes
them.

6. Star Raiders Cartridge with Original Manual.
Best Offer takes it.

If you want to make a offer on any of these items then
e-mail me at phantomm@kih.net

# 1192. Re: Boot Sector Menu?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-06 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-dvBrncViWhm3@di03-ks.cth.com.au>
Source record: 50827

On Thu, 5 Aug 1999 15:40:11, gschoepp@wassamadda.edu (gschoepp) wrote:

> I've fallen from the heights of my Atari knowledge 15 years ago, and
> now must ask the still-wise gurus for help!
>
> I'm in the process of moving all of my software from old, heat-ravaged
> diskettes to new, fresh floppies. As I do this, I've found that I
> either don't have the software for, or can't remember how, to install
> a boot sector menu that will load binaries without the presence of
> DOS. I also seem to have many binaries that are finicky about what
> version of DOS they'll load from, but they load fine from the boot
> sector menus.
>
> Is there a place I can get a boot sector binary loader? Or can someone
> name a few so I can rummage through the 150+ diskettes I have to see
> if I already have one? I assume these programs would have been PD
> utilities in the pirate world.
>

the one from superdos works well It is part of the AUX.SYS file. I
writes it to the first 3 sectors and the last 3 sectors of the
directory. Loads files at high speed if the drive is capiable.

James B

# 1193. Re: hardware etc. atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-06 00:00:00 UTC
From: Andy Sayers <asayers@estec.esa.nl>
Message-ID: <37AA9027.31193CE5@estec.esa.nl>
Source record: 50828

Hi

What equipment do you have and where are you. I am in the Uk looking for
hardware etc.

Many thanks

Andy

lawrence chapman wrote:

> i am overstocked with various equipment for atari 800 and 800xl.
> keyboards,diskdrives,printers etc, for more info contact
> larry5@webtv,net thank you

# 1194. WTB: Reasonably priced Atari 800 (48k+), 800XL, or 130 XE in U.S.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-06 00:00:00 UTC
From: Anonymous <Anonymous@nothere.com>
Message-ID: <0nzq3.1026$06.132555@typhoon-sf.snfc21.pbi.net>
Source record: 50829

please send offers to onlinetrader@hotmail.com

# 1195. Re: Missing site

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-06 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <%cBq3.14567$DM5.72175@newse2.tampabay.rr.com>
Source record: 50830

He had a message up for a while saying his site was going down, as I recall.
I have most of his file archive over on www.atariworld.com

<jan.simon@vslib.cz> wrote in message news:37A97961.476C146C@vslib.cz...
> Hi.. does anyone know what happened to Holme's atari site?
> (http://shell.ihug.co.nz/~aaronat/atari.html)
>
> thx :)
>
>
>

## 1196. Re: Question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-06 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <GfBq3.14568$DM5.72132@newse2.tampabay.rr.com>
Source record: 50831

The easiest way to tell is look at the 6810 RAM chip to see if it has another "piggybacked" on top of it, most of them, if official said ICD in big letters.

There is no "generic doubler", only official and pirated versions.

Michael & Dina Miller <enercom@unidial.com> wrote in message news:A_8q3.523$%q.27898@news.ntr.net...
> What was the serial number for the US Doubler or generic doubler chip? I
> wondering if I stubbled upon one. My numbers are A.W.C
> P/N 540004 Rev 5
>
> Is this chip easy to install into a working 1050 drive?
>
>
>

# 1197. Slights Pokey Player V..0.9 released with full docs and tons of music!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-06 00:00:00 UTC
From: Karolj Nadj <k_nadj@s-direktnet.de>
Message-ID: <7oesot$ei1$1@newsread.f.de.uu.net>
Source record: 50832

hi 8bit-fans...

just got today new version of SAP... with tons of music included in the archive...

feel free to download it from my site...

conc. docs... soon plugin for browsers avaible!!!!

papa, heaven/tqa

http://www.s-direktnet.de/homepages/k_nadj/main.html

# 1198. Re: Atari T-shirts

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-06 00:00:00 UTC
From: msmith@aol.com
Message-ID: <19990806114351.21715.00007590@ng-fv1.aol.com>
Source record: 50833

Can you give me a specific name of a store in the East Village that has them.

Thanks,
Mark

# 1199. WTB: Zeppelin or Survivor Cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-06 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <AKDq3.3795$3K1.79699@newse3.tampabay.rr.com>
Source record: 50834

If you can sell either Zeppelin cart or Survivor cart for Atari 800, please email me with your price.
Thanks!

## 1200. Hot Lips (game)

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-06 00:00:00 UTC
From: Greg Young <greg.young@cerent.com>
Message-ID: <37AB338E.CD5F84F3@cerent.com>
Source record: 50835

I am the author of Space Ace, Trion, Mr.Bear, Parallax, and
other Atari800 titles. Most of these are already available
at FTP sites, even though some of them were never published.
(How did they do that?!)

I have been unable to locate one of my favorites, "Hot Lips".
I would like to make it available to any archive wanting it. I have
an original Atai diskette, so someone mail me and I'll send it.
/ Greg

## 1201. Re: XF551 disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-06 00:00:00 UTC
From: lenspencer@aol.comNOSPAM
Message-ID: <19990806151545.18410.00006403@ng-cp1.aol.com>
Source record: 50836

>Can anyone help with a 551 that appears to be running slowly, how do you
>adjust the speed on these? can you?

The speed should be 300 rpm. The only mechanism I've seen them use is the Mitsumi, and I know of no speed adjustment on these. If the speed is that far off, about the only thing to do is replace the drive mech. Good part about that is it is a standard IBM compat DSDD. (DON"T use the 1.2meg mechs as you will have a LOT of problems!).

Hope this helps.

# 1202. WTB - Ultima 1: The Original from Sierra Online/SierraVenture

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-06 00:00:00 UTC
From: fortran@earthlink.net
Message-ID: <MPG.1214f817a7e23ae7989d07@news.alt.net>
Source record: 50837

I'm looking for the Atari 400/800 game, Ultima 1: The Original by
Sierra Online/SierraVenture. I'm a collector of Ultima games so I would

like to add this game to my permanent collection. While I am interested

in the complete game, I'm also willing to buy a partial copy. (I know
about the emulator images. I'm looking for the original.)

Please email me if you would be willing to sell your game.

--

Edward Franks
<fortran@earthlink.net>

## 1203. Any place to get M.U.L.E.?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-06 00:00:00 UTC
From: enovak7924@aol.com
Message-ID: <19990806170303.23644.00005948@ng-fz1.aol.com>
Source record: 50838

I recently got an Atari 800 sytem with disk drive and am looking to re-collect all the games I loved to play. I've gotten almost everyone but MULE. Is there anyone out there willing to sell theirs? Or make me a copy? Thanks

.
.
"If you wish to be on the Bobby Heenan Show, or know anyone who DESERVES to be, please write to The Bobby Heenan Show...."

# 1204. Re: Hot Lips (game)

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-06 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37ab4c87.18362196@news.freeserve.net>
Source record: 50839

The other Day Greg Young <greg.young@cerent.com> wrote:

>I am the author of Space Ace, Trion, Mr.Bear, Parallax, and
>other Atari800 titles. Most of these are already available
>at FTP sites, even though some of them were never published.
>(How did they do that?!)
>
>I have been unable to locate one of my favorites, "Hot Lips".
>I would like to make it available to any archive wanting it. I have
>an original Atai diskette, so someone mail me and I'll send it.
>/ Greg

Greg...A big thanks for your work in those days and for bothering to
make your work PD or Author ware...

Have everything except Hot lips tho I'm afraid, wish I could help.

Should you ever find it then please let us know what archive you gave it
to..

Cheers from an 8-bitter actually from those days :)
--
Paul Irvine ICQ 105793

A fool and his money are easily parted!

## 1205. Re: Hot Lips (game)

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-06 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <7ofp6m$hh5$1@dartvax.dartmouth.edu>
Source record: 50840

In <37AB338E.CD5F84F3@cerent.com> Greg Young <greg.young@cerent.com> writes:

>I am the author of Space Ace, Trion, Mr.Bear, Parallax, and
>other Atari800 titles. Most of these are already available
>at FTP sites, even though some of them were never published.
>(How did they do that?!)

People who were involved with it (did copies go out to reviewers?)
obviously gave out copies to friends.

>I have been unable to locate one of my favorites, "Hot Lips".
>I would like to make it available to any archive wanting it. I have
>an original Atai diskette, so someone mail me and I'll send it.

I've got it, but it will be a pain to dig it up. If it doesn't show
up with less effort from another source, email me, and I'll send a
copy.

--PC
--
```
/*******************************************************/
/* "You only live once. Unless you take pictures. */
/* Then you live two or three times." --Darrin Rice */
/*******************************************************/
```

## 1206. Spartados X Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-06 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <7ofv63$53t@dfw-ixnews10.ix.netcom.com>
Source record: 50841

I have the 4.17, 4.19 and 4.20 rom. Was there a 4.21 version? I thought the last version I have has a bug in Ataridos.sys. Can I overcome this somehow?

- Rick Heldmann

## 1207. Books?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-06 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <7og2pu$9tp@dfw-ixnews3.ix.netcom.com>
Source record: 50842

Anyone looking to sell either or both of the books "6502 Assembly Language Programming" by Lance Levinthal or "Atari Roots" by Mark Andrews?

-Rick Heldmann

# 1208. More Atari stock. Lowered prices. FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-06 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7ogkmb$r29$1@user2.teleport.com>
Source record: 50843
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

For Atari Sales and Service from someone with nearly 20 years of Atari experience go to my Web site below or E-Mail me at atari@benjamin.net where you can find for the Atari 8 Bit coveted Happy Drives and other Disk Drives modified for increased performance and speed. As well as a library of Reference Materials from COMPUTE! Books. You can find NEW Atari ST software Marked down in Price, Disk Drives made by Indus for the Atari ST and Reference Books Published by ABACUS and I've added and will be adding more Hardware, Software, Books & Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. And remember if you dont come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

Click for WebSite!

***FREE*** Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, August 10th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

## 1209. Re: Books?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-07 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37ab9f8a.2137680@news.earthlink.net>
Source record: 50844

On Fri, 6 Aug 1999 21:39:46 -0400, "Richard Heldmann"
<heldmann@ix.netcom.com> wrote:

>Anyone looking to sell either or both of the books "6502 Assembly Language
>Programming" by Lance Levinthal or "Atari Roots" by Mark Andrews?

I used to have both. Hurricane Andrew ruined my Leventhal book and I
sold Roots less than a year ago. Probably the best two books to own
for learning assembly on the Atari8. Of course Leventhal's book is
more generic but very thorough.

## 1210. Re: Hot Lips (game)

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-07 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37aca3c8.3223544@news.earthlink.net>
Source record: 50845

>The other Day Greg Young <greg.young@cerent.com> wrote:
>
>>I am the author of Space Ace, Trion, Mr.Bear, Parallax, and
>>other Atari800 titles. Most of these are already available
>>at FTP sites, even though some of them were never published.
>>(How did they do that?!)
>>
>>I have been unable to locate one of my favorites, "Hot Lips".
>>I would like to make it available to any archive wanting it. I have
>>an original Atai diskette, so someone mail me and I'll send it.
>>/ Greg

I ran across a couple of these. I probably have them all but here ya
go. Actually, I better not post a binary here. Do you have access to
alt.binaries.comp.atari8bit ??

I'll post a couple of your titles there.

# 1211. Re: Boot Sector Menu?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-07 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <37abb461.1943500@news.pipeline.com>
Source record: 50846

The one I remember and use was called "Fenders 3-sector Boot Program"

Had some options to turn the screen off during load and display
rainbow colors and such.

John

On Thu, 05 Aug 1999 15:40:11 GMT, gschoepp@wassamadda.edu (gschoepp)
wrote:

>
>I've fallen from the heights of my Atari knowledge 15 years ago, and
>now must ask the still-wise gurus for help!
>
>I'm in the process of moving all of my software from old, heat-ravaged
>diskettes to new, fresh floppies. As I do this, I've found that I
>either don't have the software for, or can't remember how, to install
>a boot sector menu that will load binaries without the presence of
>DOS. I also seem to have many binaries that are finicky about what
>version of DOS they'll load from, but they load fine from the boot
>sector menus.
>
>Is there a place I can get a boot sector binary loader? Or can someone
>name a few so I can rummage through the 150+ diskettes I have to see
>if I already have one? I assume these programs would have been PD
>utilities in the pirate world.
>
>Thanks for any insight anyone can provide.
>
>gs
>
>

# 1212. Re: SX212 modem ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-07 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990807005140.20893A-100000@vtn1>
Source record: 50847

On 3 Aug 1999, Charles Golden wrote:

> Does anyone have a copy of the driver for this modem? Also does anyone have
> the specs on the power supply? I found of these today and would like to be
> able to use them. Thanks for any help.
>
>
> Check out my ever changing classic video game trade/want list along with my
> collection here.
>
> http://www.freeyellow.com/members7/midnight8/Index.htm
>
>
I have a copy of the SX212 "Owner's Manual" which you're welcome to for
the price of postage; email me if you're interested. It lists the
(limited) AT commands supported and has S-register and pin-out
information.

The best driver I ever I ever found for it (when I owned one) was that
included with BobTerm which is available just about everywhere.

jkp

# 1213. FA Atari 2600 + 14games

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-07 00:00:00 UTC
From: kevin asp <aspk@umich.edu>
Message-ID: <37ABF038.1D52E359@umich.edu>
Source record: 50848

Atari 2600 with AC adaptor, two joystick and one Trackball
controllers, 14 games with original guides. Bowling Pitfall II Chopper
Commandï¿½ River
Raidï¿½ Kaboom!ï¿½ Seaquestï¿½ Missle Command Tutankhamï¿½ Moon Patrol
Warlords Coleco Mouse Trapï¿½ Othello Pac Manï¿½ Pitfallï¿½ ï¿½ = Instructions
included
Atari unit and games in great condition, everything works as it
should. See seller references with eBay. Money Order only. Buyer pays
shipping. Item
shipped same day as MO arrives. See Photo.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=140159201

# 1214. Re: Slights Pokey Player V..0.9 released with full docs and tons of music!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7ohaa6$l7e$1@autumn.news.rcn.net>
Source record: 50849

Sorry Karolj,

I tried it this morning. The link to the file doesn't work.

I'll try again in a few days.

Alan
Karolj Nadj <k_nadj@s-direktnet.de> wrote in message
news:7oesot$ei1$1@newsread.f.de.uu.net...
> hi 8bit-fans...
>
> just got today new version of SAP... with tons of music included in the
> archive...
>
> feel free to download it from my site...
>
> conc. docs... soon plugin for browsers avaible!!!!
>
> papa, heaven/tqa
>
> http://www.s-direktnet.de/homepages/k_nadj/main.html
>
>
>

## 1215. The binaries newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-07 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37ac31d9.39597661@news.earthlink.net>
Source record: 50850

Any of you that were interested in my recent postings to the binaries group (alt.binaries.comp.atari8bit), but have a suck ass ISP that doesn't let you access it, please feel free to email me and I will send files as email attachments. AOL does now allow file attachments right? (there actually was a time when they didn't allow attachments with mail from outside of AOL).

PS: Please, no one be offended. Those of you who have suck ass ISPs, it doesn't mean YOU suck. Lord knows I've gone through a few ISps to always try to find the best one. I want you to have stuff too. I would post binaries right in here but.... that creates a new problem just as it solves another.

# 1216. Re: Slights Pokey Player V..0.9 released with full docs and tons of music!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-07 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37ad53bf.913708@news.freeserve.net>
Source record: 50851

The other Day "Alan Sharkis" <asharkis@erols.com> wrote:

>Sorry Karolj,
>
>I tried it this morning. The link to the file doesn't work.
>
>I'll try again in a few days.

I got that the 1st go as well Alan..Odd??

But you will get it, and great fun it is to..

Needs more game musics tho Karolj :)
--
Paul Irvine ICQ 105793

A fool and his money are easily parted!

# 1217. Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-07 00:00:00 UTC
From: atari@spam-not.ehrich.com
Message-ID: <SJYq3.712$UI1.85898@news3.voicenet.com>
Source record: 50852

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Ape Face Model XLP Digital Device..... $14
Atari XMM801 printer..... $15
Atari 410 Tape Deck..... $15
Atari 1020 Printer..... SOLD
Hot Stuff Joystick (rough)..... $ 4
Joysticks (square) (3)..... $ 8 each
DVE Printer Power Supply Model DV-2412A..... $ 8
50 5-1/4 diskettes ..... $10
50 3-1/2 diskettes..... $12.50
Orders & Questions

Diskette Software for Atari Computers
$4 each (6 for $16)
Most have box & docs

ALA Software - G-Men
ALA Software - Assasins Cove
SOLD - Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
SOLD - DeBug by Childware
SOLD - Enhancer
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Master Diskette 3 (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
SOLD - Reading Skills
Sesame Street Astro-Glover (3-6)
SOLD - Sesame Street Print Kit for Atari & Commodore
Spinnakers Alphabet Zoo (3-8)
Spinnakers Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)

Spinnakers Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
SOLD - Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
The Big Math Attack
The Jar Game & Chaos
Tinks Adventure (4-8)
Tuk Goes to Town (4-8)
The Halley Project - A Mission in Our Solar System (no box)
Tonk in the Land of Buddy-Bots (4-8)
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)
Orders & Questions

Diskette Software for Atari Computers
$2.50 each (7 for $10) diskette only

Analog Disk #57
Analog Disk #73 June 1989
Astro Grover
Cardware High Tech Expressions
SOLD - Compute Disk October-December 1986
SOLD - Compute Disk January-March 1987
Crypto Cube (2)
International Hacker
Jingle Disk High Tech Expressions
Match Up
Memory Mania & Maxwells Demon
Micro Addition
Micro Division
Micro Multiplication
Monkey See, Monkey Spell
Moon Shuttle
My First Alphabet
Paint Master Diskette
Sea Bandit
Shape Up
Tetrad
T.G,I,F.
Threshold
Touchdown Football
Trapazoid
Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Computer Crosswords for Atari or Commodore
Orders & Questions

Antic Diskettes from Atari
$2 each (5 for $8) (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
Orders & Questions

Cartridges for Atari Computers
$6.50 each (5 for $25)

Atari 400/800 Defender Cartridge w/box
Ms Pacman Cartridge for all Atari Home Computers
Atari 400/800 Missile Command Cartridge w/box
Basic Language Computing (2)
Demon Attack
Donkey Kong
Galaxian
Millipede
Music Composer (2)

Orders & Questions

Tape Software for Atari Computers
$3 each (4 for $8) (10 for $16)

Andromeda Conquest
Atari Program Exchange - Midas Touch
Atari Program Exchange - Counter (3-8)
Canyon Climber for Atari 400/800 (16k)
Clowns & Balloons for 400/800
Figure Fun
Ghost Hunter w/docs
SOLD - Gulp!!
Hangman
Hickory Dickory Dock/Baa, Baa Black Sheep
Introduction To Graphics
Joystick Sketchpad
Jungles Rainbow w/docs
Juggles Rainbow
List, General List, List Customizer
Moon Shuttle
Sea Bandit
Spelling Genie
Sargon II --
Star League Baseball
States & Capitals
Talk & Teach Business Communications 4 tapes (counts as two)

Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
Orders & Questions

Atari Books $5 each (6 for $20)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Basic Reference Guide for Experienced Programmers
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Star Raiders DOC
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

http://www.voicenet.com/~generic

# 1218. Re: Spartados X Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-07 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7ohva1$cmd1@news.ajou.ac.kr>
Source record: 50853

On 6 Aug 1999 20:38:00 -, "Richard Heldmann" wrote:
>I have the 4.17, 4.19 and 4.20 rom. Was there a 4.21 version? I thought
>the last version I have has a bug in Ataridos.sys. Can I overcome this
>somehow?
>
>- Rick Heldmann
>

Hi Rick,

Yes there was a 4.21 version. I use to have it. But for using the SDX
cartridge with a hard drive setup using a ICD Multi I/O (MIO) I
Found that version 4.19 was better for me than version 4.21.

The Reason was with 4.19 I could exit some programs that worked on
the hard drive like First Excellent Word Processor and get back to
the SDX prompt. With version 4.21 some programs would lock up after
exiting them.
phantomm@kih.net

# 1219. Re: ICE (Internet Connectivity for Atari Eight-bits)

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-07 00:00:00 UTC
From: Anonymous <Anonymous@nothere.com>
Message-ID: <fN%q3.799$6M2.46963@typhoon01.swbell.net>
Source record: 50854

WOOOOOO WOOOOOOOO Go Ken Go!

Doctor Clu wrote in message <37A67712.6E72@geocities.com>...
>Subject: ICE progress - tcp/ip for 8-bit
> Date:Mon, 2 Aug 1999 23:14:22 -0400
> From:"Ken Siders" <atari@columbus.rr.com>
>Reply-To: atari8-l@zwieracz.ideefixe.nom.pl
> To:<atari8-l@zwieracz.ideefixe.nom.pl>
>
>I have updated my ICE (Internet Connectivity for Atari Eight-bits) page
>with a new version of my program.
>The current version will download and display the source for a web page
>(currently hardcoded to download my Atari page). I would appreciate any
>feedback from anyone capable of testing the program to see if it works
>at all for anyone else. You can download it from my Project ICE page at
>http://home.columbus.rr.com/ksiders/ice.htm.
>
>Thanks,
>Ken Siders
>atari@columbus.rr.com
>http://home.columbus.rr.com/ksiders/atari.htm

# 1220. Re: printer 1027

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-07 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37ACB9D2.42E12DC3@sisna.com>
Source record: 50855

I am totaly sorry you are stuck! With the Atari 1027 printer you have a bunch of letters in 4 areas, you have a small black roller on top, this is what re-inks the 4 layers of data on the 1027. Either you fill it wie new ink or you get yourself a new printer
bob

## 1221. Atari 800 XL's

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-07 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37ACBBE2.85C05B7A@sisna.com>
Source record: 50856

I have a few for $ 25.00 each shipping incled, coees with power supple
and video cable.

bob

## 1222. ULTRAFIX

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-08 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37accc90.79211267@news.earthlink.net>
Source record: 50857

Hi all. I will be posting in alt.binaries.comp.atari8bit a file called ULTRAFIX which is the best translator available for the XL/XE in my opinion. It's written by Tim Patrick and is grade A. Even lets your run 400/800 only carts on an XL/XE! No kidding. I tried it with a Demon Attack cart and it works! It is a binary load file. Have fun.

# 1223. Like New Mint Atari-Sears 2800 Video Arcade II Game Unit In Box @Read@

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-08 00:00:00 UTC
From: Gary <sega_master_system@yahoo.com>
Message-ID: <nd5r3.828$2V5.43558@newshog.newsread.com>
Source record: 50858
Cross-posted to:
comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

http://auctions.yahoo.com/auction/5892864

http://auctions.yahoo.com/user/sega_master_system

Like New Mint Atari-Sears 2800 Video Arcade II Game Unit In Box @Read@ [ Add
to Watchlist ]
Seller (rating): sega_master_system (104)
Location: Pauls Valley, OK
# of Items: 1
Item ID #: 5892864
Time Left: 3 days (Countdown Ticker)
# of Bids: 13 Bid History
Current Bid: $19.36
Box Is In Very Good Condition
Unit Is Mint & Tested
Power Supply
Paddle Joystick Controllers (Set of Two)
Games Are:
Space Invaders Sears Tele-Games Cart
New Games Are:
Battlezone
Jr. Pac-Man
Galaxian
Jungle Hunt
Kangaroo
This Units Plays All 2600 Game Carts!
Read More About The Sears Game Unit Here
www.atari-history.com/A2800.html

## 1224. Page 6?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-08 00:00:00 UTC
From: rhamiiton5@aol.com
Message-ID: <19990807223236.01436.00009306@ng-cq1.aol.com>
Source record: 50859

What ever happened to Page 6 Magazine out of the UK? Still publishing? Any of their content (especially disks) on the web?
Ron

## 1225. BBS Software?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-08 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7oj0le$q88@freenet-news.carleton.ca>
Source record: 50860

Anyone know where I might find the various old BBS software
packages? I tried Bill Kendrick's excellent search engine, but
all I could find are links to Closer To Home, at which the files
appear to be missing.

Any place else I might look? I checked the umich mirror and
there is nothing there.

I need to try a couple packages with the Ape'98 winsock server
to see if it can function well as an internet BBS gateway.

Thanks

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 1226. Re: Like New Mint Atari-Sears 2800 Video Arcade II Game Unit In Box @Read

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-08 00:00:00 UTC
From: Gary <sega_master_system@yahoo.com>
Message-ID: <wZ7r3.1561$gO2.96797@monger.newsread.com>
Source record: 50861
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

http://auctions.yahoo.com/user/sega_master_system

http://auctions.yahoo.com/auction/5892864

Like New Mint Atari-Sears 2800 Video Arcade II Game Unit In Box @Read@
Item ID #: 5892864

Time Left: 3 days (Countdown Ticker)
# of Bids: 13 Bid History
Current Bid: $19.36

Box Is In Very Good Condition
Unit Is Mint & Tested
Power Supply
Paddle Joystick Controllers (Set of Two)
Games Are:
Space Invaders Sears Tele-Games Cart
New Games Are:
Battlezone
Jr. Pac-Man
Galaxian
Jungle Hunt
Kangaroo
This Units Plays All 2600 Game Carts!
Read More About The Sears Game Unit Here
www.atari-history.com/A2800.html

# 1227. Re: BBS Software?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-08 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <7ojqld$huf$1@nnrp1.deja.com>
Source record: 50862

I've got a 16 meg ATR with the old BBS Express! on it at-

http://cth.tzo.com/emulator/ROMs.html

You might want to run the cleanup.com (which is in the ATR) on it.

I've also got the source code for my emulator that supports winsock
functions up on a web page at-

http://cth.tzo.com/emulator/cth_emulator.html

Also, I've recently installed about 2/3 of my old CTH archive up on the
BBS now, at telnet://cth.tzo.com . However, only ymodem has been
adjusted for network delays, so use it for downloading and not the
other protocols.

Hey, maybe we can ride down to the Columbus swap meet together with
Ken? It might be fun.

In article <7oj0le$q88@freenet-news.carleton.ca>,
ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:
>
> Anyone know where I might find the various old BBS software
> packages? I tried Bill Kendrick's excellent search engine, but
> all I could find are links to Closer To Home, at which the files
> appear to be missing.
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 1228. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-08 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_934111351@rtfm.mit.edu>
Source record: 50863
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

# 1229. Re: ATR-8000 Hard Drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-08 00:00:00 UTC
From: Dennis McGuire <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9908080807430.17397-100000@moose.erie.net>
Source record: 50864

On 29 Jul 1999, RHamiIton5 wrote:

> >know where I might find these resources?
>
> I have a dead ATR, and my understanding is that a HD interface was not
> available. I never found one while I used the 8000.

The Z-Tec hard disk interface for the ATR-8000 was elusive, but it
did exist! :)

# 1230. Re: ATR-8000 Hard Drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-08 00:00:00 UTC
From: msmith@aol.com
Message-ID: <19990808113721.18397.00001884@ng-fg1.aol.com>
Source record: 50865

I have a hard disk interface for the ATR8000. My interface was designed and sold by the makers of the ATR8000. It is a extremely simple device, that basically acts as an I/O port. A small daughter plugs into the Z80 socket. The daughter board just picks up address/control and some data lines. A ribbon cable goes back to the controller. This particular interface is fairly robust and is designed to be used with the Western Digital WD1002 controller. I do believe that several other controllers from WD in that era would work with the interface (e.g.; WD1005). Keep in mind, these controllers were designed for use with MFM drives, typically 5,10 and 20MB. All in all, a nice unit as you could partion the drive for CP/M, Atari and if you have the 8088 coprocessor board for DOS. My original setup used a combination of the three (with MS DOS version 1.0!!!!). Let me know if you need any further information, and I will see if I can dig it up. Perhaps someone took the time to buzz this little board out. If they did, a simple wire wrap board could be done in an hour or two.

Good Luck,
Mark Smith

# 1231. Re: Page 6?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-08 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7y4siadzoa.fsf@co.umist.ac.uk>
Source record: 50866

rhamiiton5@aol.com (RHamiIton5) writes:

> What ever happened to Page 6 Magazine out of the UK? Still publishing? Any of
> their content (especially disks) on the web?
> Ron

They are still publishing I think, although they are winding down now.
They announced an issue or two ago that there were 6 more issues to
come, that way no one would lose any money on their subscriptions, and
renewals would be given for the remaining number of issues, at a
reduced price. Although having said that I haven't received an issue
in a while now, but new issues have been taking longer and longer to
appear.

Dean Garraghty has cover scans of the first 8 issues on his web site:
http://www.dgs.clara.net/

I've not seen any of their disks available on-line, although you could
still buy them direct from Page 6.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

# 1232. Re: BBS Software?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-08 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7okhhl$nrv@freenet-news.carleton.ca>
Source record: 50867

Tom Hunt (tom_hunt361@my-deja.com) writes:
> I've got a 16 meg ATR with the old BBS Express! on it at-
>
> http://cth.tzo.com/emulator/ROMs.html
>
> You might want to run the cleanup.com (which is in the ATR) on it.

Tom,

Thanks for the pointer, I will check it out. I think I
tried telnetting to your BBS when you first posted about it. I
dont recall if I was successful, but its interesting :)

> I've also got the source code for my emulator that supports winsock
> functions up on a web page at-
>
> http://cth.tzo.com/emulator/cth_emulator.html
>
> Also, I've recently installed about 2/3 of my old CTH archive up on the
> BBS now, at telnet://cth.tzo.com . However, only ymodem has been
> adjusted for network delays, so use it for downloading and not the
> other protocols.

I will check it out. I assume this is the 2/3's that is not
on the ftp site anymore?

> Hey, maybe we can ride down to the Columbus swap meet together with
> Ken? It might be fun.

Do you live in NE or central ohio? If so it could be :) Hopefully
I will be picking up Ken along the way if things work out.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 1233. Re: RAM upgrades and Refresh

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-08 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <37add316@news.iglou.com>
Source record: 50868

On 1999-08-03 olav.queseth@radio.kth.se said:
>Hello!
>How are refresh cycles guaranteed in the various ram upgrades
>floating around. I think the original 64Kx1 chips needed
>128 refresh cycles every 2 ms. Larger chips may need 512 cycles
>every 8 ms so time should not be a problem, but how can I know
>that I get all 512 cycles? How many refresh cylces does ANTIC
>generate? Does any upgrade use some of the more advanced
>schemes (CAS before RAS, hidden refresh etc?) instead of the
>standard RAS only refresh method?
I don't have the part numbers here, but there were two versions of the Antic chip. The later version generated enough refresh cycles for a 256k ram (I think that was 256 cycles, and some 64k chips needed that many). I've heard that SIMMs have refresh counters built in, so you only have to generate the CAS/RAS signals to refresh them. Maybe Bob Wooley or someone can verify this.

Net-Tamer V 1.08X - Test Drive

## 1234. Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-08 00:00:00 UTC
From: Michael & Dina Miller <enercom@unidial.com>
Message-ID: <GNtr3.663$%q.41450@news.ntr.net>
Source record: 50869

Does any one have the instructions for the 850 interface? I have one that I tried to use with my 1200 xl and when I did the 1050 disk drive didnt respond and the printer I was using did not print when I used basic.

Help!

# 1235. Re: Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-09 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990809015625.9293A-100000@vtn1>
Source record: 50870

I found it on line several months ago:

http://www.pcc.net/dzone/atari850/atari850.htm

jkp

On Sun, 8 Aug 1999, Michael & Dina Miller wrote:

> Does any one have the instructions for the 850 interface? I have one that I
> tried to use with my 1200 xl and when I did the 1050 disk drive didnt
> respond and the printer I was using did not print when I used basic.
>
> Help!
>
>
>
>

# 1236. Re: Atari T-shirts

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-09 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <7omjc5$llt$1@plutonium.compulink.co.uk>
Source record: 50871

In article <nuko3.70$hC5.3837@iad-read.news.verio.net>,
johnmk@shell.clark.net (John Kwiatkowski) wrote:

> Anyone know where I could find some T-shirts or baseball
> caps with Atari logos?
>
> John K.

Could try Virgin Megastore if you live near a city that has one in the US
(NY only?) The UK branches had T-shirts with the atari logo recently.

**************************************************
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**************************************************
* Analyst Programmer/ Freelance IT writer *
**************************************************

# 1237. Re: Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-09 00:00:00 UTC
From: enovak7924@aol.com
Message-ID: <19990809102248.18397.00002413@ng-fg1.aol.com>
Source record: 50872

Interested in buying the following:

>Master Diskette 3 (no box)

>Donkey Kong

Please -email me with details.

Thanks

.
.
"If you wish to be on the Bobby Heenan Show, or know anyone who DESERVES to be,
please write to The Bobby Heenan Show...."

# 1238. FA: MAC/65 Toolkit by OSS (new/sealed)

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-09 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <tJBr3.36331$5r2.70742@tor-nn1.netcom.ca>
Source record: 50873

I have a copy of the MAC/65 Toolkit by OSS for the Atari on auction on Ebay. The software is new and in the original sealed packaging. The Ebay item # is 143534781.

Thanks,

Richard.

# 1239. Cleveland Freenet and Atari SIG Closing

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-09 00:00:00 UTC
From: aa778@cleveland.Freenet.Edu
Message-ID: <7omtta$l98$1@pale-rider.INS.CWRU.Edu>
Source record: 50874

The Cleveland Freenet will be closing down for good September 30, 1999.

The above sentence was something I knew one day would happen but
never wanted to really admit it. The world pioneer in Freenet's, free
Internet access and more after 20 years will be closing due to becoming
obsolete or so what Case Western Reserve University says. I don't
remember the full history from the beginning so I will not try to tell
it here. I became a member in May of 1985 and had a great ride with the
Cleveland Freenet. I received free Internet E-mail and access to the
Internet or what it was 14 years ago. It was fun reading through the
Usenet and browsing the Web with Lynx or Gopher in ASCII. The system
was extremely easy to use in it's time and to this day the ease of use
still exceeds current offerings. On the Cleveland Freenet one still does
not have to worry about E-mail Virus's because mail is ASCII only. It was
often imitated but never exceeded. Apple even imitated the community look and feel many
years
ago when they offered their own online service.

But another sad note one of the worlds oldest and longest running
Atari forums will also be closing down as part of the Freenet. The Atari
SIG has been there from the very beginning as being one of the Freenet's
first SIGs. Thousands of Atari fanatics have been through that SIG and
it still is in use today and is still quite popular. It used to be one
of the premiere Atari SIGs on the Net. They even for a couple of years
published an online magazine called CAIN (Central Atari Information
Network) that I was fortunate to be part of. CAIN even had Cleveland's
largest ever Atari Show in 1994. For anyone interested in viewing the
Atari SIG on the Cleveland Freenet on last time or for the first time
Telnet to freenet-in-c.cwru.edu once connected as a member or guest
from any menu type "go atari" and enjoy. There are 10 years of various
Atari online magazines posted there and in some areas archived reviews,
messages and more.

I could go on and on about my experiences with the Cleveland
Freenet but I don't want to bore any of you. If you have any comments
feel free to E-mail me or the Atari SIG. We'd love to hear from you.

Other places to go for Atari information, news, support and more.
www.dephi.com/atari/messages <http://www.dephi.com> <= Delphi still has ASCII besides
browser access
Compuserve Atari Computers keyword "Go Club"
Compuserve Atari Video Game Systems keyword "Go VGCentral"
www.atari.org <http://www.atari.org>
www.ataricentral.com <http://www.ataricentral.com>

Plus many more places that www.atari.org <http://www.atari.org> has links to.

Fred Horvat
Cleveland Freenet Atari Portfolio SIGOP
E-mail aa778@cleveland.freenet.edu

Other E-mail addresses till September 30, 1999
Personal Freenet E-mail Account : ap748@cleveland.freenet.edu

Atari SIG Account E-mail : xx004@cleveland.freenet.edu

My new E-mail Address : fmh@netzero.net

--
IBM OS/2 Warp 4.0 - Windows 2000 Fred Horvat
Win98 - MagiC 5.03 - BeOS 4.5 Free-Net Atari Portfolio Sigop
File Attachments to : fmh@netzero.net Atari Classic/LYNX/Jaguar gamer

# 1240. netscape plugin for SAP avaible tomorrow!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-09 00:00:00 UTC
From: Karolj Nadj <k_nadj@s-direktnet.de>
Message-ID: <7on8ua$d1l$1@newsread.f.de.uu.net>
Source record: 50875

hi guys!

adam has done it.... the plugin for SAP is avaible... so you can put music
(original XL-sounds) on
your websites...

so check the site tomorrow evening (CET !!!)

papa, heaven/tqa

ps. ie-plugin soon avaible, too...

http://www.s-direktnet.de/homepages/k_nadj/main.html

## 1241. Wanted: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-09 00:00:00 UTC
From: steve@vitus.u-net.com
Message-ID: <37af2c69.291080@news.u-net.com>
Source record: 50876

Does anyone know where I can get hold of Alternate Reality in the UK?
I'm looking for the actual disks rather than running it on an
emulator.

Thanks

Steve

# 1242. How to use an XEP-80?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-09 00:00:00 UTC
From: Rudolf.Grobe@cityweb.de
Message-ID: <37af2eed.45806417@news.cityweb.de>
Source record: 50877

Hello Atari users,

I lately had a chance to pick up an XEP-80 very cheap and couldn't
resist..

I just have an Atari Mega ST at home, so no experience with the
8bit-family. My intention is to use the XEP-80 as an output device
(and power supply) for an (embedded) microcontroller, ie.
connecting it to an old b/w monitor and a printer.

Here are my questions:

- What kind of monitor can I connect? Any specs on the signal?

- My understanding is, that it uses a few signals from the Atari
joystick port, bit-banging commands. Is this correct? What are the
specs of the signal, and is there any list of commands?

Any help would be greatly appreciated!

Thanks a lot!
Rudolf

## 1243. Which is easiet?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-09 00:00:00 UTC
From: Michael & Dina Miller <enercom@unidial.com>
Message-ID: <S0Jr3.681$%q.43970@news.ntr.net>
Source record: 50878

Doing a null modem over an 850 or PR Connections. Or does it matter Are the pin outs the same? I have some files I want to transfer from my pc to my atari. Also I have Steve Tuckers Ape program. But it is very confusing for a not so Atari literate person like myself.

I need some help.

Thanks

## 1244. SAP-Netscape Plugin avaible...

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-10 00:00:00 UTC
From: Karolj Nadj <k_nadj@s-direktnet.de>
Message-ID: <7oprbi$fdo$1@newsread.f.de.uu.net>
Source record: 50738

heyo...

finally its there... the plugin for your favourite XL-Music for Netscape...

download it from my site...

papa, heaven/tqa

ps dont forget to get SAP with tons of XL-Music sorted by author!

http://www.s-direktnet.de/homepages/k_nadj/main.html

# 1245. Re: How to use an XEP-80?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-10 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <7oq2q7$j83$1@news.storm.ca>
Source record: 50739

As I recall, the XEP80 driver disk included the source code for the driver.
Perhaps someone can provide a copy? (I would, but I sold off my XEP80
several years ago)

David P.

# 1246. Re: How to use an XEP-80?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-10 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <X01s3.532$sn1.6282@news1.online.no>
Source record: 50740

I have the original disks handy. Let me know if no one can dig it up and
I'll add them to my page!

David A. Paterson <david_p@storm.ca> wrote in message
news:7oq2q7$j83$1@news.storm.ca...
> As I recall, the XEP80 driver disk included the source code for the
driver.
> Perhaps someone can provide a copy? (I would, but I sold off my XEP80
> several years ago)
>
> David P.
>
>
>

# 1247. WTB: Power Supply for Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-10 00:00:00 UTC
From: James Anderson <jwanders@us.oracle.com>
Message-ID: <37B0C55E.3202CD24@us.oracle.com>
Source record: 50741

If anyone could tell me where I can buy a used power supply for an Atari 130XE, I would very much appreciate it. Please reply to jwanderso@aol.com.

Thanks!

## 1248. a question about ATR files

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-10 00:00:00 UTC
From: cmooreNOSPAM@cyberport.com
Message-ID: <cmooreNOSPAM-1008992040550001@56k63-118.cyberport.com>
Source record: 50742

Could someone explain how to use .ATR files ? especially the giant .ATR
files created by Yogi. which are way too big for an 8bit computer.
i am familiar with the old hardware, but not the 8bit emulators.

tia.

--
My Slot car/ RC car Hobby shop page
http://www.freeyellow.com/members2/speedwayhobbies/index.html

## 1249. FS/FT: Atari XE Game Station

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-10 00:00:00 UTC
From: Shannon Ison <mooison@iglou.com>
Message-ID: <37AFC18B.81826EF1@iglou.com>
Source record: 50743

I have a XE game station for sell or trade. Anyone interested? The set includes game console, keyboard, joystick, power adaptor, rf switch box,

connecting cables, and 4 games: Blue Max, Barnyard Blaster, One on One Basketball, and Missle Command (built-in).

# 1250. Re: Lost: ATR website address

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-10 00:00:00 UTC
From: ppl_sfs@pip.shsu.edu
Message-ID: <7onrp1$m3o$1@unxnews.shsu.edu>
Source record: 50879

I don't see any Atr links on your page.

John

In article <8E1782BF8mrnukem@news.paclink.com>, netrunnr68@yahooo.com says...
>
>rsmith@planeteer.com (Richard Smith) wrote in <fsGp3.22889$5r2.51244@tor
>-nn1.netcom.ca>:
>
>>Hello there,
>>
>>I have lost the URL to a website that used to contain a large number of
>>ATR files. I believe that the site was on "geocities" but I may be
>>mistaken. If anybody has the address to this or any other ATR website
>>then please let me know.
>>
>>Thanks in advance,
>>
>> Richard.
>Try my page for Atr Links
>
>http://paclink.com/home/netrunnr/
>

# 1251. Re: Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-10 00:00:00 UTC
From: ericcron@pcc.net
Message-ID: <37b070f0.107690735@corp.supernews.com>
Source record: 50880

Well, some of it is there. Now that I see that there are people who
actually read those pages, I will get around to finishing it soon. I
did add one appendix tonight.

Eric

On Mon, 9 Aug 1999 01:57:54 -0700, "John K. Picken"
<yg473@victoria.tc.ca> wrote:

>I found it on line several months ago:
>
>http://www.pcc.net/dzone/atari850/atari850.htm
>
>jkp
>
>
>On Sun, 8 Aug 1999, Michael & Dina Miller wrote:
>
>> Does any one have the instructions for the 850 interface? I have one that I
>> tried to use with my 1200 xl and when I did the 1050 disk drive didnt
>> respond and the printer I was using did not print when I used basic.
>>
>> Help!
>>
>>
>>
>>

# 1252. Re: Schematic on a Atari 800.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-10 00:00:00 UTC
From: ericcron@pcc.net
Message-ID: <37b17144.107775344@corp.supernews.com>
Source record: 50881

The Atari Hardware Manual is on my page. I think it has some
schematics. The only problem is that it is 4 megabytes of TIFF files.
I really don't have the time to work on OCR'ing them right now. Maybe
somebody will take on the task.

For those of you who have tried recently to get the manual, and found
that the link wasn't working, I fixed that today. I forgot that it
was pointing to my old ISP web space.

Somebody fixed up the images for me, but I forgot who it was. I think
he removed the holes on the edge and straightend them out. Thanks
whomever that was!

Oh yeah, here is the link

http://www.pcc.net/dzone/atari8.htm

Eric

On 29 Jul 1999 01:44:30 GMT, rhamiiton5@aol.com (RHamiIton5) wrote:

>I have the manual but no scanner; btw there are some rather sizeable fold out
>diagrams that would be difficult to scan usefully except in hard to reconstruct
>mosaics.
>Am not aware of any www resources.

# 1253. Re: Page 6?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-10 00:00:00 UTC
From: ericcron@pcc.net
Message-ID: <37b272c9.108164098@corp.supernews.com>
Source record: 50882

On 08 Aug 1999 17:07:01 +0100, Raphael James Espino
<rje@co.umist.ac.uk> wrote:

>
>I've not seen any of their disks available on-line, although you could
>still buy them direct from Page 6.

I think that Steve Tucker has a link on his APE page that points to
the POOLDISK cdrom that has some page 6 disks in it.

I don't have the link handy though, but everybody knows about the APE
page :)

eric

# 1254. Re: How to use an XEP-80?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-10 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <7oo1d7$6iv$1@mohawk.hwcn.org>
Source record: 50883

Rudolf W Grobe (Rudolf.Grobe@cityweb.de) wrote:
: Hello Atari users,

: I lately had a chance to pick up an XEP-80 very cheap and couldn't
: resist..

: I just have an Atari Mega ST at home, so no experience with the
: 8bit-family. My intention is to use the XEP-80 as an output device
: (and power supply) for an (embedded) microcontroller, ie.
: connecting it to an old b/w monitor and a printer.

: Here are my questions:

: - What kind of monitor can I connect? Any specs on the signal?

It uses a standard composite output. As far as the NTSC signal is
concerned, a Commodore NTSC colour monitor wont cut it....it must be a
mono composite. These are hard to find now a days....

There was a mod in an old Atari Classics which allowed you to hook up a
mono Herc IBM monitor....

I don't know the issues with the PAL system, so perhaps someone can answer
those questions for you.

: - My understanding is, that it uses a few signals from the Atari
: joystick port, bit-banging commands. Is this correct? What are the
: specs of the signal, and is there any list of commands?

: Any help would be greatly appreciated!

: Thanks a lot!
: Rudolf

Yes, it uses the Joystick port to drive it. You need a handler disk to use
it.....I am sure someone at ABBUC would be able to supply you with
info/drivers.

Willy

# 1255. Re: How to use an XEP-80?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-10 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37af8fbd.2400370@news.earthlink.net>
Source record: 50884

On Mon, 09 Aug 1999 20:03:48 GMT, Rudolf.Grobe@cityweb.de (Rudolf W Grobe) wrote:

>Hello Atari users,
>
>I lately had a chance to pick up an XEP-80 very cheap and couldnï¿½t
>resist..
>
>I just have an Atari Mega ST at home, so no experience with the
>8bit-family. My intention is to use the XEP-80 as an output device
>(and power supply) for an (embedded) microcontroller, ie.
>connecting it to an old b/w monitor and a printer.
>
>Here are my questions:
>
>- What kind of monitor can I connect? Any specs on the signal?

The XEP80 outputs an analog monochrome signal which is of the type compatible with standard NTSC raw video. In other words, it is not RF modulated for TVs and it is not split into seperate horizontal and vertical timing lines. It will work with any display which can use such a signal. That being said, it is important to use a monitor or display which has a fine enough phospor resolution to allow the 80 column output of the XEP80 to be clearly seen. This essentially rules out most of, if not all color composite monitors and older TVs. An analog monochrome monitor, be it B&W, green or amber of days gone by will probably have good results. Modern TVs with an RCA style video in jack _might_ be of fine enough resolution to clearly show the text but you would have to try it out.

The XEP80 expects as input some kind of digital signal. In other words it is given grpahics commands and text much like a printer is (though of course not even the same style of commands). The hardware inside the XEP80 contains it's own display memory and DAC to drive the analog monitor. This is similar to how a MDA (monochrome display adapter) on an IBM works.

I have an XEp80 myself along with the book and some software. Don't have it handy though at the moment. Does this info help at all?

Jon

>
>- My understanding is, that it uses a few signals from the Atari
> joystick port, bit-banging commands. Is this correct? What are the
> specs of the signal, and is there any list of commands?

>
>Any help would be greatly appreciated!
>
>Thanks a lot!
>Rudolf

# 1256. WTB Atari 2600 in Excellent Condition with Joys +

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-10 00:00:00 UTC
From: spidermad@aol.com
Message-ID: <19990810084754.05423.00000066@ng-bj1.aol.com>
Source record: 50885

I'm looking for an Atari 2600 in excellent condition with two joysticks and possibly paddles. No games are necessary but not a problem if included.

thanks

gary
Spidermad@aol.com

"Life is like a bowl of Hot and Sour Soup, it's good, but what are all those things in it?"

# 1257. Barnyard Blaster on Atari 65-XE Game Console????

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-10 00:00:00 UTC
From: webmaser@timexfun.webprovider.com
Message-ID: <7opfhj$6pn$1@cclinfo.perm.su>
Source record: 50886

when i was a child, i used to play Barnyard Blaster game at public computer game room. i liked it a lot!! now i've checked the information about this game on the net and found out that it was released for Atari VCS 7800. but as far as i remember, it wasn't 7800 at our public room. it was 65-XE Game Console (i remembered it when i saw a photo of this device on the net):

http://www.computingmuseum.com/museum/130xe.htm#65xeg

best of all, i remember those colored circle buttons. ;-)

is it any chance, that Barnyard Blaster was released for 65-XE?? if so, can it be played on the emulators (i mean, is light gun emulated via joy or keyboard)??

could 65-XE Game Console play 7800 carts??

i want to play Barnyard Blaster hardly!!!! please point me to any sites which has information, screenshots, cart/tape/disk images of this wonderful game.

thanks in advance for your help. please forward your replies to my e-mail address.

# 1258. Re: Barnyard Blaster on Atari 65-XE Game Console????

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-10 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <MNYr3.314$sn1.3210@news1.online.no>
Source record: 50887

> best of all, i remember those colored circle buttons. ;-)
That's the 65XEGS, ugly as h**l :-)

> is it any chance, that Barnyard Blaster was released for 65-XE?? if so,
> can it be played on the emulators (i mean, is light gun emulated via
> joy or keyboard)??
It was indeed released for the Atari 8-bit computers and works fine on the
XEGS. I don't know about emulators

> could 65-XE Game Console play 7800 carts??
Nope!

> i want to play Barnyard Blaster hardly!!!! please point me to any sites
> which has information, screenshots, cart/tape/disk images of this
wonderful
> game.
Buy an Atari computer, cant beat the feeling ;-) They're pretty cheap and I
think emulators cant emulate the feeling!

Take care

## 1259. Covox Junior

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: Patrick Robbins <pat42@uswest.net>
Message-ID: <cbZr3.584$bX1.43036@news.uswest.net>
Source record: 50744

Can the person willing to sell me the Covox Junior please e-mail me? The computer technicians, after replacing a bad modem, decided to reformat my hard drive.

Thanks,

Pat

## 1260. SAM speech synthesis

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: Patrick Robbins <pat42@uswest.net>
Message-ID: <dC4s3.939$bX1.119417@news.uswest.net>
Source record: 50745

Can the person who was going to sell me the sam disks please e-mail me?
Computer technicians...reformatted hard drive...

Thanks,

Pat

# 1261. Re: WTB: Power Supply for Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19990810231622.13702.00005269@ngol03.aol.com>
Source record: 50746

In article <37B0C55E.3202CD24@us.oracle.com>, James Anderson
<jwanders@us.oracle.com> writes:

>Subject: WTB: Power Supply for Atari 130XE
>From: James Anderson <jwanders@us.oracle.com>
>Date: Tue, 10 Aug 1999 20:35:42 -0400
>
>If anyone could tell me where I can buy a used power supply for an Atari
>130XE, I would very much appreciate it. Please reply to
>jwanderso@aol.com.
>
>

I don't know where you can buy one, but I recently repaired mine. If yours is not one of the power supplies that is filled with epoxy, you should be able to cut the case open and check out the inside. One possibility is a blown fuse. My problem was low voltage. I replaced the power transistor ($6.00) and it now works fine. I used a hot glue gun to reseal the case.

Gail

# 1262. Beta APE Server Proxy Now Online

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7oqq44$t4h@freenet-news.carleton.ca>
Source record: 50747

I've finished work on the client telnet proxy, and
I've put a 130XE running BBS Express 1.0 using the server
proxy I'm working on.

Feel free to give it a try :) Its the first real
attempt to handle incoming connections properly, so dont
be too upset if something goes wrong.

Just telnet to: ape.penguinpowered.com

BBS Express is not much to look at on a PC terminal,
but looks nice in ATASCII. If you have the beta of the
APE client proxy, you should have no problems connecting
directly from a good ATASCII term like BobTerm.

Have fun and thanks for helping out! :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 1263. Re: SAP-Netscape Plugin avaible...

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37b11607.23935990@news.earthlink.net>
Source record: 50748

On Tue, 10 Aug 1999 20:38:56 +0200, "Karolj Nadj"
<k_nadj@s-direktnet.de> wrote:

>heyo...
>
>finally its there... the plugin for your favourite XL-Music for Netscape...
>
>download it from my site...
>
>papa, heaven/tqa
>
>ps dont forget to get SAP with tons of XL-Music sorted by author!
>
>http://www.s-direktnet.de/homepages/k_nadj/main.html

I don't use Nutscrape. I use Idiot Explorer instead.

## 1264. Barnyard Blaster ROM/Tape/Disk image

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: webmaser@timexfun.webprovider.com
Message-ID: <7oraj0$qn4$1@cclinfo.perm.su>
Source record: 50749

hello,

can anyone provide me with Barnyard Blaster ROM/Tape/Disk image
for Atari XE/XL, Atari XEGS or Atari VCS 7800? i played this game
when i was a child and i want to return my memories... ;-)

i know, light gun is not emulated yet, but i would be happy even
to see the title screen of this wondeful game on my PC. :-)

any help is appreciated. thanks in advance.

# 1265. FS: Atari 130XE (Europe)

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: Elmar Bongers <Elmar.Bongers@post.rwth-aachen.de>
Message-ID: <37B132C7.55320FDD@post.rwth-aachen.de>
Source record: 50750

Hi,

finally I decided to give it away. I don't have that much room to keep
it. So here it is:

Atari 130 XE,
XF551 Floppy Drive,
XC11 Tape,
Seikosha GP500AT dot matrix printer,

lots of software (Tapes and Disks) including SAM (Screen aided
management -- your XL/XE looks like an ST)

I hope that my good old fellow finds someone who cares for him.

The first reasonable offer gets it all.

Write to: e.bongers@ieee.org

Elmar

# 1266. 800XLDJ and ATRS?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: Roman <mrroman@friko2.onet.pl>
Message-ID: <7orejh$cig$1@news.onet.pl>
Source record: 50751

Hey!!!

Does 800XLDJ(SIO2ST) work with ATR images? If not, could I convert ATR
images to 800XLDJ format?

65XE and ST user

Roman

# 1267. Re: FS: Atari 130XE (Europe)

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37b142d9.35411729@news.earthlink.net>
Source record: 50752

On Wed, 11 Aug 1999 10:22:31 +0200, Elmar Bongers
<Elmar.Bongers@post.rwth-aachen.de> wrote:

>Hi,
>
>finally I decided to give it away. I don't have that much room to keep
>it. So here it is:
>
>Atari 130 XE,
>XF551 Floppy Drive,
>XC11 Tape,
>Seikosha GP500AT dot matrix printer,
>
>lots of software (Tapes and Disks) including SAM (Screen aided
>management -- your XL/XE looks like an ST)
>
>I hope that my good old fellow finds someone who cares for him.
>
>The first reasonable offer gets it all.

I thought at the top of your post it said you were giving it away?

# 1268. Re: Beta APE Server Proxy Now Online

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <7orkd0$77$1@nnrp1.deja.com>
Source record: 50753

This is great! BBS Express! is a very reliable program, you'll like running it. I've waited so long for another ATASCII bbs to come online. Congratulations on another fine feature of the APE system.

On a side note, I've just installed dial-out capability in the emulator I'm working on. Hopefully when it's done, we'll see lots more ATASCII callers to our BBSes.

Hmmm, got to dig out all those ATASCII cartoons and put them on the BBS now. :-)

> 
> I've finished work on the client telnet proxy, and
> I've put a 130XE running BBS Express 1.0 using the server
> proxy I'm working on.
> 

--
telnet://cth.tzo.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 1269. Re: a question about ATR files

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: MaPa <marek.pavlik@vslib.cz>
Message-ID: <37B15470.CB832791@vslib.cz>
Source record: 50754

> Hi.. you must got small program that should be somewhere where you got the
> large ATRs. It's called menu.atr. Or visit this demo page
> http://www1.tu-chemnitz.de/~sgl/atari/demosind.htm . You find it there and
> one more loader called CubEMenu.

Sorry.. I forgot how to use it :) Put the loader in D1: and one of the large
ATRs in D2: and "boot" computer.

# 1270. Re: a question about ATR files

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: MaPa <marek.pavlik@vslib.cz>
Message-ID: <37B153AD.4C6116F8@vslib.cz>
Source record: 50755

Clay wrote:

> Could someone explain how to use .ATR files ? especially the giant .ATR
> files created by Yogi. which are way too big for an 8bit computer.
> i am familiar with the old hardware, but not the 8bit emulators.
>
> tia.
>

Hi.. you must got small program that should be somewhere where you got the large ATRs. It's called menu.atr. Or visit this demo page http://www1.tu-chemnitz.de/~sgl/atari/demosind.htm . You find it there and one more loader called CubEMenu.

# 1271. Re: Barnyard Blaster ROM/Tape/Disk image

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <37B156F8.12F376A0@asw.cz>
Source record: 50756

Anton Belenki wrote:
> i know, light gun is not emulated yet, but i would be happy even
> to see the title screen of this wondeful game on my PC. :-)

The screenshot of the title screen is on my page, carts section. <g>

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

# 1272. Re: FS: Atari 130XE (Europe)

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: Elmar Bongers <Elmar.Bongers@post.rwth-aachen.de>
Message-ID: <37B16117.95A058F7@post.rwth-aachen.de>
Source record: 50757

Hi folks,

> >The first reasonable offer gets it all.
>
> I thought at the top of your post it said you were giving it away?

Oops, seems that my english needs some 'refresh'. I meant 'selling'.
Sorry.

By the way... I just sold the stuff.

Elmar

# 1273. Re: 800XLDJ and ATRS?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: Karolj Nadj <k_nadj@s-direktnet.de>
Message-ID: <7orvit$3tp$1@newsread.f.de.uu.net>
Source record: 50758

hi roman...

well... actually no way even xfd nor atr-images...

sorry... thats probably why just little amount of user (?) use dj...

dj uses own packed format and i have hacked it sometime ago just
to write a converter too... but maybe polish brilliant coders could do this?

bye, heaven

Roman <mrroman@friko2.onet.pl> schrieb in im Newsbeitrag:
7orejh$cig$1@news.onet.pl...
> Hey!!!
>
> Does 800XLDJ(SIO2ST) work with ATR images? If not, could I convert ATR
> images to 800XLDJ format?
>
> 65XE and ST user
>
> Roman
>
>
>
>

# 1274. Re: SAP-Netscape Plugin avaible...

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: Karolj Nadj <k_nadj@s-direktnet.de>
Message-ID: <7orvkh$472$1@newsread.f.de.uu.net>
Source record: 50759

hi jon...

i use explorer, too... so sorry... w8te for the ie-plugin...

bye, heaven

Jon Melbo <ssilicon@earthlink.net> schrieb in im Newsbeitrag:
37b11607.23935990@news.earthlink.net...
> On Tue, 10 Aug 1999 20:38:56 +0200, "Karolj Nadj"
> <k_nadj@s-direktnet.de> wrote:
>
> >heyo...
> >
> >finally its there... the plugin for your favourite XL-Music for
Netscape...
> >
> >download it from my site...
> >
> >papa, heaven/tqa
> >
> >ps dont forget to get SAP with tons of XL-Music sorted by author!
> >
> >http://www.s-direktnet.de/homepages/k_nadj/main.html
>
> I don't use Nutscrape. I use Idiot Explorer instead.
>
>

# 1275. 8-bit cart quality vs. 2600 carts. list of carts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: John Kwiatkowski <johnmk@shell.clark.net>
Message-ID: <kzfs3.235$km4.14111@iad-read.news.verio.net>
Source record: 50760

I've seen many places that have cart lists
for the 2600 but I've never been able to find
a list for the 8-bits.
I have an 800XL and just picked up a 2600.
I'd rather get an 8-bit cart of a game instead
of the 2600 version.

I was very surprised by the quality of Joust between
the 2600 and 800 cart I have. The 2600 is terrible.
However, Demon Attack looks the same for both
2600 and 800 versions.

Thanks,
John K.

# 1276. Re: WTB: Power Supply for Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990811104555.23401.00004152@ngol07.aol.com>
Source record: 50761

Check out www.myatari.com where B&C Computervisions sells them.

badbob1952@aol.com

# 1277. Re: a question about ATR files

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990811104556.23401.00004153@ngol07.aol.com>
Source record: 50762

I use an Atari 800 with an SIO2PC cable hooked up to my PC. The 800 thinks that the PC is 2 disk drives, where disk 1 is the menu.atr and disk 2 is the "megafile".

badbob1952@aol.com

# 1278. Re: 8-bit cart quality vs. 2600 carts. list of carts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yr9lagslv.fsf@co.umist.ac.uk>
Source record: 50763

John Kwiatkowski <johnmk@shell.clark.net> writes:

> I've seen many places that have cart lists
> for the 2600 but I've never been able to find
> a list for the 8-bits.
There are a few places out there on the net that have Atari 8-bit cart
lists of different sizes, try these:

http://www.execpc.com/~krieg/links/8bit.carts
http://www.geocities.com/TimesSquare/Castle/4533/xe.htm
http://www.msu.edu/user/reicher6/8bit.htm
http://www.geocities.com/SiliconValley/7837/at800.htm
http://www.xocolatl.com/carts/at800.html

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

# 1279. Re: How to use an XEP-80?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: Guenther Bartl <gueba@straubing.baynet.de>
Message-ID: <37b1ba13@news.zeitung-online.net>
Source record: 50764

Hi,

Normally you have to use a comosite video monitor. The horizontal sync is
slightly different from the 'norm' so there can be small problems.
The processor inside is a NS405 Terminal Management Processor.
Commands and data are transferred via a serial connection, using two lines
of a joystick port, at 15.7 kbit/sec.
I have rather detailled datas from the NATIONAL semiconductor data-book.
Send mail,if I can help you on...
gueba@straubing.baynet.de

CU
Guenther

Rudolf W Grobe <Rudolf.Grobe@cityweb.de> schrieb in im Newsbeitrag:
37af2eed.45806417@news.cityweb.de...
> Hello Atari users,
>
> I lately had a chance to pick up an XEP-80 very cheap and couldnï¿½t
> resist..
>
> I just have an Atari Mega ST at home, so no experience with the
> 8bit-family. My intention is to use the XEP-80 as an output device
> (and power supply) for an (embedded) microcontroller, ie.
> connecting it to an old b/w monitor and a printer.
>
> Here are my questions:
>
> - What kind of monitor can I connect? Any specs on the signal?
>
> - My understanding is, that it uses a few signals from the Atari
> joystick port, bit-banging commands. Is this correct? What are the
> specs of the signal, and is there any list of commands?
>
> Any help would be greatly appreciated!
>
> Thanks a lot!
> Rudolf
>

# 1280. Re: Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: Guenther Bartl <gueba@straubing.baynet.de>
Message-ID: <37b1ba15@news.zeitung-online.net>
Source record: 50765

Hi,

I have a Service Manual for the 850 - not much instruction but the schematic diagram and pin connections. They are a bit weired, so maybe this is your problem. I can try to scan it in for you or maybe can help in an other way. Send me a mail:

gueba@straubing.baynet.de

Ciao,
Guenther

Michael & Dina Miller <enercom@unidial.com> schrieb in im Newsbeitrag: GNtr3.663$%q.41450@news.ntr.net...
> Does any one have the instructions for the 850 interface? I have one that
I
> tried to use with my 1200 xl and when I did the 1050 disk drive didnt
> respond and the printer I was using did not print when I used basic.
>
> Help!
>
>

## 1281. Re: 1050 Drive repair?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7oskqo$k0p$1@ssauraab-i-1.production.compuserve.com>
Source record: 50766

You might try reseating the chips. If hardware sits for a while,
tarnish buildup can occur.

And I disagree-the lack of 8 bit drives makes shipping them to
get repaired a cost effective, feasible way to keep a system
working. I look for drives anytime I can(for others as I've
used an ATR8000 with standard drives since about 1982).
Adapters for standard drives/hard drives are difficult to find.

Rick D.

--

# 1282. Re: 1050 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7osl10$k0p$2@ssauraab-i-1.production.compuserve.com>
Source record: 50767

Hi,

Try reseating the chips-doesn't take much to cause a problem.

Make sure the belt is on. Make sure both motors are working.

Make sure the inside of the drive is clean, especially the track
o sensor. It takes very little dust or hair to cause problems.

If it still won't work right, swapping the major chips is
next-the cpu, the pio, the rom, etc.

Rick D.

--

# 1283. Re: Atari - Video Teleprompter

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7osleu$k0p$3@ssauraab-i-1.production.compuserve.com>
Source record: 50768

Hi,
If the software is assembly/compiled/commercial and doesn't allow for external controls, then there isn't much that can be done. If it does allow for keypresses, then the connections at the keyboard connector for those keys can be brought out to a special keypad that is easy to make.

If its written in BASIC, then it can be changed to allow for scrolling using a joystick(a remote control version) or the CX85 keypad, etc.

Rick D.

--

# 1284. Trying to remember a name of a game.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: enovak7924@aol.com
Message-ID: <19990811175803.20321.00000259@ng-fg1.aol.com>
Source record: 50769

It was for the Atari 800. It was a "gauntlet" type game where 2 players each controllled a character. You went thru 26 levels (labelled A-Z). There were food vials, health vials, etc. There where skulls where the zombies and skeletons kept regerating from. And it had a "build your own" where you could build or modify the levels of the game. I started re-buying all the old games I used to play, but can't think of the name for this one. anyone can help?
Thanks.
.
.
"The big guy doesn't always win, the smart guy doesn't always win, but the big smart guy sometimes beats the small smart guy and sometimes the small quick guy beats the big slow guy and sometimes the quick dumb guy beats the slow smart guy..

# 1285. Re: Trying to remember a name of a game.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <7ost9o$9qt$1@news.storm.ca>
Source record: 50770

Sounds like John H Pavelich's Dandy. First released through APX. Up to 4 players in a D&D(tm) environment - hence the name. Atari's coin-op division liked it, made their own version, and called it Gauntlet. James Hague's site (www.dadgum.com) has had some information about it, in the Giant List.

David P.

ENovak7924 <enovak7924@aol.com> wrote in message news:19990811175803.20321.00000259@ng-fg1.aol.com...
> It was for the Atari 800. It was a "gauntlet" type game where 2 players each
> controllled a character. You went thru 26 levels (labelled A-Z). There were
> food vials, health vials, etc. There where skulls where the zombies and
> skeletons kept regerating from. And it had a "build your own" where you could
> build or modify the levels of the game. I started re-buying all the old games I
> used to play, but can't think of the name for this one. anyone can help?
> Thanks.
> .
> .
> "The big guy doesn't always win, the smart guy doesn't always win, but the
> big smart guy sometimes beats the small smart guy and sometimes the small
> quick guy beats the big slow guy and sometimes the quick dumb guy beats
> the slow smart guy..

# 1286. Free Webspace for Atari Sites?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: chris_NOSPAM_@gix.com
Message-ID: <37b1f7de.91585781@netnews.netreach.net>
Source record: 50771

Second Call...

Is there any interest in having free webspace with no ads, no popups, etc... for Atari related sites?

An All Atari Portal if you will.

I have seen a few that make a good attempt but, always something seems to be missing.

And maintaining book marks to all of those great sites out there can be a pain as well.

What I'm getting at is a more centralized place where you could find out everything you ever wanted to know about all that is Atari.

Topics/areas could include:

Product Galleries
History Archive
News Items
Vendor Directory
Programming/Development Information
Hardware Projects
For Sale/Trade/Auction areas
Messaging/Chat Boards
Index Participating Site for Search Engine

I have access to a pretty hefty server and would be willing to open it up to Atari fans to host their sites and contribute to an "Atari Portal".

What do you think?

Please post replies to the group and CC: to this e-mail address.

Thanks,
Chris

# 1287. Re: Trying to remember a name of a game.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-11 00:00:00 UTC
From: Lighthope <lighthope@jps.net>
Message-ID: <37B243F7.57FF76AB@jps.net>
Source record: 50772

KNovak,

Greetings.

> It was for the Atari 800. It was a "gauntlet" type game where 2 players each
> controllled a character. You went thru 26 levels (labelled A-Z).

I have that.

My Atari died so I can't play it anymore, but I still do have it.

Don't recall what it was called. I just labelled the disk "Gauntlet".

Best,

Lighthope

--
Pearls of Wisdom:
"Southern California is a Third World nation." - Michael Eisner. Chairman and
President: The Walt Disney Company

--=== T H E D O C T O R W H O A U D I O D R A M A S ===--
http://www.jps.net/lighthope
Last Updated: Wednesday, August 11, 1999

Notice: Unsolicited ("junk", "spam") e-mail advertisements are
not allowed at this address. Penalty $500.00 charge
per incident

## 1288. Compute! books and others on ebay!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-12 00:00:00 UTC
From: Art Stuarts IV <artstuiv@wizvax.net>
Message-ID: <37B385ED.DF10DA48@wizvax.net>
Source record: 50688

Check out these 5 Atari Computer books on ebay!

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=art4th

Only 7 days to bid!

# 1289. Re: Atari T-shirts

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-12 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1dwg46i.tsmuj41y4jzokN@[192.168.0.4]>
Source record: 50689

bob klaas <bobkla19@sisna.com> wrote:

> What type logo is anyone interested in on a Tee Shirt? Have a digital
> camera and the software to make Tee Shirts. Also what price range are
> we speaking about either with or without shipping?

Wouldn't Hasbro have some objections to this?

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com for Web News and Information
rlcolli@ibm.net

# 1290. Re: Trying to remember a name of a game.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-12 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <jyms3.617$wU.3550@news1.online.no>
Source record: 50773

Dandy Dungeons perhaps ?

ENovak7924 <enovak7924@aol.com> wrote in message
news:19990811175803.20321.00000259@ng-fg1.aol.com...
> It was for the Atari 800. It was a "gauntlet" type game where 2 players
each
> controllled a character. You went thru 26 levels (labelled A-Z). There
were
> food vials, health vials, etc. There where skulls where the zombies and
> skeletons kept regerating from. And it had a "build your own" where you
could
> build or modify the levels of the game. I started re-buying all the old
games I
> used to play, but can't think of the name for this one. anyone can help?
> Thanks.
> .
> .
> "The big guy doesn't always win, the smart guy doesn't always win, but
the
> big smart guy sometimes beats the small smart guy and sometimes the small
> quick guy beats the big slow guy and sometimes the quick dumb guy beats
> the slow smart guy..

# 1291. Re: WTB Atari 2600 in Excellent Condition with Joys +

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-12 00:00:00 UTC
From: GENE EHRICH <generic3@home.com>
Message-ID: <Pips3.151$l41.1027@news.rdc1.pa.home.com>
Source record: 50774

Try my web site where I have what you want

--
http://members.home.net/generic3
On-Line Computer & Video Game Garage Sale
generic3@home.com
SPIDERMAD <spidermad@aol.com> wrote in message
news:19990810084754.05423.00000066@ng-bj1.aol.com...
> I'm looking for an Atari 2600 in excellent condition with two joysticks
and
> possibly paddles. No games are necessary but not a problem if included.
>
>
> thanks
>
>
> gary
> Spidermad@aol.com
>
> "Life is like a bowl of Hot and Sour Soup, it's good, but what are all
those
> things in it?"

# 1292. Re:Free Webspace for Atari Sites?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-12 00:00:00 UTC
From: idavis@my-deja.com
Message-ID: <y9ss3.549$86.111915@typhoon-sf.snfc21.pbi.net>
Source record: 50775

Orignal Message:
==========
Second Call...

Is there any interest in having free webspace with no ads, no popups,
etc... for Atari related sites?

An All Atari Portal if you will.

I have seen a few that make a good attempt but, always something seems
to be missing.

And maintaining book marks to all of those great sites out there can
be a pain as well.

What I'm getting at is a more centralized place where you could find
out everything you ever wanted to know about all that is Atari.

Topics/areas could include:

Product Galleries
History Archive
News Items
Vendor Directory
Programming/Development Information
Hardware Projects
For Sale/Trade/Auction areas
Messaging/Chat Boards
Index Participating Site for Search Engine

I have access to a pretty hefty server and would be willing to open it
up to Atari fans to host their sites and contribute to an "Atari
Portal".

What do you think?

Please post replies to the group and CC: to this e-mail address.

Thanks,
Chris
==========Chris,
I would be interested. Sounds like a neat idea. I really don't like having to use geocities, but the one thing I can say is through all my moving (isp's and cities) it has remained the same which is a good thing for me. What would really be great would be the ability to run cgi scripts.

Also: just telnetted(?) to Steve Tucker's new bbs online(ape.penguinpowered.com). Definitely brings back memories. When's the last time you (C)hatted with Sysop??

Things are only getting better from what I can tell. I'm going right now to get my atari's unpacked!

Isaac Davis
idavis@my-deja.com

# 1293. Archive needed for Freenet Data

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-12 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7otiod$d6u@freenet-news.carleton.ca>
Source record: 50776

I recently learned that the Cleveland Freenet was getting
the axe after many years of faithful service to the Atari community.

Fearing all the stuff there would essentially be discarded
by CWRU when the system goes down, I dropped in tonight and downloaded
all the texts from all the Atari sigs listed under 'go atari'.

I'm going to sort it all out with a few perl scripts and make
it all into a web based archive of the system. The problem is that
100MB is 10x my current web space quota.

If there is anyone out there will the ability to donate space
for this on a stable web server please let me know. I would hate to
see it all lost.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 1294. Re: Free Webspace for Atari Sites?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-12 00:00:00 UTC
From: mhop@snip.net
Message-ID: <37b281e1.18458475@news.snip.net>
Source record: 50777

On Wed, 11 Aug 1999 22:23:47 GMT, chris_NOSPAM_@gix.com (Christopher McKeen) wrote:

>Second Call...
>
>Is there any interest in having free webspace with no ads, no popups,
>etc... for Atari related sites?

How would it be any different than atari.org?

# 1295. Re: Archive needed for Freenet Data

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-12 00:00:00 UTC
From: mhop@snip.net
Message-ID: <37b2823c.18549973@news.snip.net>
Source record: 50778

On 12 Aug 1999 04:32:13 GMT, ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:

>
> I recently learned that the Cleveland Freenet was getting
>the axe after many years of faithful service to the Atari community.
>
> Fearing all the stuff there would essentially be discarded
>by CWRU when the system goes down, I dropped in tonight and downloaded
>all the texts from all the Atari sigs listed under 'go atari'.
>
> I'm going to sort it all out with a few perl scripts and make
>it all into a web based archive of the system. The problem is that
>100MB is 10x my current web space quota.
>
> If there is anyone out there will the ability to donate space
>for this on a stable web server please let me know. I would hate to
>see it all lost.

I've only got about a meg free on my JACS atari site.

http://users.snip.net/~mhop

# 1296. Re: SAM speech synthesis

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-12 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37b48595.2383176@news.earthlink.net>
Source record: 50779

On Wed, 11 Aug 1999 08:46:53 -0700, "Patrick Robbins"
<pat42@uswest.net> wrote:

>Can the person who was going to sell me the sam disks please e-mail me?
>Computer technicians...reformatted hard drive...

Computer user.... failed to back up pertainant data.

hehe

# 1297. WTB: "Floyd of the Jungle" game Atari 8bit, and others...

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-12 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <Spxs3.626$JZ4.22365@newse3.tampabay.rr.com>
Source record: 50780

Please email with price/condition.
Also wanting to buy Survivor and Zeppelin Atari game cartridges (preferably complete).
Thanks!
--Mark

## 1298. FA: Rare stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-12 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <37B2AC64.36AD4CD7@agnld.uni-potsdam.de>
Source record: 50781
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sega

... for Atari 8-Bit (Eternal Dagger, Light Lab ...) and VCS (Homevision,
Spectravideo, german carts, ...) and SEGA Mastersystem (european
releases, soon Land of Illusion starring Mickey Mouse, ...) under

http://www.funstuff.de/cgi-bin/auction.cgi?clco0

and

http://www.funstuff.de/cgi-bin/auction.cgi?viga0

Cheers,

Andre

# 1299. Re: 8-bit cart quality vs. 2600 carts. list of carts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-12 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <37B2B8B2.6CBEFF10@erols.com>
Source record: 50782

Pretty much the 800 Activision and Imagic carts are identical to the
2600 versions. Usually only minor things are changed (ie, more colors,
more sound, a minor variation or 2)

John Kwiatkowski wrote:

> I've seen many places that have cart lists
> for the 2600 but I've never been able to find
> a list for the 8-bits.
> I have an 800XL and just picked up a 2600.
> I'd rather get an 8-bit cart of a game instead
> of the 2600 version.
>
> I was very surprised by the quality of Joust between
> the 2600 and 800 cart I have. The 2600 is terrible.
> However, Demon Attack looks the same for both
> 2600 and 800 versions.
>
> Thanks,
> John K.

--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

Remove the 'X' for email replies

# 1300. Re: Archive needed for Freenet Data

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-12 00:00:00 UTC
From: Anthony Politz <ajpolitz@bellatlantic.net>
Message-ID: <37B2B92E.8B95F3F@bellatlantic.net>
Source record: 50783

I will be hosting a stable website from my office. When you are complete, please zip it up
and pass it along. The system will be running Redhat 6.0, so pearl will not be a problem.

Ajpolitz

"Steven J. Tucker" wrote:

> I recently learned that the Cleveland Freenet was getting
> the axe after many years of faithful service to the Atari community.
>
> Fearing all the stuff there would essentially be discarded
> by CWRU when the system goes down, I dropped in tonight and downloaded
> all the texts from all the Atari sigs listed under 'go atari'.
>
> I'm going to sort it all out with a few perl scripts and make
> it all into a web based archive of the system. The problem is that
> 100MB is 10x my current web space quota.
>
> If there is anyone out there will the ability to donate space
> for this on a stable web server please let me know. I would hate to
> see it all lost.
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

## 1301. Re: a question about ATR files

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-12 00:00:00 UTC
From: rhamiiton5@aol.com
Message-ID: <19990812162615.15757.00000188@ng-fq1.aol.com>
Source record: 50784

> giant .ATR
>files created by Yogi. which are way too big for an 8bit computer.

ATR files are image files of the contents of an 8bit compatible disk. Yogi's mega files are similar to a hard drive which MyDos or SpartaDos might access; they are loaded to the emulator as drive 2 when the Menu.ATR is in drive 1. The menu reads the directory and allows loading of the various games or applications from D2:

# 1302. Re: Atari T-shirts

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-12 00:00:00 UTC
From: bob klaas <bobkla19@sisna.com>
Message-ID: <37B35F63.7EA093BD@sisna.com>
Source record: 50785

What type logo is anyone interested in on a Tee Shirt? Have a digital camera and the software to make Tee Shirts. Also what price range are we speaking about either with or without shipping?

bob

## 1303. Re: BBS Software?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-12 00:00:00 UTC
From: bob klaas <bobkla19@sisna.com>
Message-ID: <37B36049.7F87ECF4@sisna.com>
Source record: 50786

What software are you looking for in the P/Domain area? I have a bunch of old disks that are all P/D BBS software.

bob

# 1304. Re: WTB - Ultima 1: The Original from S

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-12 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7ovkti$9ra@enews3.newsguy.com>
Source record: 50787

On 30 Jul 1999 14:08:55 , Lighthope wrote:

> I used to have the Ultimas for the Atari, all the way through Ultima IV.
>(Ultima III had GREAT music! Pity they didn't port that over to the IBM)
>Wait, I think I still have the Ultima I disk, though some sectors have gone
>bad.

[snip]

Man, you aren't kidding about the music in the Atari version of Exodus: Ultima III! I played that game back in the day with a friend of mine, and we finished it in a week or two, but that music made the game so much better (unless you were my parents or sister - whew!).

And I recently took my 8-bit stuff out to FINALLY transfer all my old BASIC programs I created back then (games/demos etc.) and Text Wizard files to my Falcon for safe keeping (and to put some of it up on my web site so everyone here can marvel at my amazing BASIC programming skills) - HA!

But when I had it set up, I _had_ to load Ultima III just to listen to those tunes. When I get a chance, I'm going to record them into my Falcon and make WAV or MP3s of all the songs, and put them up on my site as well. Amazing stuff! I think the guy's name was Kenneth Arnold or something? That music was ahead of it's time (as was a lot of the music on the Atari 8-bits) for sure.

And I would say without a doubt that the Atari 8-bit music was one of the reasons I got into creating my own electronic music today.

-Paul

P.S. The 8-bit stuff isn't on my web site yet, but will be soon. I'll post here when it's ready if anyone is interested.

--

\ NURVIS Music / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

# 1305. Check Out My Atari 2600-7800 Game Cart Auctions On Yahoo Auctions

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-13 00:00:00 UTC
From: Gary <sega_master_system@yahoo.com>
Message-ID: <eiJs3.1131$Ss6.66075@newshog.newsread.com>
Source record: 50690
Cross-posted to:
comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

http://auctions.yahoo.com/user/sega_master_system

## 1306. Re: SAM speech synthesis

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-13 00:00:00 UTC
From: Patrick Robbins <pat42@uswest.net>
Message-ID: <v6Ls3.465$ch4.95532@news.uswest.net>
Source record: 50691

They were supposed to replace the modem so I thought the risk was minimal.
I couldn't back it up myself and I didn't want to pay them $20 an hour to
have it backed up. They had it for a month and a half. I probably wouldn't
be able to afford that bill.

>Computer user.... failed to back up pertainant data.
>
>hehe
>
>

# 1307. Re: Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-13 00:00:00 UTC
From: rhamiiton5@aol.com
Message-ID: <19990812234138.01346.00000285@ng-co1.aol.com>
Source record: 50692

Are you sure you want DOS 3? I have the disk & manual & (I think) the box; it didn't get much use in '84-85 nor since because it was kind of pathetic. It is available as a disk image file that works with the 8-bit emulators on your PC if you just want to see what it was like.

Ron

## 1308. Re: Trying to remember a name of a game.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-13 00:00:00 UTC
From: seagtgruff@aol.com
Message-ID: <19990813001811.11074.00000296@ng-cs1.aol.com>
Source record: 50693

enovak7924@aol.com wrote:

> It was for the Atari 800. It was a "gauntlet" type game
> where 2 players each controllled a character. You went
> thru 26 levels (labelled A-Z). There were food vials,
> health vials, etc. There where skulls where the
> zombies and skeletons kept regerating from. And it
> had a "build your own" where you could build or modify
> the levels of the game. I started re-buying all the old
> games I used to play, but can't think of the name for
> this one. anyone can help?
> Thanks.

I know you said it was for the Atari 800, and other people have named some possibilities, but it sounds very similar to "Dark Chambers" for the Atari 2600, except for the ability to create your own dungeons. I wonder if "Dark Chambers" was an Atari 800 game that got released in an Atari 2600 version?

Michael Rideout

# 1309. Re: FS: Atari 130XE (Europe)

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-13 00:00:00 UTC
From: Elmar Bongers <Elmar.Bongers@post.rwth-aachen.de>
Message-ID: <37B3D4B7.519EB72@post.rwth-aachen.de>
Source record: 50694

Hi,

the stuff is sold.

Elmar

# 1310. Re: SAM speech synthesis

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-13 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37b4d582.88393577@news.earthlink.net>
Source record: 50695

On Fri, 13 Aug 1999 09:08:27 -0700, "Patrick Robbins"
<pat42@uswest.net> wrote:

>They were supposed to replace the modem so I thought the risk was minimal.

They didn't inform/ask you if it was okay to format the HDD when they
were just supposed to put in a modem??

>I couldn't back it up myself

You can create data but you can't copy it somewhere else?

> and I didn't want to pay them $20 an hour to
>have it backed up. They had it for a month and a half. I probably wouldn't
>be able to afford that bill.

Sounds like you chose technician(s) that weren't all that swift. Just
the same, if you have data that's important to you, then back it up or
don't whine. Data loss is not a question of if, only when. Ignore at
your own peril. I don't back up every item of data I am responsible
for creating, but I do back up the most vital, or the hardest to
re-create at least.

Come in handy more than once I might add also. I do feel your pain
though...

>>Computer user.... failed to back up pertainant data.
>>
>>hehe
>>
>>
>

# 1311. Re: Trying to remember a name of a game.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-13 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <37B41A23.725BC965@mail.uni-mainz.de>
Source record: 50696

Lighthope schrieb:
>
> KNovak,
>
> Greetings.
>
> > It was for the Atari 800. It was a "gauntlet" type game where 2 players each
> > controllled a character. You went thru 26 levels (labelled A-Z).
>
> I have that.
>
> My Atari died so I can't play it anymore, but I still do have it.
>
> Don't recall what it was called. I just labelled the disk "Gauntlet".
>
> Best,
>
> Lighthope
>
> -- (snip) --

Hello folks,
the name of the game is probably "Dark Chambers", an Atari XE Cartridge.
As far as I remember a super cart, using bank-switching techniques...
By the way: what about the APX oldies "Dandy" and the Dandy clone
"Aliens" ?!? They also have some Gauntlet feeling, for 2 players on the
XL/XE and even 4 players on the 400/800 Atari. Besides, the levels of
Dandy and Aliens are completely interchangeable, so you can have/create
lots of different levels for both PD games... Greets - Andreas

# 1312. Re: Original Turbo Basic Articles?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-13 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <37B41BCE.7D18E15B@mail.uni-mainz.de>
Source record: 50697

LWhite6497 schrieb:
>
> Anyone know of a place on the web where
> I might get the original Turbo Basic articles?
> I have heard it was published in a magazine
> by the Compy Shop in Germany. (?) Or-
> does anyone know if there is any technical
> information for it or the compiler? I'd love to
> know more about this great piece of A8
> programming.
> Thanks,
> Larry White

The original german documentation was printed in the german magazine "Happy Computer" (not the same as Happy Computers in the US !!) published by Markt and Technik. There is a very good US-version of the compiler (with english-onscreen instructions) avaiable. There are also english manuals from Ron Fetzer and others for all Turbo-Basic tools as ATASCII texts avaiable. Take a look at the Umich archive or a mirror page of CTH (Closer to Home) to find them. Last not least there is a Turbo-Basic Handbook from ABBUC (avaiable in german and dutch language, perhaps in english too ?!?) Germany. Greets - Andreas

## 1313. Re: Trying to remember a name of a game.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-13 00:00:00 UTC
From: enovak7924@aol.com
Message-ID: <19990813110509.16066.00000661@ng-bj1.aol.com>
Source record: 50698

Thanks for all your replies. I think the name was in fact Dandy. I know it was an Atari 800 disk game. Thank you very much for your help everyone. Now I can try and hunt it down.

.
.
"The big guy doesn't always win, the smart guy doesn't always win, but the big smart guy sometimes beats the small smart guy and sometimes the small quick guy beats the big slow guy and sometimes the quick dumb guy beats the slow smart guy..

# 1314. Re: SAM speech synthesis

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-13 00:00:00 UTC
From: Patrick Robbins <pat42@uswest.net>
Message-ID: <s6Xs3.190$gu5.33573@news.uswest.net>
Source record: 50699

>They didn't inform/ask you if it was okay to format the HDD when they
>were just supposed to put in a modem??

No, they didn't. In fact, I can't even tell if it is my computer (yet).

>>I couldn't back it up myself

Well, I'm not exactly sure how. My older files, about 1/4 of the total,
were backed up on 75 floppy disks file by file last time I needed servicing.
That's the only thing I could get to work and many of the files then were
too large for a single disk. If I'd put more thought into it I would at
least have saved my bookmarks and address book.

## 1315. a link for the bootmenu thing..

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-13 00:00:00 UTC
From: GAREEE<unk> <gareee@earthlink.net>
Message-ID: <7p1i3j$ias$1@oak.prod.itd.earthlink.net>
Source record: 50700

I just saw a link in someone's post about the place to download the
bootmenyu thing for those long atrs.. a system hang later, and a reconnect,
and I can't see the reply to that post!

Help!

--
Gary Tabar Jr, @ Da Mouzzz...
EMAIL: GAREEENOSPAM@earthlink.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info ):
http://www.fortunecity.com/tattooine/ellison/86/index.html

## 1316. atari8-l mailing list

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-13 00:00:00 UTC
From: krap@zwieracz.ideefixe.nom.pl
Message-ID: <7p1kmq$590$1@zwieracz.ideefixe.nom.pl>
Source record: 50701

echlo

i'd like to invite all of you to atari8-l mailing list.

it's probably the biggest atari 8 bit related mailing list in the world -
- connected bidirectionally to old list at MARIST, and gatewayed to the
FidoNet(tm) international ATARI8-L echo.

for now it has over a 100 subscribers, from all around the world. the list
is free from all the F/S messages, and other off-topic discussions, so
you can find there pure atari8 related stuff... all the messages comes right
to your email account, so there is no need to contact a newsserver, there
is no old-messages deleting, and so on... my wish is that every atari user
would be subscribed, so the atari community stay together and grow in
strenght.

if you maintain an atari8 related WWW site, please put some informations
about the list on it - i'll help others - not everyone has access to
usenet.

to subscribe, please send the message to majordomo@zwieracz.ideefixe.nom.pl
with the following line in the body (not the subject) of your message:

subscribe atari8-l

the language we use is, of course, english. the list is fast, reliable,
regularily maintained.

please, share this message with all people that are interested in atari8
topics you know, and help make this mailing list wide known.

--
= krap@ideefixe.nom.pl = phone +48-602-339173 = InterNIC: MKG5 =
= 2:480/70 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
= finger me or mail a message with subject: 'get-pgpkey' for pgp key =

# 1317. Re: Trying to remember a name of a game.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-13 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <KI_s3.560$U87.5184@news1.online.no>
Source record: 50702

Try : http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/ATR/

It's under A-I directory and called DandyDungeon.ATR.gz
Hope you get it working. I got it, so if you can't get it to work, let me
know and I'll email it to you!

Take Atarian care

ENovak7924 <enovak7924@aol.com> wrote in message
news:19990813110509.16066.00000661@ng-bj1.aol.com...
> Thanks for all your replies. I think the name was in fact Dandy. I know it
was
> an Atari 800 disk game. Thank you very much for your help everyone. Now I
can
> try and hunt it down.
>
>
> .
> .
> "The big guy doesn't always win, the smart guy doesn't always win, but
the
> big smart guy sometimes beats the small smart guy and sometimes the small
> quick guy beats the big slow guy and sometimes the quick dumb guy beats
> the slow smart guy..

## 1318. Re: Trying to remember a name of a game.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-13 00:00:00 UTC
From: enovak7924@aol.com
Message-ID: <19990813162122.07203.00000646@ng-fg1.aol.com>
Source record: 50703

>Try : http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/ATR/
>
>It's under A-I directory and called DandyDungeon.ATR.gz
>Hope you get it working. I got it, so if you can't get it to work, let me
>know and I'll email it to you!

The emulated version is good, but since I own on Atari 800 now, i was hoping to track down the original game disk. or at least a copy so I can play it on my Atari.
But thanks for thr info.
.
.
"The big guy doesn't always win, the smart guy doesn't always win, but the big smart guy sometimes beats the small smart guy and sometimes the small quick guy beats the big slow guy and sometimes the quick dumb guy beats the slow smart guy..

# 1319. Re: Trying to remember a name of a game.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-13 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37b685da.13949544@news.freeserve.net>
Source record: 50704

The other Day enovak7924@aol.com (ENovak7924) wrote:

>>Try : http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/ATR/
>>
>>It's under A-I directory and called DandyDungeon.ATR.gz
>>Hope you get it working. I got it, so if you can't get it to work, let me
>>know and I'll email it to you!
>
>The emulated version is good, but since I own on Atari 800 now, i was hoping to
>track down the original game disk. or at least a copy so I can play it on my
>Atari.
>But thanks for thr info.

If you had a nice cable that you can make yourself and a bit of software
called APE by Steven Tucker then you could transform that image back
into the real thing (the same cable and software was used to make this
image from the Atari disk)

Just a thought.....

--
Paul Irvine

"There's no way that's slow down you soft bleedin' jessie"

.....Shigeru Miyamoto (PAL conversion)

# 1320. More Atari stock. Lowered prices. FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-13 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7p2eg0$kjm$1@user2.teleport.com>
Source record: 50705
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

For Atari Sales and Service from someone with nearly 20 years of Atari experience go to my Web site below or E-Mail me at atari@benjamin.net where you can find for the Atari 8 Bit coveted Happy Drives and other Disk Drives modified for increased performance and speed. As well as a library of Reference Materials from COMPUTE! Books. You can find NEW Atari ST software Marked down in Price, Disk Drives made by Indus for the Atari ST and Reference Books Published by ABACUS and I've added and will be adding more Hardware, Software, Books & Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. And remember if you dont come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

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If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, September 14th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

# 1321. Re: Sound problem with win atari and sound blaster live

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-13 00:00:00 UTC
From: GAREEE<unk> <gareee@earthlink.net>
Message-ID: <7p2ktq$3oh$1@fir.prod.itd.earthlink.net>
Source record: 50706

Jon Melbo <ssilicon@earthlink.net> wrote in message
news:37b4bee4.4858336@news.earthlink.net...
> On Fri, 13 Aug 1999 12:01:44 -0700, "GAREEE<unk>" <gareee@earthlink.net>
> wrote:
>
> >Has anyone tried this combo? I can'ty seem to get sound from win atari
> >anymore, with my new soundblaster live. Damned! And I was getting better
at
> >bounty bob strikes back too!
> >
> >Help!
>
> Win Atari? Do you mean Atari800Win? If so... I have a SB Live! value
> that I use with Atari800Win under Win98. Works fine. I used to use a
> genuine Ensoniq Soundscape Vivo 90 with same setup and it also worked
> fine.

It's odd.. sometimes it seems stable and other times, it crashes.. maybe I need to reinstall it and try again..

Thanks, I didn;'t know if it was my setup or what..

and On, I do notice with the blaster live running, it runs alot faster then with the other sound card I had...

--
Gary Tabar Jr, @ Da Mouzzz...
EMAIL: GAREEENOSPAM@earthlink.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info ):
http://www.fortunecity.com/tattooine/ellison/86/index.html

# 1322. Re: How to clean yellowing plastic casing

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-13 00:00:00 UTC
From: Kenneth Rempfer <kennyr@kennyr.net>
Message-ID: <5n7t3.538$bZ1.47371@typhoon01.swbell.net>
Source record: 50707
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

have you tried a cloth wettened with a little rubbing alcohol?

Jim Lazarenko <jim_l@NOSPAM.telusplanet.net> wrote in message
news:Yh7t3.42227$k3.423364@news0.telusplanet.net...
> I know this question has come up before, but I don't recall seeing a final
> verdict. Just wondering if anyone had some thoughts on how (or if) game
> units with yellowing plastic should be cleaned, and if some of the
yellowing
> can be removed. I am mainly thinking about some older Atari computer
> equipment, however I am not sure if the yellowing is due to old age, a
smoke
> filled environment or a little bit of both.
>
> Any thoughts are welcomed. You can post to the group or email me at
> classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Thanks
in
> advance.
>
>

# 1323. Re: Sound problem with win atari and sound blaster live

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-14 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37b4bee4.4858336@news.earthlink.net>
Source record: 50708

On Fri, 13 Aug 1999 12:01:44 -0700, "GAREEEï¿½" <gareee@earthlink.net>
wrote:

>Has anyone tried this combo? I can'ty seem to get sound from win atari
>anymore, with my new soundblaster live. Damned! And I was getting better at
>bounty bob strikes back too!
>
>Help!

Win Atari? Do you mean Atari800Win? If so... I have a SB Live! value
that I use with Atari800Win under Win98. Works fine. I used to use a
genuine Ensoniq Soundscape Vivo 90 with same setup and it also worked
fine.

## 1324. How to clean yellowing plastic casing

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-14 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <Yh7t3.42227$k3.423364@news0.telusplanet.net>
Source record: 50709
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

I know this question has come up before, but I don't recall seeing a final verdict. Just wondering if anyone had some thoughts on how (or if) game units with yellowing plastic should be cleaned, and if some of the yellowing can be removed. I am mainly thinking about some older Atari computer equipment, however I am not sure if the yellowing is due to old age, a smoke filled environment or a little bit of both.

Any thoughts are welcomed. You can post to the group or email me at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Thanks in advance.

# 1325. CTH Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-14 00:00:00 UTC
From: idavis@my-deja.com
Message-ID: <bU7t3.268$1t.56756@typhoon-sf.snfc21.pbi.net>
Source record: 50710

Well, I downloaded Tom Hunt's atari800dos emulator with the R: emulation in it, and had great results/not so great results. First the good news. It worked flawlessly at least with BBS Express. I could load up BBS Express and actually connect to it from my laptop. I have network cards and a small lan running. No problems, but the bad news is that the emulator has a problem with Bulletin Board Construction Set. Now before you go off and say "bbcs - well there's your problem" I have a late copy of bbcs, and ran it for quite some time on my 800 and never had a problem. Something about the emulation and the r: handler seems to be having a problem. Bbcs will load up fine, ask for the date and time, then when it comes up, it almost immediately starts cycling like someone is connecting and then hanging up. I can actually connect to it, but as soon as bbcs recycles, the telnet session is closed. Like it is not sensing something correct with the 850 emulation. When I kill atari800dos the dos window shows:

Socket is llistening.
Connected.
Socket is listening.

This leads me to believe that basically bbcs is hanging up the line and/or not detecting the emulated ring. It would really nice to have bbcs running, but I get the feeling that I am probably the only person with that desire.

The only drawback I have noticed is that you have to run the emulator full screen and cannot minimize it to run anything else. That's why I used the laptop to connect. Adding this functionality to atari800win would be nice. But who am I to complain. Great job Tom. Now, if I can only get a static ip address, and a T1 line to the house...
Isaac Davis
idavis@my-deja.com

# 1326. Re: CTH Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-14 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <7p3mat$imo$1@nnrp1.deja.com>
Source record: 50711

I think the problem might be that BBSCS only supports the following baud rates: 300, 1200, and 2400. The emulator always sends "CONNECT 9600" to the emulated program. The quick fix would be for you to use a hex/ascii editor to change the "9600" to a "2400" inside the atari800.exe. If you need help in doing this, just email me and I'll do it for you. Also, it might be possible to modify BBSCS to support 9600.

--
telnet://cth.tzo.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 1327. Re: How to clean yellowing plastic casing

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-14 00:00:00 UTC
From: Brian Fowler <bdsfowler@home.com>
Message-ID: <37B55D1E.C67512F@home.com>
Source record: 50712
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

I have had success in removing yellow stains by soaking the plastic
object in bleach.
I removed all the labels, and metal parts first, but it worked fairly
well. If you can't isolate the part to plastic only, you can try laying
a napkin soaked in bleach on the offending plastic part, making sure the
bleach does not go places you don't want it to. It can take a day or
more for each soaking, and I would advise against performing this in
certain places, like the kitchen counter or dining room table!

Hope this helps!
Brian

--
Two natures beat within my breast.
One is cursed, the other blessed.
One I love, one I hate.
The one I feed will dominate.

Feed your spirit.

## 1328. How to clean yellowing plastic casing

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-14 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <dreibel-1408990907550001@chaosnet32.idirect.com>
Source record: 50713
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

In article <Yh7t3.42227$k3.423364@news0.telusplanet.net>, "Jim Lazarenko"
<jim_l@NOSPAM.telusplanet.net> wrote:

> I know this question has come up before, but I don't recall seeing a final
> verdict. Just wondering if anyone had some thoughts on how (or if) game
> units with yellowing plastic should be cleaned, and if some of the yellowing
> can be removed. I am mainly thinking about some older Atari computer
> equipment, however I am not sure if the yellowing is due to old age, a smoke
> filled environment or a little bit of both.

one product that I know works is a special version of Easy-Off that was
designed for use with microwave ovens, my brother actually demonstrated to
me how well it worked by spraying it on a Mac Plus and I saw its yellowed
case return to its original putty colour. Problem is, I haven't seen it
available in Canada for some time.

# 1329. Re: How to clean yellowing plastic casing

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-14 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37b569e3.42534999@news.earthlink.net>
Source record: 50714
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

On Sat, 14 Aug 1999 05:39:04 GMT, "Jim Lazarenko"
<jim_l@NOSPAM.telusplanet.net> wrote:

>I know this question has come up before, but I don't recall seeing a final
>verdict. Just wondering if anyone had some thoughts on how (or if) game
>units with yellowing plastic should be cleaned, and if some of the yellowing
>can be removed. I am mainly thinking about some older Atari computer
>equipment, however I am not sure if the yellowing is due to old age, a smoke
>filled environment or a little bit of both.

Old age doesn't do it. There are three things that can do it. Smoke.
Heat (probably not the culprit). Sunlight or ultrviolet (over time).
The smoke one is easy. That's tar film. Comes off pretty easy with a
solvent (such as fantastic or whatever cleaner). The other two I'm
afraid there's no real good cure for other than to mil off plastic
until you get past the yellowed plastic. That's really not an option.

## 1330. Installing external hard drive on atari 1040xt

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-14 00:00:00 UTC
From: Legacy <paolo@ica.net>
Message-ID: <37b59097.0@lightning.ica.net>
Source record: 50715

Does anyone have documentation on installing an external drive to a atari 1040xt system. I've tried everything and it still doesn't work, I'm wondering if I missed a step or two.

Any comments would be greatly appreciated.

## 1331. Is there a ST to PC prog like SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-14 00:00:00 UTC
From: cdyson@redshift.com
Message-ID: <37b5acd9.2904066@news.redshift.com>
Source record: 50716

Hi, this might be a little off topic but does anyone know if there is any Software/Hardware like APE/SIO2PC that would allow one to connect a 520ST to a PC?

Someone asked me and I couldn't think of one.

Thanks,

Clarence

# 1332. Re: How to clean yellowing plastic casing

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-14 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7p4b5e$oau$1@news4.svr.pol.co.uk>
Source record: 50717
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

Jim Lazarenko <jim_l@NOSPAM.telusplanet.net> wrote in message
news:Yh7t3.42227$k3.423364@news0.telusplanet.net...
> I know this question has come up before, but I don't recall seeing a final
> verdict. Just wondering if anyone had some thoughts on how (or if) game
> units with yellowing plastic should be cleaned, and if some of the
yellowing
> can be removed. I am mainly thinking about some older Atari computer
> equipment, however I am not sure if the yellowing is due to old age, a
smoke
> filled environment or a little bit of both.

It's usually best to remove the plastic case from any electronics first -
this is generally quite easy.

Then use a spray-on kitchen surface cleaner. In the UK these go by the names
of "Mr.Muscle" and "Jif". Work these onto the surface using a nylon brush
which will reack into any fine mouldings. Rinse well in warm water and allow
to dry thoroughly. The surfaces will be so clean that they will easily pick
up grease marks etc. so spray with a silicone based polish and buff-up with
a clean cloth to protect them.

# 1333. Re: Trying to remember a name of a game.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-14 00:00:00 UTC
From: Dave Caspermeyer <casperd@doitnow.com>
Message-ID: <37B5BE2E.4823347B@doitnow.com>
Source record: 50718

Dandy is the name of that game. Quite fun with a few people!

ENovak7924 wrote:

> It was for the Atari 800. It was a "gauntlet" type game where 2 players each
> controllled a character. You went thru 26 levels (labelled A-Z). There were
> food vials, health vials, etc. There where skulls where the zombies and
> skeletons kept regerating from. And it had a "build your own" where you could
> build or modify the levels of the game. I started re-buying all the old games I
> used to play, but can't think of the name for this one. anyone can help?
> Thanks.
> .
> .
> "The big guy doesn't always win, the smart guy doesn't always win, but the
> big smart guy sometimes beats the small smart guy and sometimes the small
> quick guy beats the big slow guy and sometimes the quick dumb guy beats
> the slow smart guy..

# 1334. Re: a question about ATR files

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-14 00:00:00 UTC
From: Dave Caspermeyer <casperd@doitnow.com>
Message-ID: <37B5BEB7.CE646144@doitnow.com>
Source record: 50719

You need a file called "Dosmenu.ATR" to load the mega-disk images. The "Dosmenu.ATR is the D1 file, and the mega-disk image is D2.

Clay wrote:

> Could someone explain how to use .ATR files ? especially the giant .ATR
> files created by Yogi. which are way too big for an 8bit computer.
> i am familiar with the old hardware, but not the 8bit emulators.
>
> tia.
>
> --
> My Slot car/ RC car Hobby shop page
> http://www.freeyellow.com/members2/speedwayhobbies/index.html

# 1335. Re: CTH Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-14 00:00:00 UTC
From: idavis@my-deja.com
Message-ID: <Gnkt3.132$7e.19587@typhoon01.swbell.net>
Source record: 50720

Original Message: Tom Hunt Wrote:
==========
I think the problem might be that BBSCS only supports the following
baud rates: 300, 1200, and 2400. The emulator always sends "CONNECT
9600" to the emulated program. The quick fix would be for you to use a
hex/ascii editor to change the "9600" to a "2400" inside the
atari800.exe. If you need help in doing this, just email me and I'll
do it for you. Also, it might be possible to modify BBSCS to support
9600.

--
telnet://cth.tzo.com
==========
Tom,
I just tried that, and it still continues to cycle the bbs. I have tested
the bbs software with a real 800 and with Xformer 3.6 and it works,
but of course, no telnet support, so it looks like it's a bigger issue
than just changing the message it reports. I don't know how much
help I can be on this. Guess it looks like it's time to start reading the
BBS Express manual. Even then, this is just a fun project until I get
a pc connected to the net full time.
Keep up the good work!
Isaac Davis
idavis@my-deja.com

# 1336. Serious Atari ST (and 8bit) collectors read this

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-14 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <salt3.6052$k3.507150@news1.telusplanet.net>
Source record: 50721
Cross-posted to:
alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.misc,rec.games.video.classic

A local software development company who at one time developed games and applications for Atari systems, has finally decided to part with Atari goods. Most of it is Atari ST equipment, however there is some Atari Portfolio, Atari 8bit, and IBM development tools included in their equipment as well. We hauled away two truck loads (pickup trucks mind you, but trucks none the less) of equipment and were told that they will round up the rest of the items around the office in the next couple of weeks.

We have already spoken with a few local companies and individuals that we know are using/or collecting ST equipment to see what we could sell off locally, but even so, we will have a good mixture of items that I plan to post to various newsgroups.

This weekend we are trying to catalog all the assorted items, the big stuff isn't so much of a problem, but it's all the small boxes of stuff (like ROMs, manuals, emulators, cables, etc.). However we do have to try all the equipment to make sure it is fully functional and in some cases to figure out what version of TOS is has, size of drive, play some of our favorite Atari games :), etc.

After our local sales, we expect to have the following items still available, approximately 75% of the items are still boxed

Atari 800XLs (at least a couple)
Atari 520STs (1 -5 of them)
Atari 1040 STs (at least a couple)
Atari Mega STs (1, maybe 2)
Atari TTs (1, maybe 2)
Atari Falcon (1 maybe)
Atari B&W monitors (at least a couple)
Atari Color monitors (1 -5 of them)
Atari 20" monitors (at least a couple)
Atari Megafiles (1 -5 of them) varying sizes
Atari Laser Printer XLM804 (at least one)
Atari Tape Backup units (at least a couple)
Atari Modems (at least a couple)
Tons of books, and manuals
Assorted Software and Games
Assorted ROMS
Assorted stuff

Once we catalog everything, I will do a complete and thorough listing and post it to this newsgroup.

I am posting this to forewarn serious Atari collectors that we will begin taking offers on this equipment later this week, and to watch for my follow-up post. But at this time please do not email me as I probably won't have time to respond anyway. I will not respond to any email asking 'do you have this' or 'do you have that' so don't bother.

# 1337. Re: Is there a ST to PC prog like SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-14 00:00:00 UTC
From: rezarf@aol.com
Message-ID: <19990814175359.04008.00000062@ng-fm1.aol.com>
Source record: 50722

Stformer. Go to www.emulators.com

# 1338. Happy Warp Speed Enhancement Manual/7.1 software wanted. Will trade for...

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-14 00:00:00 UTC
From: ATARI NUT <ask@you.shall.receive>
Message-ID: <_lmt3.4$z6.2217@typhoon-sf.snfc21.pbi.net>
Source record: 50723

I can offer a copy of the Alpha manual on copyprotections for the A8's.
Interesting manual used by developers to write disk-based copyprotection
schemes.

Or, a site link would be equally well appreciated :)

Whatever happened to Mogul's (?) Manual Archive?

## 1339. Looking for information on TOM's harddisk modifications and interesting OS modifications.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-14 00:00:00 UTC
From: ATARI NUT <ask@you.shall.receive>
Message-ID: <Rnmt3.5$z6.2812@typhoon-sf.snfc21.pbi.net>
Source record: 50724

```
the hardware modification scene still looks pretty interesting in poland.
Can someone point me to more information on mods developed in Europe?
Possibly a vendor source?
```

# 1340. Looking for Omnimon/DOS in ROM mod for XL computer.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-14 00:00:00 UTC
From: ATARI NUT <ask@you.shall.receive>
Message-ID: <ermt3.6$z6.3919@typhoon-sf.snfc21.pbi.net>
Source record: 50725

Does such an still exist? Something similar?

## 1341. fa 1200xl dust cover

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-14 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <16284-37B620BC-66@newsd-172.iap.bryant.webtv.net>
Source record: 50726

here is a dust cover for your 1200xl computer,also click on our other auctions for loads of classic computer,and game machine stuff,
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=146915141

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 1342. Re: Does the LIGHTGUN from the XEGS series work on other A8's? =NT=

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-14 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <16283-37B621B1-101@newsd-172.iap.bryant.webtv.net>
Source record: 50727

i have gotten the light gun to work on every 8-bit but a 400,even with a 48k 400,i cannot get it to work,bug hunt is supposed to be 16k,but i cannot get it to work on a 400 at all,800 on up ok,barnyard blaster works good on 800's on up,so does crossbow,crime busters,and sharp shooter are 64k only xl/xe,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 1343. FA: Napoleon in Russia for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-14 00:00:00 UTC
From: D Tipton <6500nospamdtpt@ucsbuxa.ucsb.edu>
Message-ID: <37B6591C.3C56@ucsbuxa.ucsb.edu>
Source record: 50728

For auction on eBay:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=147201117

Napoleon in Russia
diskette
for Atari 8-bit home computers
complete, in box, unopened

This strategic wargame by Datasoft is for the Atari 8-bit home computers (the 400/800 and XL/XE series). The game is on diskette and your computer will need 48K of RAM to run it. The game is complete with the case and instructions and has never been opened - the shrinkwrap is still on the box. This game was released in 1988 and was among the last releases for the Atari 8-bit computers.

Buyer will pay $4 for shipping in addition to the bid. The package will be shipped via USPS. Money orders and checks will be accepted. Checks will be held 7 business days before package is shipped. If you pay by money order, the package will ship the same day or the next day. You will have 7 business days to make payment. (Payment mailing tip: while I find the USPS rarely loses letters, the ones that are lost or mangled most often are the very small ones, such as 6.5 x 3.5 envelopes. I recommend larger ones.)

Bidders from the US or Canada only please (typically shipping is about $1 more to Canada - please inquire).

Please, serious bidders only. I reserve the right not to accept bids from those with negative feedback if I suspect there will be problems with the sale. Thank you.

# 1344. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-15 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_934723436@rtfm.mit.edu>
Source record: 50588
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

## 1345. Atari articles wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-15 00:00:00 UTC
From: Ethan Nobles <" ecnobles"@arkansas.net>
Message-ID: <37B6F909.3DAB@arkansas.net>
Source record: 50589

Hello:

I'm adding more support for Atari computers to my site and, so, I'm looking for some original content articles about Atari computers. Interested? Go to http://www2.arkansas.net/~ecnobles or send me an e-mail at ecnobles@arkansas.net. Thanks!

# 1346. Re: Serious Atari ST (and 8bit) collectors read this

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-15 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <B7Gt3.54332$k3.439058@news0.telusplanet.net>
Source record: 50590
Cross-posted to:
alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.misc,rec.games.video.classic

```
Last Updated 08/15/99
Atari 8bit hardware added
Atari Portfolios and accessories added
Atari ST hardware and accessories added
Atari ST Software added
Atari ST Manuals added

As promised, here is the listing of Atari items that we have cataloged so
far. I will continue to update this post as we go through the rest of the
equipment or sell items off. Please see the original post for the story
behind all this equipment. I have incorperated all the new equipment into
my regular style of post and added in some of the items that I/we already
had laying around. All the Atari equipment has been tested and appears to
work fine, however the IBM development tools and hardware has not. We have
no reason to believe that it won't function properly as the majority of all
of the added equipment is in very good shape and boxed. If you have any
questions please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For
items that I am taking offers on (no price listed), please make all offers
in U.S. funds. I am also willing to trade for certain items, please see my
list at the end of this post. Please note that I am in Western Canada, so
shipping to the US will be slightly more expensive on larger items (however
if you are in the US, you have the exchange rate on your side).

If you are interested in any of these items, please respond to Jim at
classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Or email
me if you would like a current listing of items I have for other systems
(Colecovision, Intellivision, Classic Computer or Handheld games) sent to
you, please specify system.

**Hardware** Please make an offer
=================================================================
Please note that at the time of this posting, there are multiples available
of many items
- Atari 600XL - with power supply, RF cable
- Atari 800XL - missing power supply
- Atari 800XL - with power supply, RF cable
- Atari 520 ST - with mouse but missing power supply
- Atari 520 ST(s) - Boxed with power supplies and mice
- Atari Mega4 ST(s) - with keyboards/mice and power supplies
- Atari TT030 - with keyboard/mouse and power suppy
- Atari TT030 with built-in SCSI Harddrive - with keyboard/mouse and power
suppy
```

- Atari PCT1426 13" Monochrome TT Monitor
- Atari TTM195 20" Monochrome TT Moniters
- Atari SF354 3.5" Floppy Drive - with drive cable, no power supply
- Atari SLMC804 Laser Printer Controller
- Atari SLM804 Laser Printer - boxed with power supplies
- Atari Megafile 44 with built-in Tape Backup - with power supply and cable
- Atari Megafile 60(s) - with power supplies and cables
- Atari Portfolio - with box and manual
- Atari Portfolio(s) - missing box, manuals
- Atari Portfolio PC Card Drive - Complete with box, manual & software. Like New
- Atari 5 Volt Power Supplies. Model C061982. 7 Pins.
- Magic Sac 1 Mac Emulator Cartridges (with manuals, NO ROMS)
- Custom made Atari RGB/Audio cable. Connects an Atari ST to either a SONY XBR or XBR II RGB Monitor
- Custom made Atari ST Composite Video/Audio cable (standard RCA jacks) Connects an Atari ST to any composite monitor

*Controllers* Please make an offer
==========
- Paddles (multiple sets) - for Atari & Commodore units
- 2x Suncom Tac Joysticks - for Atari & Commodore units
- 2x Wico Joystick (Black handle with grey base) - for Atari & Commodore units
- 1x Spectravideo Joystick with suction cup base - for Atari & Commodore units

**8-Bit Cartridges** Please make an offer
==========
- Atari Writer
- Basic
- Defender
- Donkey Kong
- Donkey Kong Junior
- Final Legacy
- Megamania - In a sealed/shrink-wrapped box, box is slightly squashed.
- Missle Command
- Moon Patrol
- Pole Position
- Realsports Football
- Robotron: 2084
- Star Raiders
- Tennis

**ST Software** Please make an offer
==========
- UltraScript for MEGA ST- by Atari (with manual & software)
- Ultra Script Type Collection - Packages 1-7 (Complete with box, manuals, & software)
- Macro Mouse - The mouse recorder (Complete with packaging, manuals, & software)

- Calamus Desktop Publishing (Complete with box, manuals, & software)
- Spectre GCR Mac Emulator with ver. 3.0 update manual (Box, manuals, software - NO ROMS or cartridge)
- AtariWorks - by Atari (with manual and software (unopened))
- MidiMaze - by Hybrid Arts (Complete with packaging, manuals, & software)
- Flash Telecommunications package (Complete with packaging, manuals, & software)
- Flash II Telecommunications package (with manual and software)
- Dungeon Master - by FTL (Complete with box, manuals, & software)

**IBM PC Development Packages/Software/Hardware** Please make an offer
==========
- Borland C++ - by Borland (software only 7 Disks)
- Turbo C - by Borland (software only 6 Disks)
- Turbo Debugger - by Borland (software only, 2 Original Disks + 2 Accessory Disks)
- Turbo Assemble - by Borland (software only, 1 Original Disk + 1 Accessory Disk)
- Gem Applications - by Digital Research. Contains GEM/3 Desktop Installation Guide & software, Fontware Installation Guide & software, GEM Artline manual & software, Digital Research Customer Support Guide, Gem/4 software.
- ShowTune Midi Transcriber - by Thought Processors
- The Note Processor - by Thought Processors
- Voice I/O Card (model VRP-70C) - by Compunic Electronics (complete with card, manual, & software)
- PCD-GM Midi Interface Sound Card - by Midi Land (cards alone)
- Portman PC/P Midi Interface for the PC Parellel Port - by Midiman (complete with hardware, software and manuals)
- PCD401 CD Sound Board - by Midi Land (Hardware and manuals)

**Miscellaneous Software** Please make an offer
==========
- Equate - by Holosoft. Spreadsheet software for the Apple Newton (complete with box, manual, and software)

**8-Bit Books** Please make an offer
==========
- Consumer's Guide "The Users Guide to the Atari"
- Compute's "Third book of Atari"
- Compute's "The Atari Basic Source Book"

**ST Books** Please make an offer
==========
- Atari ST Volume One VDI
- Atari ST Volume Two AES
- Atari Volume Three TOS
- Atari ST GEM Programmers Reference
- Atari ST Tips & Tricks
- Atari ST Internals
- Programmers Guide to GEM

- MC68040 32-Bit Microprocessor Users Manual - by Motorola
- MC68000 8/16/32-Bit Microprocessor Users Manual (eighth edition) - by Motorola

**Manuals & Technical Guides (software status specified)** Please make an offer
==========
The majority of the ST/TT manuals are of the binder variety
- Atari 800XL Manual and connection guide - by Atari
- Atari 1050 Manual - by Atari
- Portfolio Technical Reference Guide (Third Edition June 1991) - by Atari (with software)
- Micro C Shell - by Beckemeyer Devlopment Tools (without software)
- LDW Power Spreadsheet - by Logical Design Works (without software)
- Superbase Personal - by Precision Software (without software)
- dBMan - by Atari (without software)
- 1st Word Plus - by Electric Distribution (without software)
- HyperPaint - by Atari (without software)
- Easy Draw - by Migraph (without software)
- Regent Base/ Regent Base 2 - by Regent (without software)
- Publishing Partner Professional / PageStream -by Soft Logic (without software)
- Publishing Partner - by Soft Logic (without software)
- Touch-Up - by Migraph (without software)
- Microsoft Write - by Atari (without software)
- Codekeys The Macro Tool - by CodeHead Software (without software)
- Degas Elite - by Intregal Sollutions (without software)
- Brataccas - by Psygnosis (without software)

**Magazines and Specification sheets** Please make an offer
==========
- 1983 Atari 800XL Brochure
- 1986 Atari ST Computer Brochure
- Start - Premiere Issue Summer 1986
- Start - Spring 1988
- Start - November 1990
- Start - December 1990 (with disk)
- ST-Log - January 1987
- Antic - February 1986

**Atari Force Comics**
All are in Mint Condition
==========
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #9 - September 84
- Issue #11 - November 84
- Special Issue #1 - 1986

**Trades**
==========

I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar and Jaguar CD
- A CD64 Nintendo 64 Backup Unit
- A working Vectrex controller
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

# 1347. Re: Is there a ST to PC prog like SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-15 00:00:00 UTC
From: cdyson@redshift.com
Message-ID: <37b73108.12263471@news.redshift.com>
Source record: 50591

That's kind of what I thought. Only reason I asked was someone emailed
me asking if it could be done. Your answer is what I kind of told
them.

Thanks for the info.

Clarence

On Sun, 15 Aug 1999 03:25:56 -0000, "Richard Cortese"
<ricortes@netmagic.net> wrote:

>No, probably because there is little need. Since the ST has ~same disk
>format as the IBM, a built in serial port, there would be little need for
>transfer program. I guess you could simulate a storage system via programs
>running on both systems, but the baud rate of the serial ports would kill
>you. That is, not a lot of sense in having a 10 gig drive on an IBM,
>accessed by the ST at 19,200 baud.
>
>There is a SIO2PC type program written for the ST in GFA basic so it can
>serve as a 8 bit drive, but that is the extent of it.

## 1348. Re: SX212 modem ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-15 00:00:00 UTC
From: rhamiiton5@aol.com
Message-ID: <19990815194035.08220.00000412@ng-cl1.aol.com>
Source record: 50592

>the specs on the power supply?

9 volt DC 500 milliamp, center of connector is positive.
looking for driver...

## 1349. Atari800dos

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-15 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <7p7pj3$r6@dfw-ixnews6.ix.netcom.com>
Source record: 50593

How do you print? I am using Win98, and the PRINT_COMMAND in the
atari800.cfg file is lpr %s. How do I make this work?

Thanks,

-Rick

# 1350. Re: Is there a ST to PC prog like SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-15 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rrbg645nkrl74@corp.supernews.com>
Source record: 50729

No, probably because there is little need. Since the ST has ~same disk format as the IBM, a built in serial port, there would be little need for transfer program. I guess you could simulate a storage system via programs running on both systems, but the baud rate of the serial ports would kill you. That is, not a lot of sense in having a 10 gig drive on an IBM, accessed by the ST at 19,200 baud.

There is a SIO2PC type program written for the ST in GFA basic so it can serve as a 8 bit drive, but that is the extent of it.
Clarence Dyson <cdyson@redshift.com> wrote in message news:37b5acd9.2904066@news.redshift.com...
> Hi, this might be a little off topic but does anyone know if there is
> any Software/Hardware like APE/SIO2PC that would allow one to connect
> a 520ST to a PC?
>
> Someone asked me and I couldn't think of one.
>
> Thanks,
>
> Clarence
>

## 1351. Xformer cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-15 00:00:00 UTC
From: rezarf@aol.com
Message-ID: <19990814222225.24050.00000186@ng-cr1.aol.com>
Source record: 50730

I've built the xformer cable, but I can't get a calibration link with my PC.
Can anyone share their experiences with the cable, where perhaps the operating
instructions don't tell you everything? -rezarf

## 1352. Re: How to clean yellowing plastic casing

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-15 00:00:00 UTC
From: db361@torfree.net
Message-ID: <FGHMw0.4IK.0.bloor@torfree.net>
Source record: 50731
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

With my 1040STe, I got sick of the yellow-ish plastic too. Last time I took it apart (to transplant a better floppy drive into it) I took the top of the case outside, masked off the power & disk drive LED windows and the Atari logo, then hit the sucker with spray paint. This was after using a tiny flat file to enlarge the cooling slat holes near the power supply. The thing runs cooler now, and looks great. It was grey primer auto paint, BTW. One could just as easily go candy-apple red if one wanted to.

JG
Isolated out in Atlantic Canada

# 1353. Re: Looking for Omnimon/DOS in ROM mod for XL computer.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-15 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <lJzt3.1786$Op5.27090@newse3.tampabay.rr.com>
Source record: 50732

I have Omnimon w/ RamRod OS floating around here somewhere in the 120 some odd boxes of Atari stuff... I'll se if I can put together installation instructions to allow you to have both the orginal XL OS and the new one. I'm on honey-do projects right now but I hope to have some free time here soon to get back into Atari-ing.

ATARI NUT <ask@you.shall.receive> wrote in message news:ermt3.6$z6.3919@typhoon-sf.snfc21.pbi.net...
> Does such an still exist? Something similar?
>
>

# 1354. FA Atari 800xl and related items - eBay

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-15 00:00:00 UTC
From: a218@aol.com
Message-ID: <19990815103231.03964.00000137@ng-fz1.aol.com>
Source record: 50733

Hi - go to ebay and do a seller search for Artfromny

I have a Ms Pac cart for the 800,
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=147038298

Also a console, a 5 cartridge batch of learning software, a printer and more

Thanks

Art

## 1355. Wanted to buy!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-15 00:00:00 UTC
From: tommage@aol.com
Message-ID: <19990815105156.18140.00000088@ng-fj1.aol.com>
Source record: 50734
Body handling: HTML body converted to readable text

Hi, I would like to purchase the following items, please click on the links to see pics of the exact games I am looking for. Computer platform does not really matter to me although C64, Mac or IBM is prefered for the Ultima II.

Will pay $45 for this game, must look like the picture, there is also a box that has more of a grey border, that one I already have (might pay $15 for it though, perhaps a bit more for a Mac version)

Black Box
UII

Will pay $80 for this game, must be in the white plastic saucer box.

Starcross

Please email me if you would like to sell either or both of these games, or I do have a lot of trade material if you prefer.

Thanks,
Tom

# 1356. Re: NEW FREE YOUNG AMATEURS 74108

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-15 00:00:00 UTC
From: Dr Paul Langtry <dr_pee@jpel.demon.co.uk>
Message-ID: <5Dk05uA2Ltt3Ew6O@jpel.demon.co.uk>
Source record: 50735
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st

In article <15089914.1013@hornyslut.net>, fuckme@hornyslut.net writes
>This is the best BRAND NEW AMATEUR SITE ever.
>
>Some of my girlfriends and I decided to put together an amateur sex site, we get
>up to all sorts of really naughty things. And its all FREE - It makes us so
>horny to know that you are watching us, you will come and watch won't you
>babe...
>
>http://website.lineone.net/~bluescreen/aa/welcome.htm

Repent,

Judgement Day is nigh

dr_pee
--
Dr Paul Langtry

# 1357. Re: Does the LIGHTGUN from the XEGS series work on other A8's? =NT=

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-15 00:00:00 UTC
From: ATARI NUT <ask@you.shall.receive>
Message-ID: <IfBt3.461$z6.92255@typhoon-sf.snfc21.pbi.net>
Source record: 50736

thanks lance. this would be good info to add to the faq.

Lance Ringquist wrote in message
<16283-37B621B1-101@newsd-172.iap.bryant.webtv.net>...
i have gotten the light gun to work on every 8-bit but a 400,even with a
48k 400,i cannot get it to work,bug hunt is supposed to be 16k,but i
cannot get it to work on a 400 at all,800 on up ok,barnyard blaster
works good on 800's on up,so does crossbow,crime busters,and sharp
shooter are 64k only xl/xe,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 1358. Sound Monitor Professional/Torsten Karwoth

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-15 00:00:00 UTC
From: bcoburnree@aol.com
Message-ID: <19990815114558.19953.00000079@ng-ft1.aol.com>
Source record: 50737

I'm looking for docs, English or German for Sound Monitor professional program,
any tips, hints on using it,etc.
Mike Reese
BCoburnree@aol.com

## 1359. atari lynx question??

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-16 00:00:00 UTC
From: David Matthews <mathu@indigo.ie>
Message-ID: <4tJt3.2699$r4.1517@news.indigo.ie>
Source record: 50594

Hi,can anybody help me?,will the US lynx carts work on a euro system,that is all carts.....please help.also one more question which i have been afraid to ask but i think this is the right time!!!!!!

Back in 1985,i was part of a ATARI user group here in Ireland,only in the last three months i have strated to collect ATARI hardeware + software,since i sold my collection in 1988, more the fool me,i have tryed to contact old ATARI users i used to know,but all of them have nothing to do with ATARI anymore,they are all Bill Gates followers,i need to know am i the only ATARIAN in Ireland???sigh..........sigh.........

# 1360. Re: Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-16 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <MwLt3.732$AG2.27681@newse2.tampabay.rr.com>
Source record: 50595

I have a zillion orginal Master 3 disks, send me your mailing address and
I'll send you a few...

ENovak7924 <enovak7924@aol.com> wrote in message
news:19990809102248.18397.00002413@ng-fg1.aol.com...
> Interested in buying the following:
>
> >Master Diskette 3 (no box)
>
> >Donkey Kong
>
> Please -email me with details.
>
> Thanks
>
> .
> .
> "If you wish to be on the Bobby Heenan Show, or know anyone who DESERVES
to be,
> please write to The Bobby Heenan Show...."

# 1361. Re: How to clean yellowing plastic casing

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-16 00:00:00 UTC
From: Tim <backbone@swbell.net>
Message-ID: <37B7A6EB.51D253DC@swbell.net>
Source record: 50596
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

I always use Clorox Clean-up to get all the smoke and other stuff off my 'puter.

It very potent so make sure its well ventilated when you do it!
I usually just spray some in a little glass bowl and use Q-tips to get in those tight spots like the drive bezel and cd-rom tray.
Works quite well with keyboards too! BTW- I am a smoker so I know how that build up is!

Jim Lazarenko wrote:

> I know this question has come up before, but I don't recall seeing a final
> verdict. Just wondering if anyone had some thoughts on how (or if) game
> units with yellowing plastic should be cleaned, and if some of the yellowing
> can be removed. I am mainly thinking about some older Atari computer
> equipment, however I am not sure if the yellowing is due to old age, a smoke
> filled environment or a little bit of both.
>
> Any thoughts are welcomed. You can post to the group or email me at
> classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Thanks in
> advance.

# 1362. Re: Does the LIGHTGUN from the XEGS series work on other A8's? =NT=

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-16 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-VCddbHdsCdcP@di02-ks.cth.com.au>
Source record: 50597

On Sun, 15 Aug 1999 02:10:57, Video61@webtv.net (Lance Ringquist)
wrote:

> i have gotten the light gun to work on every 8-bit but a 400,even with a
> 48k 400,i cannot get it to work,bug hunt is supposed to be 16k,but i
> cannot get it to work on a 400 at all,800 on up ok,barnyard blaster
> works good on 800's on up,so does crossbow,crime busters,and sharp
> shooter are 64k only xl/xe,thanks,
> lance
>

On the 400, the light gun /pen will only work in joystick port 4,
however, the software looks at port 1 for the trigger/button. a wire
jumper will take care of that, but you must cut the track to the light
pen circutry so the joystick triggers on 1 and 4 are not shorted
together. from my rather scratchy memory, the lightpen bit is a single
transistor on the right edge of the motherboard between the cart slot
and the processor slot.

James B

# 1363. Re: Does the LIGHTGUN from the XEGS series work on other A8's? =NT=

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-16 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <37B7C406.5573733B@asw.cz>
Source record: 50598

```
Lance Ringquist wrote:
> bug hunt is supposed to be 16k,but i
> cannot get it to work on a 400 at all

Just FYI: Bug Hunt is 128KB banked cartridge :)

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!
```

# 1364. Re: Is there a ST to PC prog like SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-16 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <7p8ll4$mcg$1@plutonium.compulink.co.uk>
Source record: 50599

In article <37b5acd9.2904066@news.redshift.com>, cdyson@redshift.com
(Clarence Dyson) wrote:

> Hi, this might be a little off topic but does anyone know if there is
> any Software/Hardware like APE/SIO2PC that would allow one to connect
> a 520ST to a PC?
I think its called ghost. It lets you map ST drives to the PC like a mini
network via a null modem cable/parallel cable. I used it once a looong
time ago and it seemed to work well enough.

**************************************************
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**************************************************
* Analyst Programmer/ Freelance IT writer *
**************************************************

## 1365. Graphic tablet.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-16 00:00:00 UTC
From: Mickael Pointier <mike@defence-force.org>
Message-ID: <7p982a$9jf$1@lyon110.dtr.fr>
Source record: 50600

Hi.

I've a old 800XL graphic tablet, and I wonder if anyone knows how it works.
On the 800, it was connected thru a joystick connector, so I'd like to use
it with my other computers.

Someone knows how to exploit this peripheral with an Atari ST, or Amstrad
CPC ?
(Left and right buttons seems directly connected to one of the pins).

Mike

# 1366. Re: Graphic tablet.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-16 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rrgairm1oqs72@corp.supernews.com>
Source record: 50601

Mickael Pointier <mike@defence-force.org> wrote in message
news:7p982a$9jf$1@lyon110.dtr.fr...
> Hi.
>
> I've a old 800XL graphic tablet, and I wonder if anyone knows how it
works.
> On the 800, it was connected thru a joystick connector, so I'd like to use
> it with my other computers.
>
> Someone knows how to exploit this peripheral with an Atari ST, or Amstrad
> CPC ?
> (Left and right buttons seems directly connected to one of the pins).
>
> Mike
Right, Paddle trig inputs IIRC but not sure anymore, and the other outputs
for x,y is for variable resistance/cap-resistance-time for use with the
paddle ports. You could probably modify it for use on either an Apple or IBM
style joystick since they use a similar input to the Atari Paddles, but only
if they allow some type of scaling adjustment or you are willing to do some
soldering.

You also need to supply the tablet with +5V to get it to run.

# 1367. Paddles pinout (Was: Graphic tablet.)

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-16 00:00:00 UTC
From: Mickael Pointier <mike@defence-force.org>
Message-ID: <7p9ehi$c9o$1@lyon110.dtr.fr>
Source record: 50602

:> I've a old 800XL graphic tablet, and I wonder if anyone knows how it
:works.
:> On the 800, it was connected thru a joystick connector, so I'd like to
use
:> it with my other computers.
:>
:> Someone knows how to exploit this peripheral with an Atari ST, or Amstrad
:> CPC ?
:> (Left and right buttons seems directly connected to one of the pins).
:>
:> Mike
:Right, Paddle trig inputs IIRC but not sure anymore, and the other outputs
:for x,y is for variable resistance/cap-resistance-time for use with the
:paddle ports. You could probably modify it for use on either an Apple or
IBM
:style joystick since they use a similar input to the Atari Paddles, but
only
:if they allow some type of scaling adjustment or you are willing to do some
:soldering.
:
:You also need to supply the tablet with +5V to get it to run.

Ok thanks for the -prompt- reply.
Since finding exact informations about the tablet itself are perhaps hard, I
will try another way:
Who can give me the pinout of the Atari joystick sockets ?
I'd like to know the meaning of all pins, as well as signal type (analog,
digital), value of input or output, etc...
This way, I will certainly manage to make an interface card that allows me
to use the tablet with another machine (and my paddles too !).

Mike

## 1368. Free Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-16 00:00:00 UTC
From: frankeh@sr.hp.com
Message-ID: <7p9eph$1jj@canyon.sr.hp.com>
Source record: 50603

I have a 130xe and a Commodore 1702 color monitor, misc joysticks, documentation, power supplies etc. Free to anyone that wants to pick it up. Santa Rosa, California area.

# 1369. Atari Chipset Technical Data

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-16 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <37B841B1.954F01A1@worldnet.att.net>
Source record: 50604

Hi everyone,

Technical data and schematics for the Antic, GTIA, and POKEY chips
are now available thanks to permission from Hasbro's Atari Interactive
Divisions release of this data. Also available is the internal Atari
SIO Users Handbook. I hope this data is of help and use to
everyone. Direc link to the files is at the bottom of the Atari
Arcticles webpage: http://www.atari-history.com/articles.html

I should have spec's and technical data for the Atari 1030/1035 up
next weekend.

Curt

# 1370. Re: Is there a ST to PC prog like SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-16 00:00:00 UTC
From: cdyson@redshift.com
Message-ID: <37ba9fc1.7130968@news.redshift.com>
Source record: 50605

Ok, I'll let the other party know that there is/was something.

Thanks and take care..

On 16 Aug 1999 09:29:08 GMT, ilaskey@cix.compulink.co.uk wrote:
>I think its called ghost. It lets you map ST drives to the PC like a mini
>network via a null modem cable/parallel cable. I used it once a looong
>time ago and it seemed to work well enough.
>
>
>**************************************************
>* Iain R Laskey * ilaskey@cix.compulink.co.uk *
>**************************************************
>* Analyst Programmer/ Freelance IT writer *
>**************************************************

## 1371. Can Happy files be run on emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-16 00:00:00 UTC
From: anotherfellow@hotmail.com
Message-ID: <anotherfellow-1608991743230001@192.168.0.1>
Source record: 50606

I have several disks of programs that were compressed using a Happy drive.
Is there any way to get these to run on an emulator? Preferably a Mac emulator.

## 1372. Copying files from Atari to Mac?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-16 00:00:00 UTC
From: anotherfellow@hotmail.com
Message-ID: <anotherfellow-1608991741220001@192.168.0.1>
Source record: 50607

What's the recommended way to transfer files from an Atari floppy into a Mac?
I also run Virtual PC so I might be able to use that if the main methods
are PC only.

## 1373. Basic that came in an orange cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-16 00:00:00 UTC
From: anotherfellow@hotmail.com
Message-ID: <anotherfellow-1608991746170001@192.168.0.1>
Source record: 50608

I used to have a version of Basic that came in an orange cartridge.
I don't have it anymore and forgot the name of that flavor of Basic.
It was my favorite Basic to work in. Does anyone remember what
it was called?

# 1374. Re: Looking for Omnimon/DOS in ROM mod for XL computer.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-16 00:00:00 UTC
From: ATARI NUT <ask@you.shall.receive>
Message-ID: <%Q3u3.3846$z6.308545@typhoon-sf.snfc21.pbi.net>
Source record: 50609

thanks jim, i can be reached at atariatari@hotmail.com
Jim Smith wrote in message ...
>I have Omnimon w/ RamRod OS floating around here somewhere in the 120 some
>odd boxes of Atari stuff... I'll se if I can put together installation
>instructions to allow you to have both the orginal XL OS and the new one.
>I'm on honey-do projects right now but I hope to have some free time here
>soon to get back into Atari-ing.
>
>ATARI NUT <ask@you.shall.receive> wrote in message
>news:ermt3.6$z6.3919@typhoon-sf.snfc21.pbi.net...
>> Does such an still exist? Something similar?
>>
>>
>
>

## 1375. Re: Basic that came in an orange cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-16 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <ZFSdDTC.tandrews16@delphi.com>
Source record: 50610

```
Basic XL came in an orange cartridge.

TJ
```

# 1376. Newbie Help

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-16 00:00:00 UTC
From: Darren <fizza@texas.net>
Message-ID: <37B8DB57.1DA1D367@texas.net>
Source record: 50611

Hi,

I have become interested in purchasing a second hand Atari 8 bit computer by a general rekindling of interest in 8 bit computers, namely C64 & Spectrum 48k (my primary computers from the 8bit period, forgive me). I am extremely inexperienced in what models were released and was hoping that someone who is experienced here could answer a few questions for me:

1, What would be the best model of 8 bit Atari to purchase?

2, What would be the best disk/tape drive to go with it? Or would be compatible.

3, How much would these go for, say, on e-bay, and would their auction prices be slightly inflated? Or around the 'true' value?

4, Are they're any problems that I should look out for when buying a second hand Atari and what should I expect to be included?

5, I would like to purchase old games to go with when money allows and something comes up that I like, but until then is there any way to transfer emulator disk files (I take it they come like that.. I haven't found a workable Atari emulator yet..) back to an Atari from either an Amiga or PC?

6, Which games will work on this Atari XXX? Will 2600/7600 carts be compatible? Or is it like the Vic20 & CBM64 weren't compatible?

Thanks in advance to anyone who replies and answers these quite general questions, I do remember people saying that the Atari (I don't know which model) was superior to the C64 in some regards especially when it came to certain types of games, I would like to be able to experience that through owning a proper machine rather than going through emulators which are never 100%... I did read the FAQ regarding this newsgroup, but it didn't sufficiently answer which machine would be the best for me to purchase.

Thanks,

Darren Rozier

# 1377. Re: Basic that came in an orange cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-17 00:00:00 UTC
From: eparent@reply.here.net
Message-ID: <37b8c910.16454595@207.106.92.52>
Source record: 50612

I'm guessing it was a Basic by Optimised Systems Software. I guess OSS because I know an early version of their Action! came out in an orange cartridge case. My personal copy is the black case with yellow label.

On Mon, 16 Aug 1999 17:46:17 -0700, anotherfellow@hotmail.com (anotherfellow) wrote:

>I used to have a version of Basic that came in an orange cartridge.
>I don't have it anymore and forgot the name of that flavor of Basic.
>It was my favorite Basic to work in. Does anyone remember what
>it was called?

# 1378. Re: Basic that came in an orange cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-17 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37b9e26a.8112445@news.earthlink.net>
Source record: 50613

On Mon, 16 Aug 99 22:48:02 -0500, Thomas J. Andrews
<tandrews16@delphi.com> wrote:

>Basic XL came in an orange cartridge.

It also came out later in the black and yellow (I have one). BASIC_XE
wasn't early enough to get an orange case so that leaves BASIC_XL as
the only possible BASIC it could have been.

# 1379. Re: Basic that came in an orange cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-17 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37b8e249.8079436@news.earthlink.net>
Source record: 50614

On Mon, 16 Aug 1999 17:46:17 -0700, anotherfellow@hotmail.com
(anotherfellow) wrote:

>I used to have a version of Basic that came in an orange cartridge.
>I don't have it anymore and forgot the name of that flavor of Basic.
>It was my favorite Basic to work in. Does anyone remember what
>it was called?

That would have been BASIC_XL by O.S.S.

## 1380. What do do with 800 etc.?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-17 00:00:00 UTC
From: Fly <fly@pcc.net>
Message-ID: <rrhtd4iioqs73@corp.supernews.com>
Source record: 50615

OK, I just found a box of Atari computer stuff in my basement - 800XL, 1050 drive, 400 (with a better keyboard I put on about 15 years ago!), the recorder thing (410 or something), etc.

What are people doing with these systems? Is there a "killer app" nowdays for these old systems?

I fired them up and they appear to work fine! I even played River Raid and Mario Bros on the 800.

Fly
fly@pcc.net

# 1381. Re: Serious Atari ST (and 8bit) collectors read this

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-17 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <6Y6u3.6200$k3.530988@news1.telusplanet.net>
Source record: 50616
Cross-posted to:
alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.misc,rec.games.video.classic

Last Updated 08/16/99
- Sold items removed

Thank you to everybody who has sent us offers, as you can see, we have sold off a few peices, but still have lots to go. I have received about 80 email in regards to the ST hardware, but very honestly I haven't had a chance to go through them all yet (at least not carefully). I will try an do so by this upcoming weekend.

I will continue to update this post as we go through the rest of the equipment or sell items off. Please see the original post for the story behind all this equipment. I have incorporated all the new equipment into my regular style of post and added in some of the items that I/we already had laying around. All the Atari equipment has been tested and appears to work fine, however the IBM development tools and hardware has not. We have no reason to believe that it won't function properly as the majority of all of the added equipment is in very good shape and boxed. If you have any questions please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post. Please note that I am in Western Canada, so shipping to the US will be slightly more expensive on larger items (however if you are in the US, you have the exchange rate on your side).

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Colecovision, Intellivision, Classic Computer or Handheld games) sent to you, please specify system.

**Hardware** Please make an offer
==========
Please note that at the time of this posting, there are multiples available of many items
- Atari 600XL - with power supply, RF cable
- Atari 800XL - missing power supply
- Atari 800XL - with power supply, RF cable
- Atari 520 ST - with mouse but missing power supply
- Atari 520 ST(s) - Boxed with power supplies and mice - 2 of 5 units left
- Atari Mega4 ST(s) - with keyboards/mice and power supplies - 2 of 3 units left
- Atari TT030 - with keyboard/mouse and power suppy

- Atari TT030 with built-in SCSI Harddrive - with keyboard/mouse and power supply
- Atari PCT1426 13" Monochrome TT Monitor
- Atari TTM195 20" Monochrome TT Moniters
- Atari SF354 3.5" Floppy Drive - with drive cable, no power supply
- Atari SLMC804 Laser Printer Controller
- Atari SLM804 Laser Printer - boxed with power supplies
- Atari Megafile 44 with built-in Tape Backup - with power supply and cable
- Atari Megafile 60(s) - with power supplies and cables 1 of 3 units left
- Atari Portfolio - with box and manual
- Atari Portfolio(s) - missing box, manuals - 2 of 4 units left
- Atari Portfolio PC Card Drive - Complete with box, manual & software. Like New
- Atari 5 Volt Power Supplies. Model C061982. 7 Pins.
- Magic Sac 1 Mac Emulator Cartridges (with manuals, NO ROMS)
- Custom made Atari RGB/Audio cable. Connects an Atari ST to either a SONY XBR or XBR II RGB Monitor

*Controllers* Please make an offer
==========
- Paddles (multiple sets) - for Atari & Commodore units
- 2x Suncom Tac Joysticks - for Atari & Commodore units
- 2x Wico Joystick (Black handle with grey base) - for Atari & Commodore units
- 1x Spectravideo Joystick with suction cup base - for Atari & Commodore units

**8-Bit Cartridges** Please make an offer
==========
- Atari Writer
- Basic
- Defender
- Donkey Kong
- Donkey Kong Junior
- Final Legacy
- Megamania - In a sealed/shrink-wrapped box, box is slightly squashed.
- Missle Command
- Moon Patrol
- Pole Position
- Realsports Football
- Robotron: 2084
- Star Raiders
- Tennis

**ST Software** Please make an offer
==========
- UltraScript for MEGA ST- by Atari (with manual & software)
- Ultra Script Type Collection - Packages 1-7 (Complete with box, manuals, & software)
- Macro Mouse - The mouse recorder (Complete with packaging, manuals, & software)

- Calamus Desktop Publishing (Complete with box, manuals, & software)
- Spectre GCR Mac Emulator with ver. 3.0 update manual (Box, manuals, software - NO ROMS or cartridge)
- AtariWorks - by Atari (with manual and software (unopened))
- MidiMaze - by Hybrid Arts (Complete with packaging, manuals, & software)
- Flash Telecommunications package (Complete with packaging, manuals, & software)
- Flash II Telecommunications package (with manual and software)
- Dungeon Master - by FTL (Complete with box, manuals, & software)

**IBM PC Development Packages/Software/Hardware** Please make an offer
==========
- Borland C++ - by Borland (software only 7 Disks)
- Turbo C - by Borland (software only 6 Disks)
- Turbo Debugger - by Borland (software only, 2 Original Disks + 2 Accessory Disks)
- Turbo Assemble - by Borland (software only, 1 Original Disk + 1 Accessory Disk)
- Gem Applications - by Digital Research. Contains GEM/3 Desktop Installation Guide & software, Fontware Installation Guide & software, GEM Artline manual & software, Digital Research Customer Support Guide, Gem/4 software.
- ShowTune Midi Transcriber - by Thought Processors
- The Note Processor - by Thought Processors
- Voice I/O Card (model VRP-70C) - by Compunic Electronics (complete with card, manual, & software)
- PCD-GM Midi Interface Sound Card - by Midi Land (cards alone)
- Portman PC/P Midi Interface for the PC Parellel Port - by Midiman (complete with hardware, software and manuals)
- PCD401 CD Sound Board - by Midi Land (Hardware and manuals)

**Miscellaneous Software** Please make an offer
==========
- Equate - by Holosoft. Spreadsheet software for the Apple Newton (complete with box, manual, and software)

**8-Bit Books** Please make an offer
==========
- Consumer's Guide "The Users Guide to the Atari"
- Compute's "Third book of Atari"
- Compute's "The Atari Basic Source Book"

**ST Books** Please make an offer
==========
- Atari ST Volume One VDI
- Atari ST Volume Two AES
- Atari Volume Three TOS
- Atari ST GEM Programmers Reference
- Atari ST Tips & Tricks
- Atari ST Internals
- Programmers Guide to GEM

- MC68040 32-Bit Microprocessor Users Manual - by Motorola
- MC68000 8/16/32-Bit Microprocessor Users Manual (eighth edition) - by Motorola

**Manuals & Technical Guides (software status specified)** Please make an offer
==========
The majority of the ST/TT manuals are of the binder variety
- Atari 800XL Manual and connection guide - by Atari
- Atari 1050 Manual - by Atari
- Portfolio Technical Reference Guide (Third Edition June 1991) - by Atari (with software)
- Micro C Shell - by Beckemeyer Devlopment Tools (without software)
- LDW Power Spreadsheet - by Logical Design Works (without software)
- Superbase Personal - by Precision Software (without software)
- dBMan - by Atari (without software)
- 1st Word Plus - by Electric Distribution (without software)
- HyperPaint - by Atari (without software)
- Easy Draw - by Migraph (without software)
- Regent Base/ Regent Base 2 - by Regent (without software)
- Publishing Partner Professional / PageStream -by Soft Logic (without software)
- Publishing Partner - by Soft Logic (without software)
- Touch-Up - by Migraph (without software)
- Microsoft Write - by Atari (without software)
- Codekeys The Macro Tool - by CodeHead Software (without software)
- Degas Elite - by Intregal Sollutions (without software)
- Brataccas - by Psygnosis (without software)

**Magazines and Specification sheets** Please make an offer
==========
- 1983 Atari 800XL Brochure
- 1986 Atari ST Computer Brochure
- Start - Premiere Issue Summer 1986
- Start - Spring 1988
- Start - November 1990
- Start - December 1990 (with disk)
- ST-Log - January 1987
- Antic - February 1986

**Atari Force Comics**
All are in Mint Condition
==========
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #9 - September 84
- Issue #11 - November 84
- Special Issue #1 - 1986

**Trades**
==========

I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar and Jaguar CD
- A CD64 Nintendo 64 Backup Unit
- A working Vectrex controller
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

# 1382. WTT: Captain Beeble Cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-17 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <ZNeu3.2604$Op5.40792@newse3.tampabay.rr.com>
Source record: 50617

I would trade Captain Beeble Atari 800 cart for Zeppelin Atari 800 cart.
Email if interested.

# 1383. Re: Newbie Help

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-17 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rrj14u5n3uk24@corp.supernews.com>
Source record: 50618

Darren <fizza@texas.net> wrote in message
news:37B8DB57.1DA1D367@texas.net...
> Hi,
>
> I have become interested in purchasing a second hand Atari 8 bit
> computer by a general rekindling of interest in 8 bit computers, namely
> C64 & Spectrum 48k (my primary computers from the 8bit period, forgive
> me). I am extremely inexperienced in what models were released and was
> hoping that someone who is experienced here could answer a few questions
> for me:
>
> 1, What would be the best model of 8 bit Atari to purchase?
Haha! We have been going around on this for the last 10 years in the
newsgroup. IMNHO: The top choices would be original 800, 800 XL, or 130 XE.

The 800 is a tank, best RFI shielding, easiest to replace wall
transformer/power supply, great keyboard, good color. A definate classic.

800 XL was one of the most modified of the Atari line, everything from
alternate OS to RAM expansions. OK keyboard, built in basic, a parallel
buss, and lots of them made. If you plan on modifying a bit. this is the one
to get.

130 XE was the last of the line and comes stock with 128k of RAM. Very nice
video, built in basic. Down side is everything is soldered vs socketed and
controversial keyboard: Nicely shaped keys that feel great to put your
fingers on, but mush feel to use if you don't modify it with a keyboard kit.
If you plan on actually using the computer for things like seeing what word
processing was like on an Atari or programming it a bit, this is the one to
go with.

There is a personal favorite of quite a few people, the 1200 XL. These were
one of the 8 bits with lower production numbers and you may have trouble
finding one. They have the best keyboard, but lack a parallel port, built in
basic, lousy video. But Bob Wooley has done extensive work on them fixing
everything from the video output to adding built in basic.

I have all of the models I talk about, but the one that never gets turned on
is an unmodified 1200 XL, the one that gets turned on the most is a
Wooleyised 1200 XL with build in basic, improved video, multiple OS, and
256k RAM. It makes that big of a difference.
>
> 2, What would be the best disk/tape drive to go with it? Or would be
> compatible.
IMO: Don't bother with tape. If you worry about fair copyright protection, a
workable solution that seems to be a middle position between the warez slime

and the copyright zealots is buy the tape you want, then get a cracked copy off the web.

The tapes just don't work that well.

The best drive is the same problem as the choice of computers. An Atari 1050 would be a good bet, but they have a lot of problems.

But by all means, get a SIO2PC cable. Nick Kennedy and Steve Tucker have both written software that essentially turns an IBM box into a disk drive. I only use my real drives for booting copy protected software now, the SIO2PC solution is that good.
>
> 3, How much would these go for, say, on e-bay, and would their auction
> prices be slightly inflated? Or around the 'true' value?
I usually buy my from thrift shops, places like Salvation Army or Good Will in my area and the ocassional garage sale. Expect to pay $2-$20 from a thrift store and you may not get a working computer or a matching power supply.

Ebay prices are kind of high, but then I think anything over $50 for anything Atari is high. Only advantages I see are you can pick up a working system and be a little more choosy.

If you buy from someone like Bob Klass who frequents the newsgroup, it would be a really safe bet that you wouldn't get screwed. He is technically very qualified so he checks that everything is in working order and his prices are really low for working order equipment.
>
> 4, Are they're any problems that I should look out for when buying a
> second hand Atari and what should I expect to be included?
Mostly power supplies. The 800 XL and 130 XE both use a brick/wall transformer type supply that puts out 1.5 amps at 5 V DC.

Just about all the other Atari equipment from Atari 400 to disk drives runs off 9 VAC ~3 amp power supplies, they are everywhere.
>
> 5, I would like to purchase old games to go with when money allows and
> something comes up that I like, but until then is there any way to
> transfer emulator disk files (I take it they come like that.. I haven't
> found a workable Atari emulator yet..) back to an Atari from either an
> Amiga or PC?
SIO2PC cable.
>
> 6, Which games will work on this Atari XXX? Will 2600/7600 carts be
> compatible? Or is it like the Vic20 & CBM64 weren't compatible?
Not compatible.
>
> Thanks in advance to anyone who replies and answers these quite general
> questions, I do remember people saying that the Atari (I don't know
> which model) was superior to the C64 in some regards especially when it
> came to certain types of games, I would like to be able to experience

You probably didn't hear that from the CBM newsgroup. I think the two
systems come out about as close to tie as you can get.
> that through owning a proper machine rather than going through emulators
> which are never 100%... I did read the FAQ regarding this newsgroup, but
> it didn't sufficiently answer which machine would be the best for me to
> purchase.
To see what you want, 800 XL with working power supply, video cable to plug
the thing into either a monitor or video inputs of your TV-Don't use the RF
modulator, and a SIO2PC cable.

One of the good one stop places to see a lot of this would be
archive.umich.edu and the atari\8bit directory.

There are several different version of the SIO2PC cable. If you don't feel
confident in building one several people sell them for ~$15-$40 dollars.
>
> Thanks,
Your welcome.
>
> Darren Rozier

# 1384. Re: What do do with 800 etc.?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-17 00:00:00 UTC
From: Isaac Davis <idavis@my-deja.com>
Message-ID: <7pc49b$8bl$1@nnrp1.deja.com>
Source record: 50619

Don't touch it! Put it back in the box immediately, and send the box to me. You could contract a rare form of nostalgia related illnesses. This will affect your sleep, marriage, and anything else you hold dear.

Actually, right now, I think things are getting a lot better in the atari 8 bit scene. You can make your pc a really large drive for your atari, and a couple of people Steve Tucker and Tom Hunt are working on telnet access to and from the 8bits though a pc. Kenneth Siders is working on tcp/ip for the 8 bits. The emulators now are better than ever. I can write a program on my emulated atari on my pc, burn the eprom from the pc, plug it into my 800, and it will run. I think the new killer apps nowadays are in the connectivity. You can telnet to a real atari bbs runnning on a real atari, or a real atari bbs running on an emulator. Bill Kendrick has a search engine for atari items on the net at his web site.
I realize I have left out a lot of other things happening in the atari scene, and a lot of people who are involved in projects, but these will give you a start. Like I said, unless you want to catch a serious nostalgia related illness, box that thing back up and send it to me!
Don't say I didn't warn you..
Isaac Davis

Check out these for starters:

http://cth.tzo.com/index.html
http://www.nacs.net/~classics
http://home.columbus.rr.com/ksiders/ice.htm
http://www.newbreedsoftware.com
telnet://cth.tzo.com
telnet://ape.penguinpowered.com

In article <rrhtd4iioqs73@corp.supernews.com>,
"Fly" <fly@pcc.net> wrote:
> OK, I just found a box of Atari computer stuff in my basement -
800XL, 1050
> drive, 400 (with a better keyboard I put on about 15 years ago!), the
> recorder thing (410 or something), etc.
>
> What are people doing with these systems? Is there a "killer app"
nowdays
> for these old systems?
>
> I fired them up and they appear to work fine! I even played River
Raid and
> Mario Bros on the 800.

>
> Fly
> fly@pcc.net
>
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 1385. Re: Free Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-17 00:00:00 UTC
From: frankeh@sr.hp.com
Message-ID: <7pc2qf$hu4@canyon.sr.hp.com>
Source record: 50620

Someone has offered to pick them up, so it's gone.

Frank Hamlin (frankeh@sr.hp.com) wrote:
: I have a 130xe and a Commodore 1702 color monitor, misc joysticks,
: documentation, power supplies etc. Free to anyone that wants to pick it
: up. Santa Rosa, California area.

# 1386. Cleveland Free-Net Archive Online

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-17 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7pcabi$b09@freenet-news.carleton.ca>
Source record: 50621

I've finished reconstructing the CFN Atari SIG from the 120MB of
ASCII data I downloaded. I've also added a search engine to completely
index the whole SIG. The URL is:

http://thefutureis.penguinpowered.com/freenet/

I hope you find the archive useful, it seemed a terrible waste to
let it all get dumped into the bit bucket.

Once I'm sure the scripts are all working right, I will be sending
out copies so it can be mirrored on other servers that are available 24/7.
Please dont try to spider the side where it sits now.

If you would like to host a mirror it requires about 120MB of
space, plus another 100MB for the search engine index. It makes heavy
use of SSI, Perl, and uses htdig for a search engine.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

## 1387. Assemblers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-17 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <7pcdu1$k07@dfw-ixnews19.ix.netcom.com>
Source record: 50622

Any comments or suggestions on which assembler to use on the Atari 8 bit?
Is MAC/65 the cat's meow? Or is there something better? Comments please!

Thanks,
-Rick

# 1388. Re: Assemblers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-17 00:00:00 UTC
From: rhamiiton5@aol.com
Message-ID: <19990817162308.05306.00000247@ng-fe1.aol.com>
Source record: 50623

>which assembler to use on the Atari 8 bit?

This is just one person's opinion. I used Atari's Assembler/Editor, Atari Macro Assembler, Synassembler, and MAC/65 at various times; for overall power and features, MAC/65 was tops.
Most of my ML routines were called from BASIC programs and my preferred configuration was having cartridge dumps of both Atari BASIC & Atari AssmEd in the XL ramdisk. This allowed quick jumps between the two from a DOS exe load without a cold start. -Ron

---
Above average intelligence has always run in my family. Ambition, however, has always walked with a limp....

# 1389. Help! my OSS Supercart is dead!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-17 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <7pcnvs$o36$1@nnrp1.deja.com>
Source record: 50624

My Basic XE cart has been acting more flakey these past months, and last night it would boot only one out of 6 times, and then the first keystroke or so would lock up my 130XE. I carefully cleaned, with alcohol and fine steel wool, all the contacts with no improvements. Finally, I decided, with not much to lose, to open up the cart. So, using a tiny screwdriver, I opened up the case along the seam managing to split the cart along the epoxy seam.

In the cart I find 3 8-pin ICs marked U1, U2, U3 across the top having numbers HD74LS02P, T74LS74BI, and HD74LS02P repectively. Next to these ICs are 2 caps and a resistor. Below both of these is a big socketed eprom (a NEC D27128D, 8517EX079) with a sticker on the top labelled "BASIC XE 4.1" I'm guessing that the eprom is the component thats bad.

So, I'm asking for any pointers, advice and so on for burning a new eprom of Basic XE. Where can I find a cheap, easy to use eprom burner? Are there any tricks to burning these OSS Supercarts? I'm assuming I can just use the 16k image of Basic XE floating around that the emulators are using.

Another idea I'm toying with is making a backup copy of my Basic XL and Action carts in case they are eventually corrupted too. I have heard of several people burning a single eprom, like say 64k, consisting of several supercart images, and then adding a few dip switches on the cart to switch supercart images. That way I could use this one PCB to backup all 3 of my carts. Is there anyone out there who has done this and could provide instructions or at least a few nudges in the right direction?

Thanks, Dan

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 1390. Re: Assemblers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-17 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <3Oku3.780$TV4.9572@news1.online.no>
Source record: 50625

I used MAC/65 at first, but actually went the other way of what most people did. I like Atari Macro Assembler. MAC/65 is extremely fast though, but using RAMDISK (I use a 1Mb MIO) I think AMAC does it nicely!

Richard Heldmann <heldmann@ix.netcom.com> wrote in message news:7pcdu1$k07@dfw-ixnews19.ix.netcom.com...
> Any comments or suggestions on which assembler to use on the Atari 8 bit?
> Is MAC/65 the cat's meow? Or is there something better? Comments please!
>
> Thanks,
> -Rick
>
>

## 1391. For Sale Atari 8-Bit and Atari ST hardware & software

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-17 00:00:00 UTC
From: Gary <gkminns@home.com>
Message-ID: <qzlu3.16332$C6.185694@news2.rdc1.on.home.com>
Source record: 50626

Atari 8-bit and Atari ST hardware and software for sale see

http://www.members.home.net/gkminns

# 1392. Re: Assemblers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-17 00:00:00 UTC
From: spamless@Nil.nil
Message-ID: <37ba1fe2@news.inch.com>
Source record: 50627

RHamiIton5 <rhamiiton5@aol.com> wrote:
>>which assembler to use on the Atari 8 bit?

> This is just one person's opinion. I used Atari's Assembler/Editor, Atari Macro
> Assembler, Synassembler, and MAC/65 at various times; for overall power and
> features, MAC/65 was tops.

If only Atari Macro Assembler had the bugs removed, was not so hard to get
to work with anything except DOS2, had been put on a cartridge with a text
editor (say, TextPro with macros geared to AMAC to simplify coding) ...
THEN I think it would have blown MAC-65 away.

But AMAC is disk based. Did not come with a decent editor (TextPro, if you
design your own text editing macros is great) (well, the editor that did
come with it was old and clunky) and was too buggy (not to say MAC-65 is
bug free)

# 1393. FA: Software 4 kids/2600 "suitcase"/2600 NMIB/Mattel soccer/more

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-17 00:00:00 UTC
From: pauldb <pauldbPLEASENOSPAM@cris.com>
Message-ID: <01bee92d$b61ce660$2832adce@crc3.concentric.net>
Source record: 50628

147655718: Tomy Tomytronic handheld or tabletop Tron
Bidding starts at: $9.99
Auction ends on: 08/22/99 18:24:41 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=147655718

147633269: Atari 2600 "Suitcase" carrying case (Rare)
Current bid: $24.99
Auction ends on: 08/22/99 18:00:50 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=147633269

147645740: Mattel handheld Soccer game with battery covr
Bidding starts at: $9.99
Auction ends on: 08/22/99 18:13:35 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=147645740

147614890: Atari 7800 w/7 games & all the connections
Current bid: $24.99
Auction ends on: 08/22/99 17:40:35 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=147614890

147623587: Atari 400 800 computer Software 4 little kids
Bidding starts at: $9.99
Auction ends on: 08/22/99 17:51:12 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=147623587

147663100: Atari 2600 Submarine Comm.(sears exclusive)
Bidding starts at: $9.99
Auction ends on: 08/22/99 18:32:23 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=147663100

147673252: Atari 2600 NMIB with 10 Boxed game
Current bid: $9.99
Auction ends on: 08/22/99 18:44:10 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=147673252

147687816: AMT '35 CHEVY MODIFIED - PARTS SEALED IN BOX
Current bid: $31.25
Auction ends on: 08/22/99 18:58:09 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=147687816

# 1394. Re: Help! my OSS Supercart is dead!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-u2dBfD1CEfYq@localhost>
Source record: 50538

On Tue, 17 Aug 1999 22:33:32, danver@halcyon.com wrote:

> My Basic XE cart has been acting more flakey these past months, and
> last night it would boot only one out of 6 times, and then the first
> keystroke or so would lock up my 130XE. I carefully cleaned, with
> alcohol and fine steel wool, all the contacts with no improvements.
> Finally, I decided, with not much to lose, to open up the cart. So,
> using a tiny screwdriver, I opened up the case along the seam managing
> to split the cart along the epoxy seam.

don't blame the eprom. The other 3 chips along with the cap and the
resistor all play a part in how the cart works. If the resistor or the
cap are playing up, the 74ls74 cannot be reset properly or at all. Any
one of the 3 chips could be acting up. The problem could also be in
the computer although if basicXL works, you can discount the computer

> Another idea I'm toying with is making a backup copy of my Basic XL and
> Action carts in case they are eventually corrupted too. I have heard
> of several people burning a single eprom, like say 64k, consisting of
> several supercart images, and then adding a few dip switches on the
> cart to switch supercart images. That way I could use this one PCB to
> backup all 3 of my carts. Is there anyone out there who has done this
> and could provide instructions or at least a few nudges in the right
> direction?
>
I have done that myself. Be carefull of the basic XL cart. Mine is a
2eprom sort which as different switching to the 1 eprom type, despite
the fact my BXL is in a black case with yellow label.

James B

## 1395. Hard drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: Mickael Pointier <mike@defence-force.org>
Message-ID: <7pe19t$b47$1@lyon110.dtr.fr>
Source record: 50539

Hello.

How many people are using harddrive on Atari 8 bits s�ries ?

These HD, are they IDE, SCSI, or something else ?
What are the usual capacities, and wich OS are you using ?
Does it works fine ?

Mike

# 1396. Re: Paddles pinout (Was: Graphic tablet.)

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <37BA960B.33DBB87C@ix.netcom.com>
Source record: 50540

Mickael Pointier wrote:
>
> :> I've a old 800XL graphic tablet, and I wonder if anyone knows how it
> :works.
> :> On the 800, it was connected thru a joystick connector, so I'd like to
> use
> :> it with my other computers.
> :>
> :> Someone knows how to exploit this peripheral with an Atari ST, or Amstrad
> :> CPC ?
> :> (Left and right buttons seems directly connected to one of the pins).
> :>
> :> Mike
> :Right, Paddle trig inputs IIRC but not sure anymore, and the other outputs
> :for x,y is for variable resistance/cap-resistance-time for use with the
> :paddle ports. You could probably modify it for use on either an Apple or
> IBM
> :style joystick since they use a similar input to the Atari Paddles, but
> only
> :if they allow some type of scaling adjustment or you are willing to do some
> :soldering.
> :
> :You also need to supply the tablet with +5V to get it to run.
>
> Ok thanks for the -prompt- reply.
> Since finding exact informations about the tablet itself are perhaps hard, I
> will try another way:
> Who can give me the pinout of the Atari joystick sockets ?
> I'd like to know the meaning of all pins, as well as signal type (analog,
> digital), value of input or output, etc...
> This way, I will certainly manage to make an interface card that allows me
> to use the tablet with another machine (and my paddles too !).
>
> Mike

Mike,

JS Pinouts:
PIN Name Type Data Normal Volts Active Volts
1 Forward Switch Data Bit 0 +5 0
2 Back Switch Data Bit 1 +5 0
3 Left Switch Data Bit 2 +5 0
4 Right Switch Data Bit 3 +5 0
5 Paddle A Pot paddle 0- +5 0- +5
6 Trigger Switch Trigger +5 0

7 Power out power n/a +5 @300mA +5 @300mA max.
8 Ground power n/a 0 0
9 Paddle B Pot paddle 0- +5 0- +5

Layout:PC Side 1 2 3 4 5
6 7 8 9

Pins 1-4 are floated high (+5v) by a 10Kohm resistor to +5v. When the switch is closed they are connected to ground (0v).
Pots range in resistance from 0 to 10K ohm.

Hope this helps.

For more info on Atari joystick ports and what they cab be used for, check out Mapping the Atari (Ian Chadwick) and Your Atari Comes Alive (Richard Leinecker/David Burd) These are available at www.myatari.com (B&C Computervisions)

--
Robert S Ely -= aka =- Eli-the Iceman
rely@ix.netcom.com
ICQ# 33390750

# 1397. Re: Assemblers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: Karolj Nadj <k_nadj@s-direktnet.de>
Message-ID: <7pe7q3$t5r$1@newsread.f.de.uu.net>
Source record: 50541

i use our ms-dos assembler...

xasm... it is compatible with quickass and has some nice special features...
(mva,mwa, post increment (lda table,x+)

f.e.it came with xboot wich generates automaticly atr-image with your file
on it and
a loader...
so its easy to test it with some nice atari-emulator (xlit020 because of the
debugger...)
and if you use xboot pro you have full-usage of xl-ram... ;) because it
switches os off
while loading your proramm...

but i think its for profis... ;) by the first time i found it hard to use
but now i wont miss it...

when i coded on atari directly... i used

mac/65
biboassembler
macro ass xe v4.x (128k machine) for long source-codes...
(my former fave...)

check em out.... it depends on you...
but for real coding i think best would be atari-non-based crossassembler
because
diskbased assemblers use ram (and the dos) and this is crap... so your
turnaround
time will become bigger. (assemle, reboot, debug, and so on...)

http://www.s-direktnet.de/homepages/k_nadj/main.html

for more informations...

papa, heaven/taquart

Richard Heldmann <heldmann@ix.netcom.com> schrieb in im Newsbeitrag:
7pcdu1$k07@dfw-ixnews19.ix.netcom.com...
> Any comments or suggestions on which assembler to use on the Atari 8 bit?
> Is MAC/65 the cat's meow? Or is there something better? Comments please!
>
> Thanks,
> -Rick
>
>

# 1398. Re: Can Happy files be run on emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <37BAA30E.8C3B2CC8@ix.netcom.com>
Source record: 50542

anotherfellow wrote:
>
> I have several disks of programs that were compressed using a Happy drive.
> Is there any way to get these to run on an emulator? Preferably a Mac emulator.

anotherfellow,
No. You can't turn them directly into ATR files and have them work.
However, If you create a standard DOS format ATR image big enough to
handle the files that are stored on the Happy disks, you simply copy all
of the files from the Happy disk to the ATR. MyDOS or SpartaDOS can make
large ATR disk images.

# 1399. Re: Archives of SAP music?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: Karolj Nadj <k_nadj@s-direktnet.de>
Message-ID: <7pe7sc$39$1@newsread.f.de.uu.net>
Source record: 50543

i hope so Adam!!!

papa, heaven/tqa

ps dont forget to mail me... ;)

A.'SoTe'B. <nauplay@free.polbox.pl> schrieb in im Newsbeitrag:
37BA68B1.C36A1E0E@free.polbox.pl...
> Ivan Mackintosh wrote:
> >
> > Does anyone know if there are any archives of sap music other
> > than what on this site?
>
> Ask Zdenek Eisenhammer mailto:pg@pinknet.cz, He is an ASMA maintainer.
> (ASMA - Atari SAP Music Archive ). Current ASMA release, should contain
> over 250 tunes.
>
> My official SAP homepage, will be opened probably tomorrow.

# 1400. Explaination of the Atari Z800

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <37BAB4D1.D51082D8@worldnet.att.net>
Source record: 50544

Hi everyone,

I recently posted that there are now several Atari internal documents up on the Atari Historical Society website for the Antic, GTIA, Pokey and SIO bus since Hasbro's Atari Interactive division has given me the rights to release this data for public domain use.

One file in particular is stirring up a lot of questions and I'm receiving quite a bit of email regarding it. Its the Serial I/O Interface Users Handbook file. There are several references to an SIO bus version for the Atari Z800 computer system. The Z800 was the reference code for Atari's next replacement computer for the Atari 400/800 line (referenced in the document as A400 A800) this was the original spec for the Atari "Sweet-16" project which eventual was watered down and hacked up into what became the Atari 1200XL. So I just want everyone to know that no, there is NOT another mysterious prototype Atari computer floating out there with a souped up SIO bus called the Atari Z800, its simply a reference to what was supposed to be the Atari 1000 and 1000X computers which would have had standard DB-15 connectors (2 of them) for SIO communication, a Parallel Bus Interface and many other features which were all removed from the Atari 1200XL in its final form.

For those who want to read these documents, the direct link is:

http://www.atari-history.com/articles.html

Curt

## 1401. Looking for some games - germany

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: Christian <jur92dqc@studserv.uni-leipzig.de>
Message-ID: <Pine.A41.3.96.990818154107.114866A-100000@studserv.uni-leipzig.de>
Source record: 50545

Hi,

i`m a german ATARI 130 XE user and i`m looking for some old games. i don`t know, if they are available, but the net is quite large and everything is possible. the games i`m looking for are the following:

Pharao
Montezumas Revenge
Bruce Lee
Hero
Jungle Hunt

who can help me to find these games? cartridge or diskette, both is ok. If anybody is able to tell me, there and how to get these games, please mail me.

thanks, chris.

ps: sorry, but my english isn`t very well!

## 1402. Re: Hard drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990818103959.15888.00000690@ngol06.aol.com>
Source record: 50546

Does using APE or SIO2PC count? I know that access to a scsi drive through a blackbox on the back of an 800XL or 130XE is much faster, but then again if speed were important to us, we'd move on to the Pentium world. I use an old 386 with an IDE drive that connects to the Atari with an SIO2PC cable. The PC powers up with no keyboard or monitor. Just an autoexec.bat file that gets APE up and running. Then I power on the Atari and it boots from the PC's hard drive.

badbob1952@aol.com

# 1403. Re: Hard drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <EuCu3.517$ko4.4703@news1.online.no>
Source record: 50547

I have a couple of 20Mb MFM disk, running on my 1Mb MIO. I use the Adaptec 4000a to connect it to the MIO.

Acceptable speed I think. I have trouble finding a DOS I like however. I used to use Top Dos on the RAMDISK on the MIO, but it won't support HD's -( I don't like MyDOS cause it's causing some small problems with Textpro (when you get the menu, the directory is not possible to move the cursor in) and AMAC isn't too fond of Spartados.

Mickael Pointier <mike@defence-force.org> wrote in message news:7pe19t$b47$1@lyon110.dtr.fr...
> Hello.
>
> How many people are using harddrive on Atari 8 bits s�ries ?
>
> These HD, are they IDE, SCSI, or something else ?
> What are the usual capacities, and wich OS are you using ?
> Does it works fine ?
>
> Mike
>
>
>

# 1404. Re: Assemblers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yr9l1j5qa.fsf@co.umist.ac.uk>
Source record: 50548

"Vidar \"Hawk\" Olavesen" <olavese@online.no> writes:
> > If only Atari Macro Assembler had the bugs removed
> Please list them, as I have had no problems at all with this

One bug that I've personally come across is with the FLOAT6
instruction, mmm.. is that the right name? Can't remember now,
anyway, the one that converts decimal numbers into floating point
format. When I used it, it had a habit of not updating the current
address properly. So if you had something like this:

```
ORG 30000
... some code here
FLOAT6 12.34
FLOAT6 56.78
... some more code here
```

then that second block of code would not end up at the correct
address. But something like:

```
ORG 30000
... some code here
FLOAT6 12.34
FLOAT6 56.78
ORG 30000+offset
... some more code here
```

would work (setting offset to the size of the code between the 2 ORGs).

I've also heard that it doesn't like really big macros either, but
I've not used macros much.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

## 1405. ATR megafiles

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: Lighthope <lighthope@jps.net>
Message-ID: <37BB001F.855B64EF@jps.net>
Source record: 50549

Does anyone know how you get those Yogi ATR megafiles to work? I saw one site which said to put a small (2K) menu.atr in drive 1 and the megafile into drive 2, but that didn't work. (Or I'm just stupid and can't figure it out.)

Any help would be appreciated. My Atari died, so the only way I can play these games which I already own is to find them on the PC.

Best,

Lighthope

--
Pearls of Wisdom:
"The question is not, 'Can they reason? 'Nor, 'Can they talk? 'But, 'Can they suffer?'" - Jeremy Bentham on animal testing

--=== T H E D O C T O R W H O A U D I O D R A M A S ===--
http://www.jps.net/lighthope
Last Updated: Wednesday, August 11, 1999

Notice: Unsolicited ("junk", "spam") e-mail advertisements are not allowed at this address. Penalty $500.00 charge per incident

# 1406. Re: ATR megafiles

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: MaPa <marek.pavlik@vslib.cz>
Message-ID: <37BB1027.E8C58E6@vslib.cz>
Source record: 50550

Lighthope wrote:

> Does anyone know how you get those Yogi ATR megafiles to work? I saw one site
> which said to put a small (2K) menu.atr in drive 1 and the megafile into drive
> 2, but that didn't work. (Or I'm just stupid and can't figure it out.)
>
>

Hi. What do you see when you reboot emulator after putting the atr's into the drives? Oneline of "BOOT ERROR" on bottom of screen? If so, you probably wrong downloaded the menu.atr. It happened to me too. The browser download it in some way but not as binary file. So try this <a href="http://mirage.kky.vslib.cz/~pavlik/menu.zip">menu.zip</a> I just zipped my working menu.atr at put it on web. Hope I will not delete it too soon :)

# 1407. Re: ATR megafiles

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37be0ca5.31476212@news.freeserve.net>
Source record: 50551

The other Day Lighthope <lighthope@jps.net> wrote:

> Does anyone know how you get those Yogi ATR megafiles to work? I saw one site
>which said to put a small (2K) menu.atr in drive 1 and the megafile into drive
>2, but that didn't work. (Or I'm just stupid and can't figure it out.)
>

I'm presuming that you are using Atari800win?

Right, hit Ctrl F1 and browse to the menu.atr, choose it and hit OK then
hit Ctrl F2 and browse to the mega image and choose it and hit OK..

Then Hit F5 and all should work..

Exceptions...Boot most things as 800B rather than XL's. Also remember
that things that need XL's most likely don't want BASIC so hold down F2
before the REBOOT.

If you are still having probs then email me and I will happily go thru
the whole process with you.

Happy gaming...

--
Paul Irvine

"There's no way that's slow down you soft bleedin' jessie"

.....Shigeru Miyamoto (PAL conversion)

## 1408. Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: Scott Twitchell - Device Engineering <stwitche@spf.fairchildsemi.com>
Message-ID: <37BB1170.1AE1E5CB@spf.fairchildsemi.com>
Source record: 50552

I have an old 800XL just gathering dust in my garage. I'd like to use it for some project, like to control lights, or a home security system or something, but I'm not sure where to start. Any suggestions?

Scott

## 1409. Copying files from Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <935006086@stackbbs.xs4all.nl>
Source record: 50553

-=> Quoting Anotherfellow@hotmail.com to All <=-

An> What's the recommended way to transfer files from an Atari floppy
An> into a Mac? I also run Virtual PC so I might be able to use that if
An> the main methods are PC only.

Normally I would say SIO2PC.
But you need a piece of hardware for that, and
you need a serial port on the PC, an Atari 8 bit machine
and an Atari 8 bit drive.
So if you only have a floppy it gets difficult.

There is a program called ANADISK which enables you
(so it states anyway) to transfer data from an Atari
Floppy, using a PC's floppy drive, to the PC's hard disk.
Running Virtual Pc on your Mac and having a 5"25 drive
should do it then I guess.

If that doesn't work, you could send the disk to someone
who can transfer it for you to an .ATR image.
You could try to contact an American usergroup for this.
There is an Atari 8 bit Webring which should give you several
addresses I guess.
If no one volunteers, I'm willing to do the conversion for you...

Best regards,
Bo.
and success with the "conversion".
___ Blue Wave/386 v2.30

## 1410. What do do with 800 etc.?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <935006087@stackbbs.xs4all.nl>
Source record: 50554

-=> Quoting Fly@pcc.net to All <=-

Fl> OK, I just found a box of Atari computer stuff in my basement -
Fl> 800XL, 1050 drive, 400 (with a better keyboard I put on about 15 years
Fl> ago!), the recorder thing (410 or something), etc.

Fl> What are people doing with these systems? Is there a "killer app"
Fl> nowdays for these old systems?

Fl> I fired them up and they appear to work fine! I even played River Raid
Fl> and Mario Bros on the 800.

Fl> Fly
Fl> fly@pcc.net

Sell it on eBay, stating it is rare...
Naaah, just kidding.

Hook up your Pc to it using SIO2PC.
Search on the Internet using AltaVista to get
more information about "SIO2PC".
Buy a CDrom with lots and lots of Freeware/PD for the Atari.
There are several of them available.
Search for "Pooldisk Too" for instance.
You can spend the rest of your remaining life behind your Atari
if you wanted it :)
Also have a look at APE, which is similar to SIO2PC.

Have you played with Atari today?

Bo.
___ Blue Wave/386 v2.30

# 1411. Re: Newbie Help

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: Darren <fizza@texas.net>
Message-ID: <37BB14D2.FCBCC83@texas.net>
Source record: 50555

Richard Cortese wrote:
>
> Darren <fizza@texas.net> wrote in message
> news:37B8DB57.1DA1D367@texas.net...
> > Hi,
> >

> > 1, What would be the best model of 8 bit Atari to purchase?

> 130 XE was the last of the line and comes stock with 128k of RAM. Very nice
> video, built in basic. Down side is everything is soldered vs socketed and
> controversial keyboard: Nicely shaped keys that feel great to put your
> fingers on, but mush feel to use if you don't modify it with a keyboard kit.
> If you plan on actually using the computer for things like seeing what word
> processing was like on an Atari or programming it a bit, this is the one to
> go with.

I'm looking for the one that will play the most Atari games, did many
games come out for the 130XE only?

> > 2, What would be the best disk/tape drive to go with it? Or would be
> > compatible.

> The tapes just don't work that well.

I'll only get something like that if it's thrown if for nothing then...

>
> The best drive is the same problem as the choice of computers. An Atari 1050
> would be a good bet, but they have a lot of problems.

Is there a different drive which would be more reliable? How unreliable
are the 1050's?

> But by all means, get a SIO2PC cable. Nick Kennedy and Steve Tucker have
> both written software that essentially turns an IBM box into a disk drive. I
> only use my real drives for booting copy protected software now, the SIO2PC
> solution is that good.

I take it that Atari disks were 5 1/4 in size, I assume then that I
would have to install a 5 1/4 in disk drive onto my PC? Or would it mean
that the PC is emulating a disk drive and is just sending the data down
the cable as if it were a disk drive, but using file based disk images?
Is this like the APE thing? Which is better?

> >
> > 3, How much would these go for, say, on e-bay, and would their auction
> > prices be slightly inflated? Or around the 'true' value?

> If you buy from someone like Bob Klass who frequents the newsgroup

Thanks, I will look out for him.

> > 4, Are they're any problems that I should look out for when buying a
> > second hand Atari and what should I expect to be included?
> Mostly power supplies. The 800 XL and 130 XE both use a brick/wall
> transformer type supply that puts out 1.5 amps at 5 V DC.

Ok, thanks for the info on that.

> > 5, but until then is there any way to
> > transfer emulator disk files back to an Atari from either an
> > Amiga or PC?

> SIO2PC cable.

Will the cable work with the Amiga? I take it just uses a standard
serial port, 9 or 23 pin? Is the software available to do this on the
Amiga (It's not a big deal if it isn't but it would be nice to know)

> > 6, Which games will work on this Atari XXX? Will 2600/7600 carts be
> > compatible? Or is it like the Vic20 & CBM64 weren't compatible?

Which carts can I use on Atari 800XL/130XE?

> > I do remember people saying that the Atari (I don't know
> > which model) was superior to the C64 in some regards especially when it
> > came to certain types of games, I would like to be able to experience
>
> You probably didn't hear that from the CBM newsgroup. I think the two
> systems come out about as close to tie as you can get.

Actually, I remember this being said in an interview with the programmer
of Dropzone in Zzap!64 which is CBM mag, I also remember other
programmers around that time remark how good the Atari was. I never was
into 'CBM64/Atari/Spectrum's suck, CBM64/Atari/Spectrum's rule' type of
arguments, I can see that each had it's own advantages and
disadvantages, and I think it's really funny that 12 or so years later
people are still having those kind of discussions in various 8 bit
newsgroups.

> To see what you want, 800 XL with working power supply, video cable to plug
> the thing into either a monitor or video inputs of your TV-Don't use the RF
> modulator, and a SIO2PC cable.

Is it worth bothering with a monitor? I take it the RF modulator is
crap?

>
> One of the good one stop places to see a lot of this would be
> archive.umich.edu and the atari\8bit directory.
>
> There are several different version of the SIO2PC cable. If you don't feel
> confident in building one several people sell them for ~$15-$40 dollars.

Thanks for your help, it has been very useful.

regards,

Darren Rozier

# 1412. Re: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <37BB3366.38B87AA1@worldnet.att.net>
Source record: 50556

Hi Scott,

The front controller ports are both analog and digital and can easily be controlled, so thats a good start, you can also contact a company called BEST Electronics at www.best-electronics-ca.com and order an MPP PBI Experimentors board which will plug into the Parallel Bus Slot on the back of your 800XL and it comes with some examples of projects to do.

Curt

Scott Twitchell - Device Engineering wrote:

> I have an old 800XL just gathering dust in my garage. I'd like to use it
> for some project, like to control lights, or a home security system or
> something, but I'm not sure where to start. Any suggestions?
>
> Scott

# 1413. Re: WTB - Ultima 1: The Original...

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: fortran@earthlink.net
Message-ID: <MPG.1224f96157e45959989d67@news.alt.net>
Source record: 50557

My glass typewriter shows Paul Nurminen typing...
[Snip]
> But when I had it set up, I _had_ to load Ultima III just to listen to those
> tunes. When I get a chance, I'm going to record them into my Falcon and make
> WAV or MP3s of all the songs, and put them up on my site as well. Amazing
> stuff! I think the guy's name was Kenneth Arnold or something? That music was
> ahead of it's time (as was a lot of the music on the Atari 8-bits) for sure.
>
> And I would say without a doubt that the Atari 8-bit music was one of the
> reasons I got into creating my own electronic music today.

I would suggest taking a look at the music on Minstrel Dragon's
web page <http://www.biochem.mpg.de/~brenner/ring.html> and Telavar
Dragon's The Bard's Library web site.

--

Fortran Dragon -==(UDIC)==-
Hidalgo Trading Company: <http://home.earthlink.net/~fortran/>
rgcud FAQ: <http://home.earthlink.net/~fortran/faq/rgcudfaq.html>

# 1414. Atari Computer books on ebay!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: Art Stuarts IV <artstuiv@wizvax.net>
Message-ID: <37BB5A2E.CE2CCB03@wizvax.net>
Source record: 50558

Check out these 5 Atari Computer books on ebay!

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=art4th

Only 1 day left to bid!

## 1415. St Louis, MO Atari users?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37BB6F1D.3AF8@geocities.com>
Source record: 50559
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi folks! I will visiting in the St Louis area soon and wondered if
anyone lived in that area. Would love to visit any Atari users in that
area while I'm off visiting my wife's folks. :)

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

THE ATARI / NEWTON CONNECTION \\ /,
http://www.geocities.com/SiliconValley/Hub/4088/ `( N
Combining a Fun Desktop With an Exciting Data Assistant \
=

# 1416. Re: Help! my OSS Supercart is dead!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <7pct7l$rv1$1@nnrp1.deja.com>
Source record: 50629

In article <7pcnvs$o36$1@nnrp1.deja.com>,
danver@halcyon.com wrote:

> In the cart I find 3 8-pin ICs marked U1, U2, U3 across the top having
> numbers HD74LS02P, T74LS74BI, and HD74LS02P repectively. Next to these
> ICs are 2 caps and a resistor. Below both of these is a big socketed
> eprom (a NEC D27128D, 8517EX079) with a sticker on the top
> labelled "BASIC XE 4.1" ...

Sorry, the 3 small ICs across the top have 14 pins each, and the
big socketed eprom has 28 pins.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 1417. Rtime8 Cart Programming

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: rezarf@aol.com
Message-ID: <19990817210601.21813.00000522@ng-fm1.aol.com>
Source record: 50630

Some time ago there was a program or two that used the z: handler for the ICD Rtime8 clock to reset it for the year 2000. Anyone have an idea where it/they can be found? Used to be on the ICD BBS, but that died some time ago. -rezarf!

## 1418. Re: Basic that came in an orange cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990817213919.09302.00000319@ng-ca1.aol.com>
Source record: 50631

OSS released several languages in late '83; both the Action & BASIC XL were orange. Their previous was BASIC A+, but I never actually saw one or a photo in the ads. -Ron

Above average intelligence has always run in my family. Ambition, however, has always walked with a limp....

# 1419. Re: Basic that came in an orange cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7pdbrn$ptk$1@news8.svr.pol.co.uk>
Source record: 50632

Hi,

>....Their previous was BASIC A+, but I never actually saw one or
>a photo in the ads.

AFAIR "BASIC A+" was only released on disc, not on cartridge.

I think it came packaged with "OS A+" (which later became "DOS XL"), BICBW.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

## 1420. Re: Assemblers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <9Lru3.6$ko4.194@news1.online.no>
Source record: 50633

> If only Atari Macro Assembler had the bugs removed
Please list them, as I have had no problems at all with this

> was not so hard to get to work with anything except DOS2
Works fine on MyDos, TopDos, BiboDos (I believe I've tried this) and can
only think of Spartados that I couldn't get it to work with

> had been put on a cartridge with a text editor (say, TextPro with macros
geared to AMAC to simplify coding) ...
I use Textpro for programming AMAC. MEDIT is really bad ... agreed

> THEN I think it would have blown MAC-65 away.
Except for speed ...

> But AMAC is disk based. Did not come with a decent editor (TextPro, if you
> design your own text editing macros is great) (well, the editor that did
> come with it was old and clunky) and was too buggy (not to say MAC-65 is
> bug free)

# 1421. RE: Assemblers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: Roman <mrroman@friko2.onet.pl>
Message-ID: <7pdo4j$pdk$1@news.onet.pl>
Source record: 50634

Hi!!!

I don't know, may be you didn't know about polish Quick Assembler by
JBW. It had editor compatible with WordStar(good editor for PC), fast
assembling and if you use some tricks, you will can go in and out from basic
without erasing program in editor. And he has got simply debuger ,and
external big debuger.
This assembler should be on site of Taquart group.
ftp://matrix.ibb.waw.pl/pub/a8/
(search for qa).

Roman

U�ytkownik Vidar "Hawk" Olavesen <olavese@online.no> w wiadomo�ci do grup
dyskusyjnych napisa�:3Oku3.780$TV4.9572@news1.online.no...
> I used MAC/65 at first, but actually went the other way of what most
people
> did. I like Atari Macro Assembler. MAC/65 is extremely fast though, but
> using RAMDISK (I use a 1Mb MIO) I think AMAC does it nicely!
>
>
> Richard Heldmann <heldmann@ix.netcom.com> wrote in message
> news:7pcdu1$k07@dfw-ixnews19.ix.netcom.com...
> > Any comments or suggestions on which assembler to use on the Atari 8
bit?
> > Is MAC/65 the cat's meow? Or is there something better? Comments
please!
> >
> > Thanks,
> > -Rick
> >
> >
>
>

## 1422. Archives of SAP music?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: ivan@rcp.co.uk
Message-ID: <37ba6300.174551051@news.rcp.co.uk>
Source record: 50635

Does anyone know if there are any archives of sap music other
than what on this site?

http://www.s-direktnet.de/homepages/k_nadj/main.html#software

Thanks
Ivan

# 1423. Re: Assemblers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <7pdoa5$cm3$1@kohl.informatik.uni-bremen.de>
Source record: 50636

Richard Heldmann <heldmann@ix.netcom.com> wrote:
>Any comments or suggestions on which assembler to use on the Atari 8 bit?
>Is MAC/65 the cat's meow? Or is there something better? Comments please!

I first bought ATMAS-II (a German product, which I still have, with manual
and all), which is like Action! but for Assembler (fullscreen editor
with FAST compile times). Then I bought MAC/65 and it's also very good,
but I like those fullscreen editors. The editing with line numbers in
MAC/65 is a hassle.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 1424. Re: Archives of SAP music?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-18 00:00:00 UTC
From: "A.'SoTe'B." <nauplay@free.polbox.pl>
Message-ID: <37BA68B1.C36A1E0E@free.polbox.pl>
Source record: 50637

Ivan Mackintosh wrote:
>
> Does anyone know if there are any archives of sap music other
> than what on this site?

Ask Zdenek Eisenhammer mailto:pg@pinknet.cz, He is an ASMA maintainer.
(ASMA - Atari SAP Music Archive ). Current ASMA release, should contain
over 250 tunes.

My official SAP homepage, will be opened probably tomorrow.

# 1425. Re: Newbie Help

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-19 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rrmfao5vboh48@corp.supernews.com>
Source record: 50560

Darren <fizza@texas.net> wrote in message news:37BB14D2.FCBCC83@texas.net...
>
>
> Richard Cortese wrote:
> >
> > Darren <fizza@texas.net> wrote in message
> > news:37B8DB57.1DA1D367@texas.net...
> > > Hi,
> > >
>
> > > 1, What would be the best model of 8 bit Atari to purchase?
>
> > 130 XE was the last of the line and comes stock with 128k of RAM. Very
nice
> > video, built in basic. Down side is everything is soldered vs socketed
and
> > controversial keyboard: Nicely shaped keys that feel great to put your
> > fingers on, but mush feel to use if you don't modify it with a keyboard
kit.
> > If you plan on actually using the computer for things like seeing what
word
> > processing was like on an Atari or programming it a bit, this is the one
to
> > go with.
>
> I'm looking for the one that will play the most Atari games, did many
> games come out for the 130XE only?
No, the two classes of games that came out were early that used illegal calls to the OS and only work on an 800/400 or modified 130XE. You couldn't run them on an 800XL either. Most, but not all software was backwards compatible so.

Some of the titles I can think of off hand are things like GORF from Roklan. 130XE runs a lot of software, you will probably not notice that many titles that don't work.

One of the reasons why forward compatibility had such a bad reputation was a hack program was going around that allowed you to copy carts by sticking a pencil in the power supply interlock of an Atari 800. 100s of titles were pirated this way, the hack program itself used illegal calls so none of the copies would run on a later model Atari.

I went through the code, rewrote it, and also uploaded a program to patch existing files like this to the newsgroup. Don't have it anymore, but no big thing. The incompatibility thing was only a problem for pirates that didn't

know how to code.
>
> > > 2, What would be the best disk/tape drive to go with it? Or would be
> > > compatible.
>
> > The tapes just don't work that well.
>
> I'll only get something like that if it's thrown if for nothing then...
Right, at one time a local wherehouse was selling Atari 1010 new in box for
$5 each. I think they eventually lowered the price to 2 for $5 and still
couldn't sell them.
>
> >
> > The best drive is the same problem as the choice of computers. An Atari
1050
> > would be a good bet, but they have a lot of problems.
>
> Is there a different drive which would be more reliable? How unreliable
> are the 1050's?
Subjective, I loved my Indus GT. Thing was solid as a rock, but was
eventually stolen. I still miss it after all these years. I don't think I
will ever find a drive I like as much as I liked that Indus.

810s are FM 128 byte per sector and the first drive Atari came out with.
Very solidly built, but single density only if not modified. I think I have
2 of these and they are just ok.

1050s are the MFM 128 byte per sector successor to the 810. But they still
limited the onboard memory such that you can't have more then 128 byte
sectors which limits the storage capacity. But there were tons of these
made! They show up everywhere. Problems with overheating, chip failure, you
name it, but still a good drive if you get a good one. Failure rate is IMO
higher then Indus or 810, but still very usable. Probably still have 6-7 of
these laying around, lifetime supply.

The 1050s were also probably the most modified of all the Atari drives. The
ICD US Doubler allows it to do 256 byte sectors and high speed i/o. Very
nice if you can find a working one of these. I only have one, but if it ever
blows I will just transfer parts into one of my other 1050s.

IMO: Don't buy an XF551. This was the last drive Atari came out with and the
PC board is an absolute piece of crap. They could have switched the PC board
with a saltine cracker and gotten an improvement in durability.
>
> > But by all means, get a SIO2PC cable. Nick Kennedy and Steve Tucker have
> > both written software that essentially turns an IBM box into a disk
drive. I
> > only use my real drives for booting copy protected software now, the
SIO2PC
> > solution is that good.
>

> I take it that Atari disks were 5 1/4 in size, I assume then that I
> would have to install a 5 1/4 in disk drive onto my PC? Or would it mean
> that the PC is emulating a disk drive and is just sending the data down
> the cable as if it were a disk drive, but using file based disk images?
> Is this like the APE thing? Which is better?
The Atari has a serial chip built into it via the POKEY LSI chip. It is just
standard ttl level 19,200 baud serial.

Most Atari periferals like disk drives are smart, they all have their own
microprocessors and serial links. Think of it as similar to a scuzzy type
system that is serial vs parallel with device IDs and what not.

The SIO2PC cables just invert the signals to they are RS232 compatible.

What the APE and SIO2PC programs do is fake being a disk drive or printer or
modem. That is, the Atari essentially sends a signal, "Hey disk drive, give
me the data from sector number 8" and the IBM listening/faking as a disk
drive sends the sector via the serial port.

Choice of which you use is really up to you and your hardware. For instance,
if you have something like an old XT with a 20 meg drive, you may opt for
SIO2PC since it is very small.

But if you want to connect the Atari to PIII with laser printer and 10 gig
drive, you may want to go with APE. More features, better directory
navigation, that kind of stuff.
> Will the cable work with the Amiga? I take it just uses a standard
> serial port, 9 or 23 pin? Is the software available to do this on the
> Amiga (It's not a big deal if it isn't but it would be nice to know)
I know there was a linix port. I know there was an ST port. People have
talked about other systems, but I don't know if anything ever got done.

>
> > > 6, Which games will work on this Atari XXX? Will 2600/7600 carts be
> > > compatible? Or is it like the Vic20 & CBM64 weren't compatible?
>
> Which carts can I use on Atari 800XL/130XE?
They will be slightly smaller then the 2600 carts. The edge connector is 30
pins with .1 spacing, so figure ~1.5 inch wide PC board if you look at it.
Usually they will be labled "For the Atari Computer..." vs VCS. Sometimes
they will include 800/400 or XE Game system or other descriptive text.
Almost exactly the same size and outline as C64 carts.
> > To see what you want, 800 XL with working power supply, video cable to
plug
> > the thing into either a monitor or video inputs of your TV-Don't use the
RF
> > modulator, and a SIO2PC cable.
>
> Is it worth bothering with a monitor? I take it the RF modulator is
> crap?
Worse then that. The video output is fine for plugging into a VCR to get it
to a TV, but the RF modulator is just too bad for words. The worst TV that

has video inputs will give you a better picture then the most expensive one you can buy using the RF modulator. You just need a DIN cable to avoid the whole RF mess <RCA jack never gets used in mine>.

If you happen to come across an old color composite monitor, they are a favorite amongst 8bitters: 1702, 1802, 1084, Magnavox Color 40/80, all great monitors to use.

My info is it was one of the things Steve Jobs worked on while he was at Atari, figures.

# 1426. Re: Hard drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-19 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990818210438.08472.00000739@ng-fw1.aol.com>
Source record: 50561

> are they IDE, SCSI, or something else ?
>What are the usual capacities, and wich OS are you using ?

with the MIO (Multi Input/Output) by ICD, you needed an 8-bit SCSI controller card to access the HD; MyDos & SpartaDos could handle 16 MB in one chunk; HD's larger than 16 MB required dividing into 16 MB or smaller partitions although one was usually reserved for a floppy; the MIO could handle up to 8 partitions; MIO could interface with the stock or compatible XL OS thru the (PBI) Parallel Bus Interface on back of XL case (XE required an adapter); had to use a high capacity DOS; most of the HD's were 5-10-20-40 MB; they did work very fine. Above average intelligence has always run in my family. Ambition, however, has always walked with a limp....

## 1427. Re: Hard drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-19 00:00:00 UTC
From: rezarf@aol.com
Message-ID: <19990818221208.23424.00000997@ng-ff1.aol.com>
Source record: 50562

I'm running a Seagate 20meg MFM drive, through a xebec 1450 SCSI controller card, from a 256K MIO. Never had a bit of trouble except when the MIO died.

This is a pretty standard setup with the MIO. The docs are in the MIO manual for the setup. I've swapped a number of computers on the system, but it can run off a standard 800XL (currently running off a 256K 800XL). The MIO needs the parallel bus on the XL or XE series. -rezarf!

# 1428. RARE Atari Atarilab Starter Set for Auction

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-19 00:00:00 UTC
From: purplepower@my-deja.com
Message-ID: <7pgae1$au9$1@nnrp1.deja.com>
Source record: 50563

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=149347769

1983 RARE AtariLab Atari Learning Starter Set
with temperature probe, Rare 8 bit cart, and Interface!

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 1429. Re: Assemblers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-19 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-cqJBd3ifBS8o@di08-ks.cth.com.au>
Source record: 50564

On Tue, 17 Aug 1999 19:40:50, "Richard Heldmann"
<heldmann@ix.netcom.com> wrote:

> Any comments or suggestions on which assembler to use on the Atari 8 bit?
> Is MAC/65 the cat's meow? Or is there something better? Comments please!
>

I have one called Edit6502. If you list a file to screen, it went so
fast you couldn't keep up. It came on a cartridge and needed 800 roms
to use it. There was also an external dissassembler for it as well.
But I use Mac/65.

James B

# 1430. Re: Hard drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-19 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-EoxhD9TOwV4i@di08-ks.cth.com.au>
Source record: 50565

On Wed, 18 Aug 1999 10:19:49, "Mickael Pointier"
<mike@defence-force.org> wrote:

> Hello.
>
> How many people are using harddrive on Atari 8 bits s�ries ?
>
> These HD, are they IDE, SCSI, or something else ?
> What are the usual capacities, and wich OS are you using ?
> Does it works fine ?
>

I have 2 hard drives. One has an Adaptec 4000a controller and the
other has an adaptec 4070 controller. the 4070 has 2 20 meg MFM
drives. With RLL encodeing of the 4070, each drive is capiable of
30meg. a total of 60meg
The second with the 4000a has a 20 and 40 meg drives. Again a total of
60meg.

both can be connected to either my BB or MIO.

James B

# 1431. Re: Archives of SAP music?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-19 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990819063420.06869.00001210@ng-cm1.aol.com>
Source record: 50566

I have a more basic question-
What exactly is SAP music?
If sampled, is it compressed
(like MP3)?
Thanks,
Larry White

# 1432. Re: Archives of SAP music?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-19 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37c1e8c0.3521232@news.freeserve.net>
Source record: 50567

The other Day lwhite6497@aol.com (LWhite6497) wrote:

>I have a more basic question-
>What exactly is SAP music?
>If sampled, is it compressed
>(like MP3)?
>Thanks,
>Larry White

SAP music is the real music code direct from the game or demo being
played thru a custom player that emulates the real Atari's chips.

Exactly the same principal as SID music on the C64..

From what I looked at its just the music code with a header on it..

Ripping tutorials anywhere??

--
Paul Irvine

"There's no way that's slow down you soft bleedin' jessie"

.....Shigeru Miyamoto (PAL conversion)

# 1433. Re: RARE Atari Atarilab Starter Set for Auction

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-19 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <37BC1AD6.67CF0339@worldnet.att.net>
Source record: 50568

To be honest, they are really all that rare, in fact you can get brand
new ones from B&C, Best and Video 61 for $19.95

purplepower@my-deja.com wrote:

> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=149347769
>
> 1983 RARE AtariLab Atari Learning Starter Set
> with temperature probe, Rare 8 bit cart, and Interface!
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

## 1434. How do I hook up Atari 800 to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-19 00:00:00 UTC
From: enovak7924@aol.com
Message-ID: <19990819114859.00351.00001272@ng-ck1.aol.com>
Source record: 50569

I've heard a lot about this, how is this done?

Thanks.

.
.
"A friend in need is a pest."

"You don't have to yell at me! I'm not blind!"

"Remember that old saying, 'What the hell, use the bell!'"

"You know they say money can't buy happiness. Give me 50 bucks and
watch me smile."

# 1435. Re: Paddles pinout (Was: Graphic tablet.)

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-19 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <37c5a25a.8436732@trumpet.uni-mannheim.de>
Source record: 50570

Well, now that my news server is back from its sleep, I can post
this:

May I refer you to my articles "ATARI COntroller Notes" and
"Joystick Miscellany"? I don't have them on my site
( http://www.geocities.com/Hollywood/2645/atari.html ) but I
have there a link to Craig Lisowski's British Underground site
where they are archived.
Oh, I mut update that link. Craig Lisowski's pages changed server,
now the URL is:

http://aegis.mcs.kent.edu/~clisowsk/8bit.html

On Mon, 16 Aug 1999 18:34:23 +0200, in comp.sys.atari.8bit you wrote:

>:> I've a old 800XL graphic tablet, and I wonder if anyone knows how it
>:works.
>:> On the 800, it was connected thru a joystick connector, so I'd like to
>use
>:> it with my other computers.
>:>
>:> Someone knows how to exploit this peripheral with an Atari ST, or Amstrad
>:> CPC ?
>:> (Left and right buttons seems directly connected to one of the pins).
>:>
>:> Mike
>:Right, Paddle trig inputs IIRC but not sure anymore, and the other outputs
>:for x,y is for variable resistance/cap-resistance-time for use with the
>:paddle ports. You could probably modify it for use on either an Apple or
>IBM
>:style joystick since they use a similar input to the Atari Paddles, but
>only
>:if they allow some type of scaling adjustment or you are willing to do some
>:soldering.
>:
>:You also need to supply the tablet with +5V to get it to run.
>
>
>Ok thanks for the -prompt- reply.
>Since finding exact informations about the tablet itself are perhaps hard, I
>will try another way:
>Who can give me the pinout of the Atari joystick sockets ?
>I'd like to know the meaning of all pins, as well as signal type (analog,
>digital), value of input or output, etc...
>This way, I will certainly manage to make an interface card that allows me

>to use the tablet with another machine (and my paddles too !).
>
> Mike
>

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 1436. Re: Archive needed for Freenet Data

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-19 00:00:00 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <7phatu$qmo$1@pale-rider.INS.CWRU.Edu>
Source record: 50571

We are working on a full archive, don't worry.
--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

# 1437. Running ATR files on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-19 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7ph9bq$2ph5@enews2.newsguy.com>
Source record: 50572

On 13 Aug 1999 21:00:15 , Paul Irvine wrote:

>>The emulated version is good, but since I own on Atari 800 now, i was hoping to
>>track down the original game disk. or at least a copy so I can play it on my
>>Atari.
>>But thanks for thr info.
>
>If you had a nice cable that you can make yourself and a bit of software
>called APE by Steven Tucker then you could transform that image back
>into the real thing (the same cable and software was used to make this
>image from the Atari disk)

Or do what I've been doing:

Get the Atari 8-bit program called DISKFORMER (filename: DISKFORM.ARC) - which will convert ATR and XFD files back into bootable Atari 8-bit disks. It was programmed by Kenneth Siders, and is available on his web page:

http://home.columbus.rr.com/ksiders/atari.htm

In order to get the ATRs to the 8-bit, I download them from the Internet with my Falcon, then null-modem them to my 800XL using Freeze Dried Term & BobTerm. After saving the ATR file on an 8-bit disk, I run DISKFORM and do the conversion. It works great!

-Paul

--

\ NURVIS Music / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

# 1438. Re: ATR megafiles

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-19 00:00:00 UTC
From: Lighthope <lighthope@jps.net>
Message-ID: <37BC4A82.4406104E@jps.net>
Source record: 50573

Paul,

Greetings. Many, many thanks for your help. I can not tell you how greatly I
appreciate it.

> > Does anyone know how you get those Yogi ATR megafiles to work? I saw one site
> >which said to put a small (2K) menu.atr in drive 1 and the megafile into drive
> >2, but that didn't work. (Or I'm just stupid and can't figure it out.)
> >
>
> I'm presuming that you are using Atari800win?

Yup.

> Right, hit Ctrl F1 and browse to the menu.atr, choose it and hit OK then
> hit Ctrl F2 and browse to the mega image and choose it and hit OK..
>
> Then Hit F5 and all should work..

Nope.

It keeps printing out "<heart>/JEK:"

Possibly corrutped menu.atr file?

Best,

Lighthope

--
Pearls of Wisdom:
A family reunion is an effective form of birth control.

--=== T H E D O C T O R W H O A U D I O D R A M A S ===--
http://www.jps.net/lighthope
Last Updated: Thursday, August 19, 1999

Notice: Unsolicited ("junk", "spam") e-mail advertisements are
not allowed at this address. Penalty $500.00 charge
per incident

## 1439. 130XE with Y/C output?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-19 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <7phikb$iqj$1@kohl.informatik.uni-bremen.de>
Source record: 50574

Is it right that I could connect a Euro-130XE to a TV with Y/C (S-Video)
input?

The manual says that pin 1 of the monitor output has a Composite Luminance
and pin 5 Composite Chroma+Burst...

So a cable that connects these to the appropriate pins of a Y/C plug should
work, or not?

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 1440. Re: Hard drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-19 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990819144126.08952.00001375@ng-bg1.aol.com>
Source record: 50575

> xebec 1450 SCSI controller
>card

Does anyone have a source for this hardware?
Thanx-

Above average intelligence has always run in my family. Ambition, however, has always walked with a limp....

## 1441. Re: SX212 modem ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-19 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990819150531.08949.00001325@ng-bg1.aol.com>
Source record: 50576

I still think the driver is around somewhere, but til then...

http://www.best-electronics-ca.com/modems.htm

it is on their page under 8-bit > modems for $15 and it includes one Terminal program of choice (SX Express); don't know if they have Bobterm...
Above average intelligence has always run in my family. Ambition, however, has always walked with a limp....

# 1442. Re: Hard drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-19 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yiu6b616g.fsf@co.umist.ac.uk>
Source record: 50577

"Vidar \"Hawk\" Olavesen" <olavese@online.no> writes:

> Acceptable speed I think. I have trouble finding a DOS I like however. I
> used to use Top Dos on the RAMDISK on the MIO, but it won't support HD's
> -( I don't like MyDOS cause it's causing some small problems with Textpro
> (when you get the menu, the directory is not possible to move the cursor in)
> and AMAC isn't too fond of Spartados.

Strange, what versions of Textpro and MyDOS do you use? I've been
doing almost the same thing minus the MIO/HD, without any major
problems. I've been using Textpro 5.x and MyDOS 4.50 mostly, along
with AMAC and a built in Ramdisk. Maybe it's a problem with Textpro's
lo mem limit running in to MyDOS's hi mem limit?

The only problem I've had with that setup that I've not been able to
track down fully is that if the last thing I do in Textpro is a save,
then exit to MyDOS and run AMAC, AMAC refuses to assemble the file on
the first try, it gives an error about not being able to open or read
the file. Try the same thing again straight afterwards and it works
fine. I'm guessing that it's a problem with AMAC not initialising
something properly though, as the same thing seems to happen in DOS 2.0.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

# 1443. Re: ATR megafiles

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-19 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yhflv60h6.fsf@co.umist.ac.uk>
Source record: 50578

MaPa <marek.pavlik@vslib.cz> writes:

> Lighthope wrote:
> > Does anyone know how you get those Yogi ATR megafiles to work? I saw one site
> > which said to put a small (2K) menu.atr in drive 1 and the megafile into drive
> > 2, but that didn't work. (Or I'm just stupid and can't figure it out.)
> Oneline of "BOOT ERROR" on bottom of screen? If so, you probably wrong downloaded the
> menu.atr. It happened to me too. The browser download it in some way but not as binary
> file.

That's one thing you need to be careful with if you're using a web
browser with MS-DOS/Windows. On some sites the MIME types are not set
to recognise .ATR, .XFD, etc. files as binary, and at the same time
their default setting for unknown file types is text.

It's not a problem under Unix, but MS-DOS/Windows will add extra
characters to files when downloading in text mode ('cos MSDOS/Win
likes text lines to end in CR/LF). If when you click on the link it
tries to display the file as text in the brower window then you're in
trouble, even if you try to download it using SHIFT-click or Save As,
it will still be downloaded in text mode. Best bet is to either get
the file via ftp if possible, or to use a different OS.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

# 1444. Re: Hard drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-19 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <PhZu3.521$vR3.4225@news1.online.no>
Source record: 50579

> Strange, what versions of Textpro and MyDOS do you use? I've been
> doing almost the same thing minus the MIO/HD, without any major
> problems. I've been using Textpro 5.x and MyDOS 4.50 mostly, along
> with AMAC and a built in Ramdisk. Maybe it's a problem with Textpro's
> lo mem limit running in to MyDOS's hi mem limit?
>
> The only problem I've had with that setup that I've not been able to
> track down fully is that if the last thing I do in Textpro is a save,
> then exit to MyDOS and run AMAC, AMAC refuses to assemble the file on
> the first try, it gives an error about not being able to open or read
> the file. Try the same thing again straight afterwards and it works
> fine. I'm guessing that it's a problem with AMAC not initialising
> something properly though, as the same thing seems to happen in DOS 2.0.

I use TP 4+ or something. Been a long time since I touched it too! And MyDos 4.51 (or was it 4.53/ something ???)

Anyway, you might be right. It happens only when you press Control+M then the directory is a bit scrambled and you can't move the cursor. I can press Control+L and type the filename and it loads nicely, but I like the menu!

I think actually the other problem can be Mydos, it might not close all files, even though AMAC should be able to do this! This I haven't noticed using DOS 2.5, never tried on DOS 2.0

Thanks though. I'll check again later!

## 1445. SX212 handler

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-19 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990819161748.08941.00001308@ng-bg1.aol.com>
Source record: 50580

B&C Computervision has the handler & Xpress terminal pgm listed in their PD area for $3.99

http://www.myatari.com/bc800pd.txt
Above average intelligence has always run in my family. Ambition, however, has always walked with a limp....

## 1446. Re: How do I hook up Atari 800 to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-19 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990819173528.08946.00001320@ng-bg1.aol.com>
Source record: 50581

It requires a connecting cable and software to drive it. Several folks sell both or provide instructions to build it. Check the sites below for more.

http://www.cswnet.com/~nkennedy/siofaq.htm#D

http://www.nacs.net/~classics/

Above average intelligence has always run in my family. Ambition, however, has always walked with a limp....

# 1447. Re: Assemblers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-19 00:00:00 UTC
From: Nick Kennedy <nkennedy@cswnet.com>
Message-ID: <7pi2tb$2eqm$1@news.csw.net>
Source record: 50582

I really like the Atari Macro Assembler (AMAC). I wrote some stuff about
how to get around a few of it's shortcomings on my web page.
www.cswnet.com/~nkennedy/

Nick Kennedy
(The SIO2PC guy)

Richard Heldmann wrote in message <7pcdu1$k07@dfw-ixnews19.ix.netcom.com>...
>Any comments or suggestions on which assembler to use on the Atari 8 bit?
>Is MAC/65 the cat's meow? Or is there something better? Comments please!
>
>Thanks,
>-Rick
>
>

# 1448. More Atari stock. Lowered prices. FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-19 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7pi5ki$lte$1@user2.teleport.com>
Source record: 50583
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

For Atari Sales and Service from someone with nearly 20 years of Atari experience go to my Web site below or E-Mail me at atari@benjamin.net where you can find for the Atari 8 Bit coveted Happy Drives and other Disk Drives modified for increased performance and speed. As well as a library of Reference Materials from COMPUTE! Books. You can find NEW Atari ST software Marked down in Price, Disk Drives made by Indus for the Atari ST and Reference Books Published by ABACUS and I've added and will be adding more Hardware, Software, Books & Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. And remember if you dont come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

Click for WebSite!

***FREE*** Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, September 14th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

# 1449. Re: RARE Atari Atarilab Starter Set for Auction

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-19 00:00:00 UTC
From: GAREEE© <gareee@earthlink.net>
Message-ID: <7pidbr$2un$1@ash.prod.itd.earthlink.net>
Source record: 50584

How come cool stuiff like this isn't available for the PC? I'd think 90's kids would LOVE stuff along those lines!

--
Gary Tabar Jr, @ Da Mouzzz...
EMAIL: GAREEENOSPAM@earthlink.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info ):
http://www.fortunecity.com/tattooine/ellison/86/index.html

## 1450. Question about operation of Happy Warp Drive 1050 Version 7.0/7.1

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-20 00:00:00 UTC
From: ATARI NUT <ask@you.shall.receive>
Message-ID: <U7dv3.79$36.12775@typhoon-sf.snfc21.pbi.net>
Source record: 50488

i've recently acquired a happy enhanced 1050 without instructions, and was wondering if someone could explain the purpose of the two switches and the led to me. one switch is a two position, the other a three.

i've looked high and low for a site with a manual, but no dice. too bad about that whole FTe thing.

also, i've been told there is a version 7.1 of the software. if you have it, and are willing to send me an .atr, please contact me.

i can be reached at atariatari@hotmail.com

## 1451. Question about RF-Shielding on an 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-20 00:00:00 UTC
From: ATARI NUT <ask@you.shall.receive>
Message-ID: <69dv3.83$36.12979@typhoon-sf.snfc21.pbi.net>
Source record: 50489

Does removing the shielding cause a significant amount of stray RF
radiation?

## 1452. Question about memory upgrade for an 800xl, 65xegs, and 130xe.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-20 00:00:00 UTC
From: ATARI NUT <ask@you.shall.receive>
Message-ID: <ybdv3.89$36.13166@typhoon-sf.snfc21.pbi.net>
Source record: 50490

Are any vendors currently selling them? Did anyone ever come out with a SIP, SIMM or DIMM (!) upgrade? What's the best source for DRAM's and other related components? Which compatibility mode is the best?

# 1453. Missouri, Illinios, and Oklahoma Atari users

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-20 00:00:00 UTC
From: you@your.host
Message-ID: <7fev3.638$EN3.82078@typhoon01.swbell.net>
Source record: 50491
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hey out there, currently seeing the countryside and here in St Louis. If you are an Atari user in this area, drop me an E-mail. I'd love to call/visit!

I'll be travelling 270 to 44 to 35 going through Missouri, Oklahoma and back to Texas... So if you're along that route.. again drop an E-mail. Would like to make good use of my time off and my rental car. :)

Finally, isn't there a user group in the Missouri/Illinios area? If so, where and when do you meet?

Write me at:

clu-da-bard@geocities.com

Take care,

Clu

--
Posted with Ink Spot (for the Newton) from DejaVu Software, Inc.
Usenet wherever you are - http://www.martnet.com/~dejavu/

# 1454. Re: Question about RF-Shielding on an 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-20 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rrqtg2eqboh33@corp.supernews.com>
Source record: 50492

```
Not if you use a monitor and have cable TV.
ATARI NUT <ask@you.shall.receive> wrote in message
news:69dv3.83$36.12979@typhoon-sf.snfc21.pbi.net...
> Does removing the shielding cause a significant amount of stray RF
> radiation?
>
>
```

# 1455. Re: Serious Atari ST (and 8bit) collectors read this

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-20 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <eifv3.262446$k3.501811@news0.telusplanet.net>
Source record: 50493
Cross-posted to:
alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.misc,rec.games.video.classic

Last Updated 08/20/99
- Sold items removed
- New Hardware added

Once again thanks for all the offers. It has been an interesting week, with plenty of email to answer, and plenty of calls to UPS to get things squared away. I (we) have gone through all the email and local offers and I have removed all the sold items. If you did not get an email response back from me in regards to an offer, please email me again (if the peice(s) you wanted is still on the list). Theare were also several people who emailed us offers (some of which were accepted) but did not return our emails.

We have had many people from overseas inquiring about some of the items, we have no problems shipping the items to you (remember you pay the shipping) but all the items are for 110 voltage, so you will have to use a power adapter for 220V.

If we are lucky, we may get some of the matching software for all the manuals this upcoming week, and we are hoping for another 1or 2 Atari Portfolios As I said before, I will continue to update this post as we go through the rest of the equipment or sell items off. Please see the original post for the story behind all this equipment. I have incorperated all the new equipment into my regular style of post and added in some of the items that I/we already had laying around. All the Atari equipment has been tested and appears to work fine, however the IBM development tools and hardware has not. We have no reason to believe that it won't function properly as the majority of all of the added equipment is in very good shape and boxed. If you have any questions please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post. Please note that I am in Western Canada, so shipping to the US will be slightly more expensive on larger items (however if you are in the US, you have the exchange rate on your side).

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Colecovision, Intellivision, Classic Computer or Handheld games) sent to you, please specify system.

**Hardware** Please make an offer
==========

Please note that at the time of this posting, there are multiples available
of many items
- Atari 600XL - with power supply, RF cable
- Atari 800XL - missing power supply
- Atari 800XL - with power supply, RF cable
- Atari 520 ST - with mouse but missing power supply
- Atari 520 ST(s) - Boxed with power supplies and mice - 1 of 5 units left
- Atari Mega4 ST(s) - Boxed with keyboards/mice and power supplies - 1 of 3
units
left - offer pending
- Atari PCT1426 13" Monochrome TT Monitor
- Viking 1280 x 960 20" Monochrome TT Moniter - Boxed
- Atari SF354 3.5" Floppy Drive - with drive cable, no power supply
- Atari SLM804 Laser Printer - boxed with power supplies and Laser Printer
Controller
- Atari Megafile 44 with built-in Tape Backup - with power supply and cable
- Atari Megafile 60(s) - with power supplies and cables 1 of 3 units left
- Atari Portfolio PC Card Drive - Complete with box, manual & software. Like
New
- Atari 5 Volt Power Supplies. Model C061982. 7 Pins.
- Magic Sac 1 Mac Emulator Cartridges (with manuals, NO ROMS)
- Custom made Atari RGB/Audio cable. Connects an Atari ST to either a SONY
XBR or XBR II RGB Monitor

*Controllers* Please make an offer
==========
- Paddles (multiple sets) - for Atari & Commodore units
- 2x Suncom Tac Joysticks - for Atari & Commodore units
- 2x Wico Joystick (Black handle with grey base) - for Atari & Commodore
units
- 1x Spectravideo Joystick with suction cup base - for Atari & Commodore
units

**ST Software** Please make an offer
==========
- UltraScript for MEGA ST- by Atari (with manual & software)
- Ultra Script Type Collection - Packages 1-7 (Complete with box, manuals, &
software)
- Macro Mouse - The mouse recorder (Complete with packaging, manuals, &
software)
- Calamus Desktop Publishing (Complete with box, manuals, & software)
- Spectre GCR Mac Emulator with ver. 3.0 update manual (Box, manuals,
software - NO ROMS or cartridge)
- AtariWorks - by Atari (with manual and software (unopened))
- MidiMaze - by Hybrid Arts (Complete with packaging, manuals, & software)
- Flash Telecommunications package (Complete with packaging, manuals, &
software)
- Flash II Telecommunications package (with manual and software)
- Dungeon Master - by FTL (Complete with box, manuals, & software)

**IBM PC Development Packages/Software/Hardware** Please make an offer
==========
- Borland C++ - by Borland (software only 7 Disks)
- Turbo C - by Borland (software only 6 Disks)
- Turbo Debugger - by Borland (software only, 2 Original Disks + 2 Accessory Disks)
- Turbo Assemble - by Borland (software only, 1 Original Disk + 1 Accessory Disk)
- Gem Applications - by Digital Research. Contains GEM/3 Desktop Installation Guide & software, Fontware Installation Guide & software, GEM Artline manual & software, Digital Research Customer Support Guide, Gem/4 software.
- ShowTune Midi Transcriber - by Thought Processors
- The Note Processor - by Thought Processors
- Voice I/O Card (model VRP-70C) - by Compunic Electronics (complete with card, manual, & software)
- PCD-GM Midi Interface Sound Card - by Midi Land (cards alone)
- Portman PC/P Midi Interface for the PC Parellel Port - by Midiman (complete with hardware, software and manuals)
- PCD401 CD Sound Board - by Midi Land (Hardware and manuals)

**Miscellaneous Software** Please make an offer
==========
- Equate - by Holosoft. Spreadsheet software for the Apple Newton (complete with box, manual, and software)

**8-Bit Books** Please make an offer
==========
- Consumer's Guide "The Users Guide to the Atari"
- Compute's "Third book of Atari"
- Compute's "The Atari Basic Source Book"

**ST Books** Please make an offer
==========
- Atari ST Volume One VDI
- Atari ST Volume Two AES
- Atari Volume Three TOS
- Atari ST GEM Programmers Reference
- Atari ST Tips & Tricks
- Atari ST Internals
- Programmers Guide to GEM
- MC68040 32-Bit Microprocessor Users Manual - by Motorola
- MC68000 8/16/32-Bit Microprocessor Users Manual (eighth edition) - by Motorola

**Manuals & Technical Guides (software status specified)** Please make an offer
==========
The majority of the ST/TT manuals are of the binder variety
- Atari 800XL Manual and connection guide - by Atari
- Atari 1050 Manual - by Atari
- Portfolio Technical Reference Guide (Third Edition June 1991) - by Atari

(with software)
- Micro C Shell - by Beckemeyer Devlopment Tools (without software)
- LDW Power Spreadsheet - by Logical Design Works (without software)
- Superbase Personal - by Precision Software (without software)
- dBMan - by Atari (without software)
- 1st Word Plus - by Electric Distribution (without software)
- HyperPaint - by Atari (without software)
- Easy Draw - by Migraph (without software)
- Regent Base/ Regent Base 2 - by Regent (without software)
- Publishing Partner Professional / PageStream -by Soft Logic (without software)
- Publishing Partner - by Soft Logic (without software)
- Touch-Up - by Migraph (without software)
- Microsoft Write - by Atari (without software)
- Codekeys The Macro Tool - by CodeHead Software (without software)
- Degas Elite - by Intregal Sollutions (without software)
- Brataccas - by Psygnosis (without software)

**Magazines and Specification sheets** Please make an offer
==========
- 1983 Atari 800XL Brochure
- 1986 Atari ST Computer Brochure
- Start - Premiere Issue Summer 1986
- Start - Spring 1988
- Start - November 1990
- Start - December 1990 (with disk)
- ST-Log - January 1987
- Antic - February 1986

**Atari Force Comics**
All are in Mint Condition
==========
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #9 - September 84
- Issue #11 - November 84
- Special Issue #1 - 1986

**Trades**
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar and Jaguar CD

- A CD64 Nintendo 64 Backup Unit
- A working Vectrex controller
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

# 1456. Re: Hard drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-20 00:00:00 UTC
From: Nobody <nobody@nobody.com>
Message-ID: <7pk9b1$joo$1@ffx2nh5.news.uu.net>
Source record: 50494

Do you have plans on how to build this interface, or if you make them and sell them?

Thanks.

Marshall Walker
rwoolley@pacbell.net wrote in message <37BCD0CA.A0021285@pacbell.net>...
I use a custom IDE drive interface under the stock 800XL OS. Works fine as a PBI device with any DOS except SpartaDOS (because I do not support the PERCOM config table...). You can use any size HD (1.2GB, 8.4GB,,,), but are limited to 16mb partitions or smaller since you only have 64K sectors of addressing space. The advantage to IDE drives is that they are cheap and easy to find brand new. They are also very fast and integrate very large cache buffers. They require no formatting at all, just plug and go. Of course, you got to build it yourself - a major bummer. Sure lights a fire under the old 8-bit, though!
Bob

Mickael Pointier wrote:

Hello.
How many people are using harddrive on Atari 8 bits s�ries ?

These HD, are they IDE, SCSI, or something else ?
What are the usual capacities, and wich OS are you using ?
Does it works fine ?

Mike

# 1457. Hardware Modifications Documents, Drives, Computers, etc..

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-20 00:00:00 UTC
From: Nobody <nobody@nobody.com>
Message-ID: <7pk9s2$k87$1@ffx2nh5.news.uu.net>
Source record: 50495

Hi all,

I have been looking for Hardware Modification Documents for the 8-bit stuff I have.. like the Write Protect Switch for the 1050, etc.. I have only found a few docs by Bob Wooley about the ClearPic, and a few others, but I would like to know if there is a archive of different modifications that can be done to the Atari 8-bit equipment.

Mostly looking for Memory Upgrades, Happy Enhancements (where I can find Happy ROMS or Clones), keyboard mods, OS mods, OS ROMS, etc..

Thanks.

Marshall Walker

Home: mwalker@mc.net
Work: Marshall.Walker@motorola.com

# 1458. Re: Question about RF-Shielding on an 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-20 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990820160834.05305.00001862@ng-fe1.aol.com>
Source record: 50496

> removing the shielding cause a significant amount of stray RF

considerable, but not usually critical if you use a monitor in lieu of a
television...
Above average intelligence has always run in my family. Ambition, however, has
always walked with a limp....

## 1459. SAP 1.0 release.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-20 00:00:00 UTC
From: "A.'SoTe'B." <nauplay@free.polbox.pl>
Message-ID: <37BDBCF0.B0481538@free.polbox.pl>
Source record: 50497

Official SAP has been opened:

http://www.try2emu.cavern.com.pl/sap/

I know that documentation is very poor, but it should enough for now.
I can't work now on documentation, bcoz my mouse doesn't work :))) (If You
are Windows98 users, You should try to work without a mouse, using only
keyboard, just like me now :))))) Its quite funny.....

From this site, You can also download full sources. I think that it should
be very easy to port it to another systems (SAP library, "renders" 8bit mono
unsigned samples at 44100 Hz).

# 1460. Re: Hardware Modifications Documents, Drives, Computers, etc..

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-20 00:00:00 UTC
From: Wes Newell <wnewell@ticnet.com>
Message-ID: <A4D483BFEBB0FC60.3E92B430C5F12E68.1117677FF890A03B@lp.airnews.net>
Source record: 50498

Nobody wrote:

> Hi all,
>
> I have been looking for Hardware Modification Documents for the 8-bit stuff
> I have.. like the Write Protect Switch for the 1050, etc.. I have only found
> a few docs by Bob Wooley about the ClearPic, and a few others, but I would
> like to know if there is a archive of different modifications that can be
> done to the Atari 8-bit equipment.
>
> Mostly looking for Memory Upgrades, Happy Enhancements (where I can find
> Happy ROMS or Clones), keyboard mods, OS mods, OS ROMS, etc..
>

There's some stuff at http://users.ticnet

## 1461. Atari items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-20 00:00:00 UTC
From: GENE EHRICH <GARAGESALE@prodigy.net>
Message-ID: <7pjf8s$2pgg$1@newssvr03-int.news.prodigy.com>
Source record: 50585
Cross-posted to: alt.atari.2600,alt.games.atari,comp.sys.atari.8bit,rec.games.video.atari

Atari items for sale on my web site listed below:

--
http://members.home.net/generic3
On-Line Computer & Video Game Garage Sale
generic3@home.com

# 1462. Re: Hard drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-20 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37ce44e2.8471241@news.freeserve.net>
Source record: 50586
Body handling: HTML body converted to readable text

The other Day rwoolley@pacbell.net wrote:

>

Bob, any chance of posting in normal text rather than exclusive HTML..

Hurts my eye's and all that ;)

--
Paul Irvine

"There's no way that's slow down you soft bleedin' jessie"

.....Shigeru Miyamoto (PAL conversion)

# 1463. Re: Help! my OSS Supercart is dead!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-20 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <7pjpec$r6k$1@nnrp1.deja.com>
Source record: 50587

In article <olg28mVLDrMR-pn2-u2dBfD1CEfYq@localhost>,
sup8pdct@mail.cth.com.au wrote:
> don't blame the eprom. The other 3 chips along with the cap and the
> resistor all play a part in how the cart works. If the resistor or the
> cap are playing up, the 74ls74 cannot be reset properly or at all. Any
> one of the 3 chips could be acting up...

Well, I'd just like to thank everyone who responded (several did by email, also). The solution to the problem turned out to be quite simple really. Since I had received a very kind offer to re-burn my eprom, I wanted to make sure that it was the culprit. I managed to determine that my Basic XL was a single chip supercart just like my Basic XE by shining a penlight into the bottom of the cart. Then I went ahead and split the Basic XL open. BTW, I'm an expert at getting these epoxy'd carts open now... the Basic XL bears no evidence of being tampered with (even the label is still intact!). Anyhow, after swapping the eproms in the carts both work perfectly. The problem was just in re-seating the darned socketed eprom. I think that after 15 years or so of heating and cooling, along with the corrosion from moisture, a few pins were just not connecting anymore.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 1464. Re: Wooley, need an opinion

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-21 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rrr05do0boh25@corp.supernews.com>
Source record: 50499

<rwoolley@pacbell.net> wrote in message
news:37BCC5EC.D0AE2B73@pacbell.net...
The problem with a 6845 is that it hogs the buss for both system access and video generation. The 6545, on the other hand, uses the first half of the clock cycle to do video generation and leaves the second half for system access. Which means that you can write to the 6545 anytime. The 6845 can only be updated during retrace or you screw up your video.

Welp, I thought this was the problem with 'snow' on a PC. That is, you could ignore the VBI, but the price you pay was snow.

Academic anyway. I was thinking in terms of design reduction, as is my habit. Something an otherwise normal human being could do.<heh>

I mean I really have a bad case. Final reduction => get a socketed IBM mono card, unplug the 6845, plug in a 6545. Then just bring out the CARTCTL line for the 6545 CS, 8 data lines, and 4 address lines. That would have mapped the 6545 into the $D500 page, and I would have accessed memory via the 6545. Would have just ignored everything else like direct writes to the video memory.

But sometimes you just get lucky. Turns out that old IBM mono card I was sure I had, apparently I don't!<grin>
Anyway, yeah, you could do it. The IBM uses two separate clocks to read and write, where the Atari uses one clock (02) and a R/W toggle. My books are buried way deep in the basement, but if you really wanna, I'm game.
We work on completely different levels though. I look at designs and immediately start thinking in terms of what I can delete, you look at a design and start thinking "Put in 1 meg of RAM and a small block chevy". I do what I do because that is all I can do. I wish I could do what you do...
I started looking at the IBM Color Adapter since I *KNOW* I have several of those around, but it seem like a less interesting of a hack. I think they need a color clock, refresh from the mother board,,, I was thinking 20 connections or less from the cartridge max to be interesting, and composite video out so it could be used by just about anyone.
dint somebody do this already?

Me thinks somebody claims to have done it, ~sorta. I never saw it, but I think the rumor was something like a Herc card. I know Chuck Stein was talking about it a decade ago on CIS. I just never paid attention. I kind of suspect if it was done, probably in Germany, they get a lot of esoteric stuff like that done.
I did buy a 62 pin w/w socket, jumped the gun I guess. In perplexed mode right now for my next move, maybe I will just go by Weird Stuff or Halted and see what they have in the bins

# 1465. Re: Missouri, Illinios, and Oklahoma Atari users

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-21 00:00:00 UTC
From: mharvey5@bellsouth.net
Message-ID: <37be0098.2227717@news.jax.bellsouth.net>
Source record: 50500
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Fri, 20 Aug 1999 15:12:03 GMT, you@your.host (Your Name) wrote:

>
> Hey out there, currently seeing the countryside and here in St Louis. If
>you are an Atari user in this area, drop me an E-mail. I'd love to
>call/visit!
>
> I'll be travelling 270 to 44 to 35 going through Missouri, Oklahoma and
>back to Texas... So if you're along that route.. again drop an E-mail. Would
>like to make good use of my time off and my rental car. :)
>
> Finally, isn't there a user group in the Missouri/Illinios area? If so,
>where and when do you meet?
>
> Write me at:
>
> clu-da-bard@geocities.com
>
> Take care,
>
> Clu

I don't know if there's still a user group.. But there is a ATari
Dealer still @ Systems for Tomarrow in Independance Mo
(Near Kansas City MO). I stop when I'm back home on leave.

Mike

# 1466. Re: Help! my OSS Supercart is dead!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-21 00:00:00 UTC
From: johnh@aanewberry.microserve.com
Message-ID: <MPG.1227e2d4a8bab1eb9896b3@news.epix.net>
Source record: 50501

In article <7pjpec$r6k$1@nnrp1.deja.com>, danver@halcyon.com says...
> In article <olg28mVLDrMR-pn2-u2dBfD1CEfYq@localhost>,
> sup8pdct@mail.cth.com.au wrote:
> > don't blame the eprom. The other 3 chips along with the cap and the
> > resistor all play a part in how the cart works. If the resistor or the
> > cap are playing up, the 74ls74 cannot be reset properly or at all. Any
> > one of the 3 chips could be acting up...
>
> Well, I'd just like to thank everyone who responded (several did by
> email, also). The solution to the problem turned out to be quite
> simple really. Since I had received a very kind offer to re-burn my
> eprom, I wanted to make sure that it was the culprit. I managed to
> determine that my Basic XL was a single chip supercart just like my
> Basic XE by shining a penlight into the bottom of the cart. Then I
> went ahead and split the Basic XL open. BTW, I'm an expert at getting
> these epoxy'd carts open now... the Basic XL bears no evidence of being
> tampered with (even the label is still intact!). Anyhow, after
> swapping the eproms in the carts both work perfectly. The problem was
> just in re-seating the darned socketed eprom. I think that after 15
> years or so of heating and cooling, along with the corrosion from
> moisture, a few pins were just not connecting anymore.

Thank you for the follow up. As you mentioned, the solution was simple
and very low-tech.

Sorry for the long quote, but wanted to leave the context.

Remove the aa in my address to reply via email.

# 1467. Re: Missouri, Illinios, and Oklahoma Atari users

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-21 00:00:00 UTC
From: doctor_clu@my-deja.com
Message-ID: <7pld7j$187$1@nnrp1.deja.com>
Source record: 50502
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

> 
> I don't know if there's still a user group.. But there is a ATari
> Dealer still @ Systems for Tomarrow in Independance Mo
> (Near Kansas City MO). I stop when I'm back home on leave.
> 
> Mike
> 

Hey, I found out about our good ole friend in Missouri, and I can
now appreciate the drive he makes to Texas on occation. Sadly, as much
as I'd love to visit him, Kansas city is a little far north of our
route at the moment (Sorry Kent.)
Well, I'll keep looking in here from time to time to see if there
are any Atarians to visit on our trek. Take care!

Doctor Clu
clu-da-bard@geocities.com

(PS: if you're on the I-44, I-35 route, drop me an E-mail with a
number).

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 1468. Re: Hardware Modifications Documents, Drives, Computers, etc..

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-21 00:00:00 UTC
From: Marshall Walker <mwalker@mc.net>
Message-ID: <7plvp2$aik$1@ffx2nh5.news.uu.net>
Source record: 50503

Hello,

That link is dead, or not completed.

Marshall

<SNIP stuff asking about Atari 8-bit mods>

Wes Newell wrote in message ...

>There's some stuff at http://users.ticnet
>

# 1469. SMTP mail for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-21 00:00:00 UTC
From: idavis@my-deja.com
Message-ID: <e0wv3.1514$36.188699@typhoon-sf.snfc21.pbi.net>
Source record: 50504

Well, it's happened. I have sent an email through a SMTP server from my atari emulator. With the help of Tom Hunt, I got it working with his modified emulator that provides tcp/ip. The same one that he is using to run his bbs on the internet. My code isn't ready to be released, I have been up till 4AM working on it, and will clean it up tomorrow. I wrote it in regular atari basic using the R: handler. That way I will be able to compile it and run it as a .com program. Hopefully everything will work the same with APE 98 so that you will be able to send email from a real atari through the internet. I guess my next project, which should be easily doable is a pop3 email program to get your email from the internet. Keep in mind, these aren't going to be fancy, just enough to get the job done. I sent Tom Hunt what should amount to the first email sent directly through a smtp server. Just thought I would get on here and let everyone know. Things are looking up for the atari scene. As soon as I get it cleaned up, I will post my code and the program. I should just post the code, then you can sit there for hours typing it in, just like old times... Just kidding, unless you really want to.

Just out of curiousity, has this been done on a commodore yet? Anyone know?

Time to get some sleep...
Isaac Davis
indavis@yahoo.com
idavis@my-deja.com

# 1470. Re: Hardware Modifications Documents, Drives, Computers, etc..

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-21 00:00:00 UTC
From: Wes Newell <wnewell@ticnet.com>
Message-ID: <0358B44B4B6E361D.E7B1525E000C9E55.7ECF825BD08C7547@lp.airnews.net>
Source record: 50505

Marshall Walker wrote:

> Hello,
>
> That link is dead, or not completed.
>
> Marshall
>
> <SNIP stuff asking about Atari 8-bit mods>
>
> Wes Newell wrote in message ...
>
> >There's some stuff at http://users.ticnet.com/newell
> >

They had a hard disk crash and was down for about a week. It's been back up a few days now.

## 1471. Atari calculator??

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-21 00:00:00 UTC
From: Gareth <dial.pipex.com_.nospam@garethd.com>
Message-ID: <7pmo42$j4t$1@lure.pipex.net>
Source record: 50506

This is perhaps slightly off-topic but there isn't a comp.sys.atari.4bit.

Anyway, in my local post office in the high-tech UK there used to be a pocket calculator (used by the post master to add things up) with an Atari logo on it. I wasn't aware that Atari actually made pocket calculators but they obviously did - either that or Ingersoll Electronics who were Atari distributors in the UK made their own calculators and placed an Atari logo on them.

Does anyone know what the situation was - did Atari make a small and abortive foray in to the pocket calculator market?

Gareth.

# 1472. Re: Atari calculator??

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-21 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <37beed34$0$29326@news.zetnet.co.uk>
Source record: 50507

On 21 Aug 1999 18:38:23 , "Gareth" wrote:
> Does anyone know what the situation was - did Atari make a small and
> abortive foray in to the pocket calculator market?

They certainly - I've got 3 of them! Can't remember ever seeing them advertised but in the last few years they were available as things you could buy from Atari magazines (you know, like a mouse mat, or coffee mug).

They look as though they're from the ST/XE era - they've got the same colouring and style.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

# 1473. Re: Looking for some games - germany

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-21 00:00:00 UTC
From: GENE EHRICH <generic3@home.com>
Message-ID: <CeCv3.2061$l41.3759@news.rdc1.pa.home.com>
Source record: 50508

Check the atari page on my web site, you may find what you want there

--
http://members.home.net/generic3
On-Line Computer & Video Game Garage Sale
generic3@home.com
Christian <jur92dqc@studserv.uni-leipzig.de> wrote in message
news:Pine.A41.3.96.990818154107.114866A-100000@studserv.uni-leipzig.de...
> Hi,
>
> i`m a german ATARI 130 XE user and i`m looking for some old games. i don`t
> know, if they are available, but the net is quite large and everything is
> possible. the games i`m looking for are the following:
>
> Pharao
> Montezumas Revenge
> Bruce Lee
> Hero
> Jungle Hunt
>
> who can help me to find these games? cartridge or diskette, both is ok.
> If anybody is able to tell me, there and how to get these games, please
> mail me.
>
> thanks, chris.
>
> ps: sorry, but my english isn`t very well!
>

# 1474. Re: Atari calculator??

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-21 00:00:00 UTC
From: Gareth <dial.pipex.com_.nospam@garethd.com>
Message-ID: <7pmv8t$r5b$1@lure.pipex.net>
Source record: 50509

Chris Simon <osian@zetnet.co.uk> wrote in message
news:37beed34$0$29326@news.zetnet.co.uk...
> On 21 Aug 1999 18:38:23 , "Gareth" wrote:
> > Does anyone know what the situation was - did Atari make a small and
> > abortive foray in to the pocket calculator market?
>
> They certainly - I've got 3 of them! Can't remember ever seeing them
> advertised but in the last few years they were available as things you
> could buy from Atari magazines (you know, like a mouse mat, or coffee
> mug).
>
> They look as though they're from the ST/XE era - they've got the same
> colouring and style.

Interesting. This one, as I remember it, was black though - it *may* even
have had a red LED display (it certainly looked as if it came from the LED
era).

Gareth.

## 1475. Ebay: Complete set of Antic magazines

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-21 00:00:00 UTC
From: Glen Oberhauser <gleno@home.com>
Message-ID: <mNDv3.14352$vu2.4357@news.rdc1.tx.home.com>
Source record: 50510

This is the ENTIRE set of Antic magazines in very good condition! I believe an auction is necessary for this item because it will receive a lot of interest. See the picture of the collection and place a bid at

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=150580785

--
Glen Oberhauser
gleno@home.com

# 1476. xf-551 manual

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-21 00:00:00 UTC
From: "Randal R. Gray" <at289@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990821171540.18634A-100000@halifax.chebucto.ns.ca>
Source record: 50511

I'm looking for the docs on the xf-551 disk drive.

Randy Gray
mountain biking guy.

Local Nova Scotia mountain biking info is available at:
http://www.chebucto.ns.ca/~at289/Profile.html

# 1477. Re: Atari calculator??

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-21 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <37bf098b$0$29334@news.zetnet.co.uk>
Source record: 50512

On 21 Aug 1999 20:40:27 , "Gareth" wrote:
> Interesting. This one, as I remember it, was black though - it *may* even
> have had a red LED display (it certainly looked as if it came from the LED
> era).

Groovy man, a 70s relic!

Well, I'm looking at one of mine now. It's in a black leather-like
wallet (or it could be d. brown I suppose, I'm colour-blind!) with a
silver Fuji and "Atari" in the bottom left hand corner. The
actual machine inside is LCD and it's grey, with a white Fuji below
the display, blue "Atari" and blue slanted markings, like ST function keys.

The keys are those squidgy rubbery things.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

# 1478. Re: SMTP mail for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-21 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <7pn4vf$51p$1@nnrp1.deja.com>
Source record: 50513

That's cool. A person can use the beta APE, PC-Gateway, or the
emulator to develop A8 code that will eventually use Kens tcp/ip stack
on a real A8.

In article <e0wv3.1514$36.188699@typhoon-sf.snfc21.pbi.net>,
idavis@my-deja.com wrote:
> Well, it's happened. I have sent an email through a SMTP server from
my
> atari emulator.
--
telnet://cth.tzo.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 1479. Re: Atari calculator??

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-21 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <37bf09d5$0$29334@news.zetnet.co.uk>
Source record: 50514

On 21 Aug 1999 20:18:19 , Chris Simon wrote:
> Well, I'm looking at one of mine now.

PS. I've got one more exactly the same, and another one somewhere
which is a different, bigger model. But it's the same styling.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

# 1480. Re: Atari T-shirts

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-21 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37BF297C.BD75C6B@sisna.com>
Source record: 50515

I don't think anything would apply here as I would take the unit like a computer 400, 800 ect up and or unit and take the picture, and produce what the individual wanted on the shir.

Copyrights are protected by law but at this point in time think they forgot to look at the Original Product???

Perhaps I am wrong, but still would be interesting to find out who and what is right?
bob

## 1481. Atari Carts - Cheap

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-21 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@home.com>
Message-ID: <8_Ev3.3976$Pv4.2053@news.rdc1.mi.home.com>
Source record: 50516

```
Atari BASIC $1
Atari Centipede $2
Atari E.T. Phone Home Cart. (unopened) $3
Atari Eastern Front (1941) Cart. $1
Atari Pac-Man $3
Atari Super Breakout Cart. $1

All carts. are in working condition.
Quantities are available.
Buyer pays all shipping/insurance.
```

# 1482. FA: software for little kids/tabletop tron/"suitcase/7800/more

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-21 00:00:00 UTC
From: pauldb <pauldbPLEASENOSPAM@cris.com>
Message-ID: <01beec25$34109680$56960418@cc550006-a>
Source record: 50517

147614890: Atari 7800 w/7 games & all the connections
Current bid: $51.00
Auction ends on: 08/22/99 17:40:35 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=147614890

147623587: Atari 400 800 computer Software 4 little kids
Current bid: $9.99
Auction ends on: 08/22/99 17:51:12 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=147623587

147633269: Atari 2600 "Suitcase" carrying case (Rare)
Current bid: $31.01
Auction ends on: 08/22/99 18:00:50 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=147633269

147645740: Mattel handheld Soccer game with battery covr
Bidding starts at: $9.99
Auction ends on: 08/22/99 18:13:35 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=147645740

147655718: Tomy Tomytronic handheld or tabletop Tron
Current bid: $9.99
Auction ends on: 08/22/99 18:24:41 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=147655718

147663100: Atari 2600 Submarine Comm.(sears exclusive)
Current bid: $11.00
Auction ends on: 08/22/99 18:32:23 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=147663100

147673252: Atari 2600 NMIB with 10 Boxed game
Current bid: $49.99
Auction ends on: 08/22/99 18:44:10 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=147673252

147687816: AMT '35 CHEVY MODIFIED - PARTS SEALED IN BOX
Current bid: $45.00
Auction ends on: 08/22/99 18:58:09 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=147687816

# 1483. Re: Assemblers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-21 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <7pndmh$g40@dfw-ixnews7.ix.netcom.com>
Source record: 50518

Anyone know where I can get AMAC?

-Rick Heldmann

Nick Kennedy <nkennedy@cswnet.com> wrote in message
news:7pi2tb$2eqm$1@news.csw.net...
> I really like the Atari Macro Assembler (AMAC). I wrote some stuff about
> how to get around a few of it's shortcomings on my web page.
> www.cswnet.com/~nkennedy/
>
> Nick Kennedy
> (The SIO2PC guy)
>
>
> Richard Heldmann wrote in message
<7pcdu1$k07@dfw-ixnews19.ix.netcom.com>...
> >Any comments or suggestions on which assembler to use on the Atari 8 bit?
> >Is MAC/65 the cat's meow? Or is there something better? Comments
please!
> >
> >Thanks,
> >-Rick
> >
> >
>
>

# 1484. Re: SMTP mail for the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-21 00:00:00 UTC
From: Velcro SPY <X_velcro_X@netunlimited.net>
Message-ID: <37BF4D63.73DF@netunlimited.net>
Source record: 50519

idavis@my-deja.com wrote:
> Well, it's happened. I have sent an email through a SMTP server from my
> atari emulator. With the help of Tom Hunt, I got it working with his

Well done!

> the internet. I guess my next project, which should be easily doable is a pop3
> email program to get your email from the internet. Keep in mind, these

Yes, it might help if you could receive an email back, haha! Right now you
have the perfect junk mail machine for sensitive spammers who hate getting
angry mail back.

> Just out of curiousity, has this been done on a commodore yet? Anyone know?

I certainly would think so. The Commies have a functional TCP/IP stack, and
IRC has been programmed for it I believe. There is even a DOOM for C64, those
guys are fanatics.

later!

VS

# 1485. Re: Hardware Modifications Documents, Drives, Computers, etc..

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-21 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <37bf5036@news.iglou.com>
Source record: 50520

On 1999-08-20 wnewell@ticnet.com said:
>There's some stuff at http://users.ticnet

What's the rest of the URL?
Net-Tamer V 1.08X - Test Drive

# 1486. Re: Atari calculator??

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-22 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <37bf5726.68423359@news.wxs.nl>
Source record: 50521

On Sat, 21 Aug 1999 18:38:23 +0100, "Gareth"
<dial.pipex.com_.nospam@garethd.com> wrote:

>This is perhaps slightly off-topic but there isn't a comp.sys.atari.4bit.
>
>Anyway, in my local post office in the high-tech UK there used to be a
>pocket calculator (used by the post master to add things up) with an Atari
>logo on it. I wasn't aware that Atari actually made pocket calculators but
>they obviously did - either that or Ingersoll Electronics who were Atari
>distributors in the UK made their own calculators and placed an Atari logo
>on them.
>
>Does anyone know what the situation was - did Atari make a small and
>abortive foray in to the pocket calculator market?
>
>Gareth.
As far as I know, Atari did not actually make these calculators
themselves. They were a licensed product. Like, you can get them
with your own name and logo if you want. Anyway, there were 11
different models, or maybe even more. I also have one that is
supposed to be a data-bank. You can enter telephone numbers and
names. Unfortunately, mine is bad, or the battery is weak or
whatever, but the phone numbers changed all by themselves. It looked
like the digits would fade digitally so to speak. This changed the
names and phone numbers. Oh well, it was just an collectors item
anyway, At the office, I have got a HUGE calculator. It has large
digits, and the color is similar to the 130 XE.
We also have once that is like a credit card. Or several. We do
have a number of models.

Keep those calculators humming.
Regards, Ernest.

# 1487. WTB: Covox voice master

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-22 00:00:00 UTC
From: Patrick Robbins <pat42@uswest.net>
Message-ID: <bILv3.4331$Eo6.304134@news.uswest.net>
Source record: 50522

Any for sale? Can the person who was going to sell me one contact me. I lost the address.

Thanks,

Patrick Robbins

# 1488. Re: Atari calculator??

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-22 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <37C0101F.284D41A7@worldnet.att.net>
Source record: 50523

Hi Gareth,

Yes Atari Corp sold approx. 16 types of Calculators. B&C Atari Sales has
many of the models still brand new in the box, goto www.myatari.com

Curt

Gareth wrote:

> This is perhaps slightly off-topic but there isn't a comp.sys.atari.4bit.
>
> Anyway, in my local post office in the high-tech UK there used to be a
> pocket calculator (used by the post master to add things up) with an Atari
> logo on it. I wasn't aware that Atari actually made pocket calculators but
> they obviously did - either that or Ingersoll Electronics who were Atari
> distributors in the UK made their own calculators and placed an Atari logo
> on them.
>
> Does anyone know what the situation was - did Atari make a small and
> abortive foray in to the pocket calculator market?
>
> Gareth.

# 1489. Re: Question about operation of Happy Warp Drive 1050 Version 7.0/7.1

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-22 00:00:00 UTC
From: zakal@tampabay.rr.com
Message-ID: <37c02501.37978123@news-server>
Source record: 50524

I had a Happy 1050 a long time ago and I didn't remember having a
switch that had anything to do with the happy. I did mount a 3
position switch that was 1)Write protect the disk 2)Normal 3)Disable
write protection. Notching disks to write to the other side was
popular then and with the switch you didn't need to do that.

The other switch might disable the happy mod as some programs wouldn't
load with it on. I don't know that is possible, I seem to remember
booting software to put the drive in non-happy mode.

If you happen to find another happy drive, let me know. I wound't
mind having one again.

On Fri, 20 Aug 1999 06:53:52 -0700, "ATARI NUT"
<ask@you.shall.receive> wrote:

>i've recently acquired a happy enhanced 1050 without instructions, and was
>wondering if someone could explain the purpose of the two switches and the
>led to me. one switch is a two position, the other a three.
>
>i've looked high and low for a site with a manual, but no dice. too bad
>about that whole FTe thing.
>
>also, i've been told there is a version 7.1 of the software. if you have
>it, and are willing to send me an .atr, please contact me.
>
>i can be reached at atariatari@hotmail.com
>

# 1490. Re: Question about operation of Happy Warp Drive 1050 Version 7.0/7.1

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-22 00:00:00 UTC
From: Kenneth Rempfer <MouseDad@aol.com>
Message-ID: <8gWv3.109$Vi.9112@typhoon01.swbell.net>
Source record: 50525

thats the happy controller board add-on.

upper switch (2 pos) is slow/fast switch - up pos=slow mode(not unhappy mode - just slow, used for write protected disks that wont boot in fast mode), down pos=regular (fast) mode

Led shows whether you can write to the disk. when lit writing is enabled, when off the disk is protected from writing.

lower switch (3pos) is write protection override switch. up pos=writing is enabled regardless of disk notch, mid pos=write protection is enabled regardless of notch on disk, down pos=write protection decided by disk notch.

ATARI NUT <ask@you.shall.receive> wrote in message
news:U7dv3.79$36.12775@typhoon-sf.snfc21.pbi.net...
> i've recently acquired a happy enhanced 1050 without instructions, and was
> wondering if someone could explain the purpose of the two switches and the
> led to me. one switch is a two position, the other a three.
>
> i've looked high and low for a site with a manual, but no dice. too bad
> about that whole FTe thing.
>
> also, i've been told there is a version 7.1 of the software. if you have
> it, and are willing to send me an .atr, please contact me.
>
> i can be reached at atariatari@hotmail.com
>
>

## 1491. Re: Hard drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-22 00:00:00 UTC
From: rezarf@aol.com
Message-ID: <19990822133805.21811.00003325@ng-fm1.aol.com>
Source record: 50526

Bob Puff had quite a number several years ago. They aren't big movers. He may still have some. Try his page at www.nleaudio.com/css. -rezarf

## 1492. Cassette pin

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-22 00:00:00 UTC
From: BENNY ROGER GUNDERSEN <mms@c2i.net>
Message-ID: <01beece7$0e5981a0$95d3d8c1@bennygun>
Source record: 50527

Does anyone know where to get a cassette cable for Atari XE, or have the
PIN layout for making one myself?

Benny

## 1493. Original Turbo-Basic XL articles

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-22 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <7ppq2m$e3o$1@kohl.informatik.uni-bremen.de>
Source record: 50528

I scanned the original Turbo-Basic XL articles from Happy Computer
magazine... All articles are German, of course. The scans are b/w in 300dpi,
so they should print out fine.

Check out this page:
http://www.informatik.uni-bremen.de/~mnemo/atari/

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 1494. Re: Cassette pin

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-22 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990822190526.13889.00002315@ng-cq1.aol.com>
Source record: 50529

>where to get a cassette cable for Atari XE, or have the
>PIN layout

I thought they all had a serial cable built in & probably some circuitry on board; don't know if you can connect a std deck without some special controller....

Above average intelligence has always run in my family. Ambition, however, has always walked with a limp....

## 1495. Creating a Cartridge Rom Image

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-22 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <7pq106$abp@dfw-ixnews13.ix.netcom.com>
Source record: 50530

I am trying to create a rom image of my Assembler Editor cartridge to load into the Atari800 emulator. I have tried using dos 2.0's save option and the starting and ending addresses of the cartridge, ala A000-BFFF. Do I also need to include the init and run addresses as well? Can someone help me with this?

Thanks,

-Rick Heldmann

# 1496. Re: RARE Atari Atarilab Starter Set for Auction

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-22 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1dwund1.1cx1ltb15zrlj2N@[192.168.0.4]>
Source record: 50531

GAREEEï¿½ <gareee@earthlink.net> wrote:
>
> How come cool stuiff like this isn't available for the PC? I'd think 90's
> kids would LOVE stuff along those lines!

Why, when you can use the Atari instead!

My wife has one of my 800XLs in her 2nd grade classroom with the
temperatue module. They use it to graph the outside temperature. Pretty
cool, too bad only about half of them recognize the "Atari" name.

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com for Web News and Information
rlcolli@ibm.net

## 1497. Re: Atari calculator??

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-22 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <7po017$h1l$1@dailyplanet.wam.umd.edu>
Source record: 50532

Gareth (dial.pipex.com_.nospam@garethd.com) wrote:

: Does anyone know what the situation was - did Atari make a small and
: abortive foray in to the pocket calculator market?

From what I remember, another company licensed the Atari name and used it
for the calculators. It was mentioned in Antic (I think) in '87 or '88.

# 1498. Re: Cassette pin

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-23 00:00:00 UTC
From: BENNY ROGER GUNDERSEN <mms@c2i.net>
Message-ID: <01beecfe$487aac80$53d7d8c1@bennygun>
Source record: 50533

RHamiIton5 <rhamiiton5@aol.comedy> skrev i artikkelen
<19990822190526.13889.00002315@ng-cq1.aol.com>...
> >where to get a cassette cable for Atari XE, or have the
> >PIN layout
>
> I thought they all had a serial cable built in & probably some circuitry
on
> board; don't know if you can connect a std deck without some special
> controller....
>
Hmm maybe you are right, I have no clue whatsoever... I have never had a
cassette player for my Atari, they only sold software on cartridges over
here...
Anybody out there willing to sell the original Atari tape deck?

Benny

# 1499. Re: Looking for Omnimon/DOS in ROM mod for XL computer.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-23 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7pqiqv$20j$1@ssauraac-i-1.production.compuserve.com>
Source record: 50534

Omnimon does exist-it has a modified 800 (orig) O.S. in it and a machine language utility. It does not have DOS(disk O.S.) in it. Still have to boot a disk. There was an RDOS floating around, MYDOS 3.1 or something in a ROM, but you still needed a disk for the configure file.

RAMROD is the board that holds and switches between three O.S. chips.

Rick D.

--

# 1500. Re: Please HELP !!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-23 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7pqiuj$20j$2@ssauraac-i-1.production.compuserve.com>
Source record: 50535

John,

Even with its flaws, Paperclip is still my word processor of
choice.

Rick D.

--

## 1501. Re: Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-23 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7pqj8s$20j$3@ssauraac-i-1.production.compuserve.com>
Source record: 50536

>From Michael:
>Does any one have the instructions for the 850 interface? I
>have one that I tried to use with my 1200 xl and when I did the
>1050 disk drive didnt respond and the printer I was using did
>not print when I used basic.

The 850 shouldn't interfere with anything when plugged in. You
would only need to boot the modem handler. If the 1050 drive
stops working, then the 850 has a problem(shorted SIO pins,
chips need reseating,...). Fix this first, worry with the
printer then.

Rick D.

--

# 1502. Re: xf-551 manual

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-23 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <37C128DA.C630814D@ix.netcom.com>
Source record: 50537

"Randal R. Gray" wrote:
>
> I'm looking for the docs on the xf-551 disk drive.
>
> Randy Gray
> mountain biking guy.
>
> Local Nova Scotia mountain biking info is available at:
> http://www.chebucto.ns.ca/~at289/Profile.html

Randal R. Gray,
I haven't seen this one as a file, myself. I do know, however, this
manual is available at http://www.myatarii.com. If I get some time to
get my scanner working, I'll work on getting this into file form.

--
Robert S Ely -= aka =- Eli-the Iceman
rely@ix.netcom.com
ICQ# 33390750

# 1503. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-23 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_935405673@rtfm.mit.edu>
Source record: 50638
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

# 1504. Re: Atari calculator??

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-23 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <7prbiu$js8$1@plutonium.compulink.co.uk>
Source record: 50639

In article <7pmo42$j4t$1@lure.pipex.net>,
dial.pipex.com_.nospam@garethd.com (Gareth) wrote:

> Does anyone know what the situation was - did Atari make a small and
> abortive foray in to the pocket calculator market?
Dixons used to sell them - several models. Our local one still uses one
behind the counter to add stuff up.

They were grey with Atari logo etc. in blue probably made around 1990. One
was a big chunky buttoned desktop type, another was smaller with solar
panel. All were LCD.

They came out around the time Atari were making noises about diversifying
into Hifi, TVs, microwave ovens etc.

**********************************************
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**********************************************
* Analyst Programmer/ Freelance IT writer *
**********************************************

# 1505. Re: Atari T-shirts

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-23 00:00:00 UTC
From: John Kwiatkowski <johnmk@shell.clark.net>
Message-ID: <bvcw3.160$SC5.8729@iad-read.news.verio.net>
Source record: 50640

T-shirt software is pretty common and so are ink jet printers.
If we could get some high quality scans of the machines on the
net then people could make their own. I'm thinking 640x400 or
800x600.

We could come up with all kinds of interesting slogans:

"fuji"
ATARI

It's 2000, do you
know where your
8-bit is?

Nice picture of 800 on back. etc..

BobKlaas <bobkla19@sisna.com> wrote:
: I don't think anything would apply here as I would take the unit like a
: computer 400, 800 ect up and or unit and take the picture, and produce
: what the individual wanted on the shir.

: Copyrights are protected by law but at this point in time think they
: forgot to look at the Original Product???

: Perhaps I am wrong, but still would be interesting to find out who and
: what is right?
: bob

# 1506. Re: Atari Carts - Cheap

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-23 00:00:00 UTC
From: Art Stuarts IV <artstuiv@wizvax.net>
Message-ID: <37C1674B.553BC8CE@wizvax.net>
Source record: 50641

What would the total be for Super Breakout including shipping?

Art

"Mark H. Kusz" wrote:

> Atari BASIC $1
> Atari Centipede $2
> Atari E.T. Phone Home Cart. (unopened) $3
> Atari Eastern Front (1941) Cart. $1
> Atari Pac-Man $3
> Atari Super Breakout Cart. $1
>
> All carts. are in working condition.
> Quantities are available.
> Buyer pays all shipping/insurance.

# 1507. 800XL parallel interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-23 00:00:00 UTC
From: Scott Twitchell - Device Engineering <stwitche@spf.fairchildsemi.com>
Message-ID: <37C17740.5E6C6512@spf.fairchildsemi.com>
Source record: 50642

Does anyone have schematics or documentation on making an interface for
the parallel port on the 800XL?

Scott

## 1508. Re: 800XL parallel interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-23 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7prtl1$94t$1@pale-rider.INS.CWRU.Edu>
Source record: 50643

(No, quoter, sorry. Asks about 'parallel port' docs/schematics.)
You must mean the PBI (800xl) or ECI ? (130xe) port? The other
port is the SIO port.
Russg

# 1509. Re: 800XL parallel interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-23 00:00:00 UTC
From: Scott Twitchell - Device Engineering <stwitche@spf.fairchildsemi.com>
Message-ID: <37C17E70.6768CFDD@spf.fairchildsemi.com>
Source record: 50644

It is the PBI I'm asking about. I know there is an Atarilab that has
this type of interface, but I'd like to build my own. Any suggestions?

Scott

"James R. Gilbert" wrote:

> (No, quoter, sorry. Asks about 'parallel port' docs/schematics.)
> You must mean the PBI (800xl) or ECI ? (130xe) port? The other
> port is the SIO port.
> Russg

# 1510. Re: Hardware Modifications Documents, Drives, Computers, etc..

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-23 00:00:00 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <7ps2lm$kro$1@pale-rider.INS.CWRU.Edu>
Source record: 50645

In a previous article, nobody@nobody.com (Nobody) says:

There's Dave Paterson's Atari 8-bit Hardware Upgrade, Modification and
Add-On FAQ, at http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

The BRiTiSH Underground site, mentioned on the FAQ page above, has many of
the mods themselves.

-Michael
--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

# 1511. Re: Cassette pin

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-23 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <37c1ac8c.10881206@news.wxs.nl>
Source record: 50646

On Sun, 22 Aug 1999 21:28:44 GMT, "BENNY ROGER GUNDERSEN"
<mms@c2i.net> wrote:

>Does anyone know where to get a cassette cable for Atari XE, or have the
>PIN layout for making one myself?
>
>Benny
>
If you have an Atari compatible drive, any serial SIO cable will do.
The pinouts of the SIO bus can be found on the net.
If you want to connect a standard audio cassette deck to the Atari,
this is not possible. The Atari expects digital input, not audio.
here used to be special interfaces for this though, TIC 40 or so.
However, if you own a PC with a sound card, you can convert
the cassette to a .wav file and process it on the PC. You can
then send this digital data to the Atari with a SIO2PC cable or
an APE cable. If you own a PC, you gotta have one of these.
The WAV2CAS program you need can be found on the Umich archives:
http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
It contains a lot of technical info about the principles of cassette
tape units and the way they store data.
Also, I have a modest Atari page that probably nobody knows about,
until now. It is at http://home.planet.nl/~ernest but most of the
stuff that is there is also on the Umich archives.

The cassette stuff and lots of other stuff can also be found on the
Pooldisk Too. A double CD full of stuff for the Classic Atari 8-bits.
This is also still available from us for U.S. $20 which includes
shipping.
Keep those XL's/XE's humming.

# 1512. Re: Cassette pin

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-23 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <7psddk$91n$1@kohl.informatik.uni-bremen.de>
Source record: 50647

Ernest R. Schreurs <ernest@wxs.nl> wrote in message:
37c1ac8c.10881206@news.wxs.nl...
> If you want to connect a standard audio cassette deck to the Atari,
> this is not possible. The Atari expects digital input, not audio.

Then how come that
a) The sound can be heard over the TV and
b) fast loaders are possible?

a) isn't really hard to figure out, but b) wouldn't be possible if the
decoding logic was in the tape deck. It would also make the tape deck
unnecessarily expensive with the hardware in it...

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 1513. Frogger How Do I Load

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-23 00:00:00 UTC
From: Scott <argus@yakko.cs.wmich.edu>
Message-ID: <7psf7s$dvk$1@news.wmich.edu>
Source record: 50648

I just received an Atari 800xl with a disk drive and a bunch of disks
one of them is frogger I just love frogger.
Problem is I can't figure out how to play it.
I tried to boot with it in the drive.
Tried to access it with atari dos. NO luck
Does any one know how to load this program. It's on the origional disk.

# 1514. Re: Frogger How Do I Load

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-23 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990823180623.05887.00002148@ngol03.aol.com>
Source record: 50649

Hold down the OPTION key when you boot the Frogger disk. That will disable
BASIC which usually gets in the way of games like that.

badbob1952@aol.com

## 1515. "Missing Messages"

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-23 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990823182553.01739.00001685@ng-fb1.aol.com>
Source record: 50650

Lately, there are lots of missing csa8 messages on AOL -
at least I think they are missing. Anyone else on AOL
experiencing this problem? (P.S. no user filters used.)
Thanks,
Larry White

# 1516. Re: Cassette pin

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-23 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37c2cd19.12997889@news.earthlink.net>
Source record: 50651

On Mon, 23 Aug 1999 23:11:33 +0200, "Thomas Meyer"
<i03a@zfn.uni-bremen.de> wrote:

>Ernest R. Schreurs <ernest@wxs.nl> wrote in message:
>37c1ac8c.10881206@news.wxs.nl...
>> If you want to connect a standard audio cassette deck to the Atari,
>> this is not possible. The Atari expects digital input, not audio.
>
>Then how come that
>a) The sound can be heard over the TV and
>b) fast loaders are possible?
>
>a) isn't really hard to figure out, but b) wouldn't be possible if the
>decoding logic was in the tape deck. It would also make the tape deck
>unnecessarily expensive with the hardware in it...

Thomas, it seems that you are implying that because you can hear the
the data load from a cassette, that it must be impossible that the
drive could also be supplying digital data to the computer. That is
an illogical assumption. Seems to me I can hear disk I/O also, but
I'm sure there's digital data coming into the Atari.

I suggest you try to find some tech docs.

# 1517. Re: Atari T-shirts

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-23 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1dx04zw.1wfvde7fcvum8N@[192.168.0.4]>
Source record: 50652

John Kwiatkowski <johnmk@shell.clark.net> wrote:

> T-shirt software is pretty common and so are ink jet printers.
> If we could get some high quality scans of the machines on the
> net then people could make their own. I'm thinking 640x400 or
> 800x600.
>
> We could come up with all kinds of interesting slogans:
>
> "fuji"
> ATARI
>
> It's 2000, do you
> know where your
> 8-bit is?
>
> Nice picture of 800 on back. etc..

I made one for myself, it had a multicolor "Atari" on the front on the left in small letters, and on the back had a black fuji with the words "Have you played Atari today." To get the multicolor "Atari" I scanned the cover of my Atari 400 manual, trimmed away the crap, and shrunk it down to about an inch and a half high.

Looked pretty good, unfortunately, I'm too afraid of the trademark police to actually produce them!

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com for Web News and Information
rlcolli@ibm.net

# 1518. GOOD Home wanted for Atari 1200XL and friends

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-23 00:00:00 UTC
From: Kchula-Rrit <Kchula-Rrit@email.msn.com>
Message-ID: <#ysmHXe7#GA.272@cpmsnbbsa02>
Source record: 50653

I have the following in the San Francisco Bay Area. Best offer by September 7 takes the whole thing.

Hardware: Still in original boxes, still worked when packed away 3-4 years ago.
Atari 1200XL Home Computer
Atari 1050 Disk Drive
Atari 1025 Printer
MPP 1150 Parallel Printer Interface

No Boxes:
2 Joysticks (Unknown Functionality)

Software:
Atari DOS 2
Atari ProofReader
AtariWriter Word Processor (Still sealed)
Astro Chase Game Cartridge (Atari 400/800)
Claim Jumper (Atari 400/800)
Games including
Crystal Raider
DeadLine
Sourcerer
Jumpman
Summer Games
MorLock's Tower (Atari 400/800)
Ten floppy disks (don't know what's in them)

Books:
Atari DOS 3 Manual
Basic Fun With Graphics the Atari Way
I Speak BASIC to My Atari (Atari 400/800/1200)
Atari XL User's HandBook

Respond to
kchularrit@earthlink.net

# 1519. Re: Creating a Cartridge Rom Image

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-24 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rs2tb1f35u220@corp.supernews.com>
Source record: 50654

Boot with ASM/ED cart in the computer and DOS. Do a binary save, doesn't matter how you do it, DOS menu option 'Binary Save' with address range $A000, $BFFF should work right.
This will have the 6 byte header on it $FF $FF =>binary, int start, int end. Just write a simple basic progam to strip those 6 bytes off so you have nothing but rom image.

Never tried it with anything but PD Xformer, but just rename the ASM/ED image to BASIC.ROM and it should load.
Richard Heldmann <heldmann@ix.netcom.com> wrote in message news:7pq106$abp@dfw-ixnews13.ix.netcom.com...
> I am trying to create a rom image of my Assembler Editor cartridge to load
> into the Atari800 emulator. I have tried using dos 2.0's save option and
> the starting and ending addresses of the cartridge, ala A000-BFFF. Do I
> also need to include the init and run addresses as well? Can someone help
> me with this?
>
> Thanks,
>
> -Rick Heldmann
>
>

# 1520. Re: Cassette pin

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-24 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <37c1e48f.25223254@news.wxs.nl>
Source record: 50655

On Mon, 23 Aug 1999 23:11:33 +0200, "Thomas Meyer"
<i03a@zfn.uni-bremen.de> wrote:

>Ernest R. Schreurs <ernest@wxs.nl> wrote in message:
>37c1ac8c.10881206@news.wxs.nl...
>> If you want to connect a standard audio cassette deck to the Atari,
>> this is not possible. The Atari expects digital input, not audio.
>
>Then how come that
>a) The sound can be heard over the TV and
>b) fast loaders are possible?
>
>a) isn't really hard to figure out, but b) wouldn't be possible if the
>decoding logic was in the tape deck. It would also make the tape deck
>unnecessarily expensive with the hardware in it...
>
>Thomas
>--
>Thomas Meyer, Bremen, Germany
>mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

Well, the Atari drives are stereo. The audio track can be heard on
the television or monitor because there *is* an audio input on the SIO
bus too. However, loading of data takes place at a digital level.
Indeed all Atari cassette units have a FSK decoder inside them for
translating the audio into serial data made up of logic ones and
zeroes on the data in pin of the Atari. You can find this in the
manuals. If you try my wav2cas program, you can see that data
being output on the rs232 of the PC actually sounds like data
loading from a cassette.
Fast loaders is not a problem. The Atari SIO bus operates at
19200 baud when talking to disk drives. The fact that the cassette
interface operates at 600 baud is a design choice. It could go up to
any level of speed, but then you need to modify the OS, i.e. replace
the bootloader routines. They will not accept speeds higher than
820 baud when doing cassette I/O. You can change this software
choosen limit of course. But if you go to 19200, there is only a
fraction of a period of the sine wave left for one bit, no FSK decoder
can detect the tone change that fast.
Some fastloaders require a modification of the cassette unit (i.e. the
Turbo tape stuff). Also, fastloaders simply remove gaps or make them
shorter. Like I said, a lot of this technical stuff and other things
nobody wants to know about cassette units is in my docs. I spend
months working on these projects, so believe me, I know what I am
talking about when it comes to the ins and outs. However, I am still

very much puzzled by how FSK circuits work, and why block waves work better than sine waves sometimes, and timing issues. If you all want to experiment with this, download my cassette utilities.

Keep those XL's/XE's buzzing.

# 1521. Re: Cassette pin

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-24 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37d0f34b.22373036@news.freeserve.net>
Source record: 50656

The other Day "Thomas Meyer" <i03a@zfn.uni-bremen.de> wrote:

>Ernest R. Schreurs <ernest@wxs.nl> wrote in message:
>37c1ac8c.10881206@news.wxs.nl...
>> If you want to connect a standard audio cassette deck to the Atari,
>> this is not possible. The Atari expects digital input, not audio.
>
>Then how come that
>a) The sound can be heard over the TV and
>b) fast loaders are possible?
>
>a) isn't really hard to figure out, but b) wouldn't be possible if the
>decoding logic was in the tape deck. It would also make the tape deck
>unnecessarily expensive with the hardware in it...
>
I'm not sure that's technically right but at the end of the day the
Atari deck ran FASTER than a normal cassette playback wise.......

--
Paul Irvine

Wise men talk because they have something to say;
Fools talk because they have to say something.
Plato (429-347 BC)

## 1522. fa/ Nice 8-bit package on ebay

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-24 00:00:00 UTC
From: cgo2541273@aol.com5200
Message-ID: <19990823213727.23419.00003772@ng-ff1.aol.com>
Source record: 50657

Nice package including an Atari 800, 810 disk drive, 1050 disk drive, sx212 modem, and more

Title of item: Atari 800 with 810 disk drive, sx212 modem
Minimum bid: $1.00
Reserve price (if any): $0.00
Auction Ends on: 08/30/99 at 18:32:38 PDT

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=151851452

Check out my ever changing classic video game trade/want list along with my collection here.

http://www.freeyellow.com/members7/midnight8/Index.htm

## 1523. Re: 800XL parallel interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-24 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <7pstik$mhi$1@pale-rider.INS.CWRU.Edu>
Source record: 50658

(Correct, the PBI.)
Scott, I don't know beans about building an interface for
the PBI/ECI. The FAQ has the connections of the traces
for the PBI. That would be a start. Maybe that's all you
need. There are some German/Polish memory upgrades for
the PBI. And the Black Box and MIO are the biggie interfaces
for the PBI. Rick Cortese or Bob Woolley could tell you.
more.
Russg

# 1524. Re: Frogger How Do I Load

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-24 00:00:00 UTC
From: Sid Pacman <erasmus@6502.old.folks.home>
Message-ID: <Pine.GSO.3.96.990823235116.24152D-100000@shell1>
Source record: 50659

On 23 Aug 1999 at 21:42:20 GMT, Scott (argus at yakko dot cs dot wmich dot edu) wrote:

-> I just received an Atari 800xl with a disk drive and a bunch
-> of disks.... one of them is frogger ... I tried to boot with
-> it in the drive. Tried to access it with atari dos. NO luck
-> ... It's on the origional disk.

I tested an original disk on an 800xl & it boots up fine. Are you holding down the {OPTION} button when you boot? If you don't, all you'll get is a boot error message.

>>>-----------------------------------------------<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *

# 1525. Re: 800XL parallel interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-24 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <37c64402.16373782@trumpet.uni-mannheim.de>
Source record: 50660

On 24 Aug 1999 01:47:00 GMT, cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:

>
>(Correct, the PBI.)
>Scott, I don't know beans about building an interface for
>the PBI/ECI. The FAQ has the connections of the traces
>for the PBI. That would be a start. Maybe that's all you
>need. There are some German/Polish memory upgrades for
>the PBI. And the Black Box and MIO are the biggie interfaces
>for the PBI. Rick Cortese or Bob Woolley could tell you.
>more.
>Russg

There were a series of 4 articles in Antic about the PBI and how to build an expansion (anything) to fit there...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 1526. Re: Cassette pin

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-24 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <7ptiaj$evd$1@kohl.informatik.uni-bremen.de>
Source record: 50661

Jon Melbo <ssilicon@earthlink.net> wrote:
>>a) isn't really hard to figure out, but b) wouldn't be possible if the
>>decoding logic was in the tape deck. It would also make the tape deck
>>unnecessarily expensive with the hardware in it...

>Thomas, it seems that you are implying that because you can hear the
>the data load from a cassette, that it must be impossible that the
>drive could also be supplying digital data to the computer.

No, it isn't. That's why I wrote right away that a) isn't really hard
to figure out. One of the pins obviously holds the audio signal, doesn't
it?

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 1527. Re: Cassette pin

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-24 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <7ptikj$evd$2@kohl.informatik.uni-bremen.de>
Source record: 50662

Ernest R. Schreurs <ernest@wxs.nl> wrote:
>Well, the Atari drives are stereo. The audio track can be heard on
>the television or monitor because there *is* an audio input on the SIO
>bus too.

Ah, I thought so.

>However, loading of data takes place at a digital level.
>Indeed all Atari cassette units have a FSK decoder inside them for
>translating the audio into serial data made up of logic ones and
>zeroes on the data in pin of the Atari.

Great. 14 years after I sold my Atari I find out about this. >:)
I just the Atari 130XE that was offered here two weeks ago and I
have to get used to it all again. ;)

>You can find this in the manuals.

Which manuals?

>Fast loaders is not a problem. The Atari SIO bus operates at
>19200 baud when talking to disk drives. The fact that the cassette
>interface operates at 600 baud is a design choice. It could go up to
>any level of speed, but then you need to modify the OS, i.e. replace
>the bootloader routines.

A German Atari magazine published some fast cassette routines back
then. Sadly, I don't have any of the issues. :( They did not require
a mod to the hardware of the deck, but I can't remember what exactly
they improved.

>If you
>all want to experiment with this, download my cassette utilities.

Sure, I will! Thanks.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 1528. JAM!! box question

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-24 00:00:00 UTC
From: Gerhard Janka <gerhard.janka@siemens.at>
Message-ID: <37C261B8.B33E1C@siemens.at>
Source record: 50663

Hi,

I read about the AIMS Lab JAM!! box in the 'Atari 8-Bit vendors and
developers' list. Since I liked the idea to connect my 800XL(PAL) to a
SVGA monitor I asked them whether that would work and they said they
don't know.
So is there anybody who tried it and can tell me about it ?

Gerhard

# 1529. FA: SIO2PC cable, cheap.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-24 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <7ptnrt$f5q$1@korweta.task.gda.pl>
Source record: 50664

If you still dont have the SIO2PC cable, you want one and dont have time to make one yourself: check it out!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=152029342

j131

# 1530. Re: Cassette pin

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-24 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-eJO1JwGHjkLQ@localhost>
Source record: 50665

On Mon, 23 Aug 1999 21:11:33, "Thomas Meyer" <i03a@zfn.uni-bremen.de>
wrote:

> Ernest R. Schreurs <ernest@wxs.nl> wrote in message:
> 37c1ac8c.10881206@news.wxs.nl...
> > If you want to connect a standard audio cassette deck to the Atari,
> > this is not possible. The Atari expects digital input, not audio.
>
> Then how come that
> a) The sound can be heard over the TV and
> b) fast loaders are possible?

A thing called noisy io. It is possiable to turn off noisy io.
>
> a) isn't really hard to figure out, but b) wouldn't be possible if the
> decoding logic was in the tape deck. It would also make the tape deck
> unnecessarily expensive with the hardware in it...

The fsk decoding uses less componats then a full blown audio cassette
deck. Speaker, volume controll etc not included in the atari cassette
The atari cassette is stereo. The data is on one track and anything
else on the second. Voice, music etc.

James B

# 1531. Re: 800XL parallel interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-24 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-V4IpXzenWOS6@localhost>
Source record: 50666

On Mon, 23 Aug 1999 16:30:57, Scott Twitchell - Device Engineering
<stwitche@spf.fairchildsemi.com> wrote:

> Does anyone have schematics or documentation on making an interface for
> the parallel port on the 800XL?

You can get the MPP microport parallel expermenters board from Best.
It requires a 6520 or a 6821, 74LS688, a power supply, some resistors
and a 4 way dip switch. It has 4" x 2 1/2" prototyping area to play
with. The parallel lines direct from the computer are avilable if
needed via solder pads. it pluges directly into an XL. an adaptor is
required for the 130XE
I have one here that is used for a judging box controller complete
with the software required burnt in to a cartridge.

James B

# 1532. Re: Cassette pin

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-24 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7pttvp$ims$1@bgtnsc03.worldnet.att.net>
Source record: 50667

Benny,

The cassette should use a standard Atari SIO interface cable. I have
several of them still lying around. If you want one, you can have it for $2
(plus $3 for Priority Mail shipping within the continental US).

Sheldon

BENNY ROGER GUNDERSEN wrote in message
<01beece7$0e5981a0$95d3d8c1@bennygun>...
>Does anyone know where to get a cassette cable for Atari XE, or have the
>PIN layout for making one myself?
>
>Benny
>

# 1533. Re: FA: SIO2PC cable, cheap.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-24 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <37C28405.C00BB872@ix.netcom.com>
Source record: 50668

webmaster@cbmpan.gdynia.pl wrote:
>
> If you still dont have the SIO2PC cable, you want one and dont have time to
> make one yourself: check it out!
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=152029342
>
> j131

Are these the one or two chip version?
--
Robert S Ely -= aka =- Eli-the Iceman
rely@ix.netcom.com
ICQ# 33390750

# 1534. Re: Sound Monitor Professional/Torsten Karwoth

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-24 00:00:00 UTC
From: atari8man@aol.com
Message-ID: <19990824100131.09841.00003703@ng-cs1.aol.com>
Source record: 50669

>
>I'm looking for docs, English or German for Sound Monitor professional
>program,
>any tips, hints on using it,etc.
>Mike Reese
>BCoburnree@aol.com

Somewhere on the Pool too CD roms is a sud-dir with the english docs, I'll try to hunt it down. and email it to ya, there are thousands of disks on the cd rom so it will take a while..

# 1535. High-speed scrolling idea

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-24 00:00:00 UTC
From: "David M. Lloyd" <david@inxpress.net>
Message-ID: <37C2BFDF.5A333861@inxpress.net>
Source record: 50670

Hello,

I was perusing the new technical docs for ANTIC and GTIA when I had an idea (untested however!) for a high-speed scrolling system, most likely for use in the E: device.

Normally a coarse scroll is achieved in the E: handler by copying the image upwards by 1-3 lines, which is time-consuming, especially for a 1.8 Mhz processor!

My idea (let me know if this has been done) is to do it 'IBM Style' and hardware-scroll.

The catalyst for the idea is the information that the memory scan counter
in ANTIC is only 12 bits, that is it has a 4k limit. Beyond that limit, it wraps around to 0 + (4096 * the top 4 bits of the LMS instruction operand).

So if you don't mind losing 3K of RAM, it is feasable to scroll through a mode 0 screen merely by changing the LMS instruction in your display list, and storing your screen memory on a 4k boundary. You'd have to update the various OS pointers to the screen area, of course. Also, the destination address of any screen write would have to be ANDed with $0fff and added to your base address.

But scrolling in this fashion would be waaay faster than the Atari standard E: device.

What do you think?

--
==========
David M. Lloyd mailto:david@inxpress.net
==========

# 1536. Re: 800XL parallel interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-24 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <37C2D453.708052B@worldnet.att.net>
Source record: 50671

Hi Scott,

If you go to http://www.atari-history.com/articles.html you will find
the Atari Parallel Bus specifications as well as other 8-bit technical
datae, hopefully it will be of some help to you. If you call Brad Koda
at Best electronics (408-243-6950) or www.best-electronics-ca.com, ask him
about the MPP Parallel Bus Experimenters kits, its a board that plugs into
the Atari XL PBI port and comes with some examples of devices you can
build. Also in 1984 there was a 3 part article done in Antic magazine by
Earl Rice, a former engineer from Atari (unfortunately Earl passed away...)
and he did a very informative article on the PBI and how to build a simple
serial interface and how to write handlers for the interface to burn onto
an Eprom to auto download into the XL memory. (That was one of best
features of PBI devices, talk about plug n play in 1983! Each device
could have its handler code and dump it into upper memory in the XL so that
the system was ready to recognize and use it, plus other devices could
install menu's and other features right into the XL upper memory so that
they could be configured or run actual built-in software. The PBI system
would have opened a new world to the XL line of systems in as far as
expandability and power.... too bad the whole Expansion box and its cards
were canned.)

Curt Vendel
The Atari Historical Society
http://www.atari-history.com

Scott Twitchell - Device Engineering wrote:

> Does anyone have schematics or documentation on making an interface for
> the parallel port on the 800XL?
>
> Scott

# 1537. Atari800win & Mule (multiplayer)

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-24 00:00:00 UTC
From: Glenn <nobody@nowhere.net>
Message-ID: <zREw3.4243$Ss6.342457@newshog.newsread.com>
Source record: 50672

Has anyone been able to have two separate people play MULE at the same time using this emulator? I remember how much fun it was to have 3 or 4 people playing MULE on my Atari 800. Playing against people was a greater challenge then what the computer could offer.

I am trying to get Atari800win to recognize that I have two Microsoft Sidewinder games pads connected to each other and I am unable to get the emulator to see them both. When I go to the joystick calibration section, each time I try to assign joystick one and two to each controller, it behaves as if there is only one. What am I doing wrong? I have been able to use other games that recognize the two controllers so I am a bit puzzled. I would love to be able to resurrect the glory days of MULE (my copy died along with my 800 a long time ago... :( ) so any help you can give me would be great! Thank you!

# 1538. Re: Cassette pin

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-24 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <37c32184.10489384@news.wxs.nl>
Source record: 50673

On 24 Aug 1999 07:46:27 GMT, Thomas Meyer <i03a@zfn.uni-bremen.de>
wrote:

>Ernest R. Schreurs <ernest@wxs.nl> wrote:
>>You can find this in the manuals.
>Which manuals?
The well known Atari hardware and O.S. manual.
Also, the Re-Atari has some stuff about tapes.
There is also a schematic diagram of the Atari tapes in one of
the Antic issues, which can be found at:
http://www.atarimagazines.com/
This prooves that there is a FSK decoder inside the unit.
The pinout of the SIO bus can be found at the pages of
the Gatekeeper.

>>Fast loaders is not a problem. The Atari SIO bus operates at
>>19200 baud when talking to disk drives. The fact that the cassette
>>interface operates at 600 baud is a design choice. It could go up to
>>any level of speed, but then you need to modify the OS, i.e. replace
>>the bootloader routines.
>
>A German Atari magazine published some fast cassette routines back
>then. Sadly, I don't have any of the issues. :( They did not require
>a mod to the hardware of the deck, but I can't remember what exactly
>they improved.
Now that would be interesting. Is there anyone that has a copy of
these magazines around? Or is there anyone with more information
about tape units? I hate them, but you have to know your enemy.
Various things make tape units unreliable, and these together have
given Atari tapes a bad name. We can correct this, if we can
figure out the cause, and correct it,

Keep those XL's/XE's humming.

## 1539. Creating Mega Games?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-24 00:00:00 UTC
From: calagan@jmcc.net
Message-ID: <clFw3.4582$C%.3186554@WReNphoon3>
Source record: 50674

Hi folks,

I would like to know if there's a MS-DOS or Win32 utility to create menu disks like Yogi's Mega games from EXE/COM files or other ATR disks.

Thanx in advance for your help.

Calagan

-**** Posted from RemarQ, http://www.remarq.com/?c ****-
Search and Read Usenet Discussions in your Browser

# 1540. Upgrading Stock 1050 to Happy 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-24 00:00:00 UTC
From: Marshall Walker <mwalker@mc.net>
Message-ID: <7pvjjf$g7g$1@ffx2nh5.news.uu.net>
Source record: 50675

Hi all,

I am looking for a cheap way o modifying my Stock 1050's (Five of them) to Happy 1050, or clone, (Super Archiver II, etc...)

I use to have a modified 1050 with a Clone(?) of a 1050 that I got from a User Group back in Utah (L.A.C.E. Layton Atari Computer Enthusiasts) And the drive worked great.. They told me it was a copy of the Happy ROM, but I'm not sure if it was or not. Anyway.. I'm looking for a cheap, but not too expensive way to upgrade my drives.

I'm also looking for DRAM chips, so I can upgrade my 800XL's to 256K each. Anyone know of a good place to buy DRAM chips? Like Jameco, etc..?

Thanks again for all your help in this matter.

Marshall Walker
mwalker@mc.net

# 1541. announcing smush antic classic on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-24 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <12555-37C355DA-97@newsd-171.iap.bryant.webtv.net>
Source record: 50676

smush the classic from antic is now on cart,it runs on all atari
personal home computers with at least 16k of ram,you ca order this from,
www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 1542. announcing midas maze analog classic on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-24 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <12558-37C35653-17@newsd-171.iap.bryant.webtv.net>
Source record: 50677

the classic midas maze from analog is now on cart,this will run on all
atari personal home computers with at least 48k of ram,you can order it
from
www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 1543. FS/FT: Atari XE Game Station

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-24 00:00:00 UTC
From: Shannon Ison <mooison@iglou.com>
Message-ID: <37C30CE4.93AC653E@iglou.com>
Source record: 50678

I have a XE game station for sell or trade. Anyone interested? The set includes game console, keyboard, joystick, power adaptor, rf switch box,

connecting cables, and 4 games: Blue Max, Barnyard Blaster, One on One Basketball, and Missle Command (built-in).

# 1544. FS/T Atari 8-bit Games, Components and magazines

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-25 00:00:00 UTC
From: Jim Lazarenko <jim_l@tNOSPAM.elusplanet.net>
Message-ID: <32Zw3.98$G6.11465@news0.telusplanet.net>
Source record: 50438
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.classic

Last Updated 08/25/99
- Sold items removed

I have the following Atari 8bit components and cartridges for sale. All the equipment is cleaned and detailed, and in good or better condition, but without boxes unless noted. If you have any questions in regards to unit condition, please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Colecovision, Intellivision, Classic Computer or Handheld games) sent to you, please specify system.

**Hardware** Please make an offer
==========
- Atari 600XL - with power supply, RF cable
- Atari 800XL - missing power supply
- Atari 800XL - with power supply, RF cable
- Atari Portfolio PC Card Drive - Complete with box, manual & software. Like New
- Atari 5 Volt Power Supplies. Model C061982. 7 Pins.

*Controllers* Please make an offer
==========
- Paddles (multiple sets) - for Atari & Commodore units
- 2x Suncom Tac Joysticks - for Atari & Commodore units
- 2x Wico Joystick (Black handle with grey base) - for Atari & Commodore units
- 1x Spectravideo Joystick with suction cup base - for Atari & Commodore units

**8-Bit Cartridges** Please make an offer
==========
- Atari Writer
- Basic
- Defender
- Donkey Kong
- Donkey Kong Junior
- Final Legacy

- Megamania - In a sealed/shrink-wrapped box, box is slightly squashed.
- Missle Command
- Moon Patrol
- Pole Position
- Realsports Football
- Robotron: 2084
- Star Raiders
- Tennis

**8-Bit Books** Please make an offer
==========
- Consumer's Guide "The Users Guide to the Atari"
- Compute's "Third book of Atari"
- Compute's "The Atari Basic Source Book"

**Manuals & Technical Guides (software status specified)** Please make an offer
==========
- Atari 800XL Manual and connection guide - by Atari
- Atari 1050 Manual - by Atari
- Portfolio Technical Reference Guide (Third Edition June 1991) - by Atari (with software)

**Magazines and Specification sheets** Please make an offer
==========
- 1983 Atari 800XL Brochure
- 1986 Atari ST Computer Brochure
- Start - Premiere Issue Summer 1986
- Start - Spring 1988
- Start - November 1990
- Start - December 1990 (with disk)
- ST-Log - January 1987
- Antic - February 1986

**Atari Force Comics**
All are in Mint Condition
==========
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #9 - September 84
- Issue #11 - November 84
- Special Issue #1 - 1986

**Trades**
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom

- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar and Jaguar CD
- A CD64 Nintendo 64 Backup Unit
- A working Vectrex controller
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

# 1545. Re: announcing smush antic classic on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-25 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <37c47077.648997@news.netunlimited.net>
Source record: 50439

Is there a box and documentation?

VS

On Tue, 24 Aug 1999 21:32:58 -0500 (CDT), Video61@webtv.net (Lance
Ringquist) wrote:

>smush the classic from antic is now on cart,it runs on all atari
>personal home computers with at least 16k of ram,you ca order this from,
>www.atarisales.com
>thanks,
>lance
>
>Video 61 & Atari Sales
> 22735 Congo ST NE
>Stacy MN 55079
>

# 1546. Strange 1200XL Rom Set

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-25 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7q1tkk$p37@freenet-news.carleton.ca>
Source record: 50440

Anyone know about an offical rom upgrade for the 1200xl?
This weekend I was going through some rather unremarkable bags of
stuff I got from an old Atari dealer, and in one bag was a 2 rom
set for the 1200XL labeled '1200XL ROM UPGRADE'.

Well, I popped these into a 1200XL and the only obvious
difference is that the ATARI rainbow logo on the boot screen is
larger, and has a large (R) symbol at the upper right that is not
in the standard 1200XL screen.

Is this something I should have seen mode often? I have a
bunch of stock 1200XL's here and none of them have this rom set.

These are real Atari parts with the same part numbers as
the standard rom set, with -05 added after the CO part numbers.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 1547. Speech on 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-25 00:00:00 UTC
From: locust000@aol.com
Message-ID: <19990825192633.21497.00003458@ng-ba1.aol.com>
Source record: 50441

In the good old days, I had on old issue ANALOG with an article about a speech device that you connected to the 8-bit. Using this device and some software, you could get the 8-bit to talk somewhat. I can't remember which issue it was though but it included a list of all necessary parts needed to assemble the speech device {all with Radio Shack part numbers}, as well as how to do it. It also included the type-in software to get it to run {I think...}. It has been ages since I had that issue, and now that emulators are popular I was wondering if such a thing can be emulated - perhaps using the PC's hardware to emulate the device, and using an emulator {preferably Atari800Win} to run the software. Any thoughts?

Regards,
Locust

# 1548. Re: xf-551 manual

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-25 00:00:00 UTC
From: Eli-the-Iceman <rely@ix.netcom.com>
Message-ID: <37C47ECA.6CBC694D@ix.netcom.com>
Source record: 50442

bmarcum@iglou.com wrote:
>
> On 1999-08-21 at289@chebucto.ns.ca said:
> >I'm looking for the docs on the xf-551 disk drive.
> There were two different manuals for the xf-551 depending on whether it was
> shipped with DOS 2.5 or DOS XE. The DOS 2.5 manual doesn't mention that the
> drive is capable of double-sided, double-density, double-speed operation.
> Reading that, you would think it was just a more expensive 1050. I don't
> recall if I've ever seen the DOS XE manual.
>
> Net-Tamer V 1.08X - Test Drive

Bill,
Actually, I have both of them. I'll scan them both in eventually .

# 1549. Re: FA: SIO2PC cable, cheap.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-25 00:00:00 UTC
From: Eli-the-Iceman <rely@ix.netcom.com>
Message-ID: <37C47FCB.73E94D0@ix.netcom.com>
Source record: 50443

Richard Cortese wrote:
>
> Robert S Ely <rely@ix.netcom.com> wrote in message
> news:37C28405.C00BB872@ix.netcom.com...
> > webmaster@cbmpan.gdynia.pl wrote:
> > >
> > > If you still dont have the SIO2PC cable, you want one and dont have time
> to
> > > make one yourself: check it out!
> > > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=152029342
> > >
> > > j131
> >
> > Are these the one or two chip version?
> I took a look, 1 chip 1489 with current high bid of $9.99. Only 1 foot
> cable, but 21 positive feedbacks on previous transactions. $5 shiping and
> handling from Poland.
> > --
> > Robert S Ely -= aka =- Eli-the Iceman
> > rely@ix.netcom.com
> > ICQ# 33390750

Rick,
One foot long? Short. I was hoping for at least three to six feet. $10.
isn't bad though. Is this person selling just one or a bunch of them?

# 1550. Re: Question about operation of Happy Warp Drive 1050 Version 7.0/7.1

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-25 00:00:00 UTC
From: Eli-the-Iceman <rely@ix.netcom.com>
Message-ID: <37C482E7.9C5232C2@ix.netcom.com>
Source record: 50444

ATARI NUT wrote:
>
> i've recently acquired a happy enhanced 1050 without instructions, and was
> wondering if someone could explain the purpose of the two switches and the
> led to me. one switch is a two position, the other a three.
>
> i've looked high and low for a site with a manual, but no dice. too bad
> about that whole FTe thing.
>
> also, i've been told there is a version 7.1 of the software. if you have
> it, and are willing to send me an .atr, please contact me.
>
> i can be reached at atariatari@hotmail.com

Atari Nut,
Both the software and the docs are available at the Umich Archive. Use
either of these addresses to get them:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit
ftp://atari.archive.umich.edu/atari/8bit/

BTW. Use this URL to search for Atari files:

http://www.newbreedsoftware.com/xlsearch/

## 1551. Happy MODS or Clones, and Memory Upgrades..

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-25 00:00:00 UTC
From: Marshall Walker <mwalker@mc.net>
Message-ID: <7q1vfg$5k3$1@ffx2nh3.news.uu.net>
Source record: 50445

Hi all,

I am looking for a cheap way o modifying my Stock 1050's (Five of them) to Happy 1050, or clone, (Super Archiver II, etc...)

I use to have a modified 1050 with a Clone(?) of a 1050 that I got from a User Group back in Utah (L.A.C.E. Layton Atari Computer Enthusiasts) And the drive worked great.. They told me it was a copy of the Happy ROM, but I'm not sure if it was or not. Anyway.. I'm looking for a cheap, but not too expensive way to upgrade my drives.

I'm also looking for DRAM chips, so I can upgrade my 800XL's to 256K each. Anyone know of a good place to buy DRAM chips? Like Jameco, etc..?

Thanks again for all your help in this matter.

Marshall Walker
mwalker@mc.net

# 1552. Re: announcing smush antic classic on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-25 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <12770-37C49BFF-52@newsd-172.iap.bryant.webtv.net>
Source record: 50446

yes there is,all of our new carts have a box,and a label and
doc's(except sparta dos 3.3c)thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 1553. Re: Strange 1200XL Rom Set

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-25 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <37C4B860.38C1D138@pacbell.net>
Source record: 50447

cool - never heard of them.... I have seen the A series and the B
series, if I recall correctly. Nothing newer. If you dump them, I'd like
to look at it!

Bob

Steven J. Tucker wrote:
>
> Anyone know about an offical rom upgrade for the 1200xl?
> This weekend I was going through some rather unremarkable bags of
> stuff I got from an old Atari dealer, and in one bag was a 2 rom
> set for the 1200XL labeled '1200XL ROM UPGRADE'.
>
> Well, I popped these into a 1200XL and the only obvious
> difference is that the ATARI rainbow logo on the boot screen is
> larger, and has a large (R) symbol at the upper right that is not
> in the standard 1200XL screen.
>
> Is this something I should have seen mode often? I have a
> bunch of stock 1200XL's here and none of them have this rom set.
>
> These are real Atari parts with the same part numbers as
> the standard rom set, with -05 added after the CO part numbers.
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 1554. Re: FA: SIO2PC cable, cheap.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-25 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rs5hrmrudmc80@corp.supernews.com>
Source record: 50679

Robert S Ely <rely@ix.netcom.com> wrote in message
news:37C28405.C00BB872@ix.netcom.com...
> webmaster@cbmpan.gdynia.pl wrote:
> >
> > If you still dont have the SIO2PC cable, you want one and dont have time
to
> > make one yourself: check it out!
> > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=152029342
> >
> > j131
>
> Are these the one or two chip version?
I took a look, 1 chip 1489 with current high bid of $9.99. Only 1 foot
cable, but 21 positive feedbacks on previous transactions. $5 shiping and
handling from Poland.
> --
> Robert S Ely -= aka =- Eli-the Iceman
> rely@ix.netcom.com
> ICQ# 33390750

## 1555. 'Blue Chip' Stock Market game

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-25 00:00:00 UTC
From: Wal <pkind@au.oracle.com>
Message-ID: <37C3284A.415F7AD1@au.oracle.com>
Source record: 50680

Does anybody know where i can find a copy of the old 'Blue Chip' stock market game.

I've just tried to resurrect mine but it's not having any of it.

Many thanks.

Wal.

## 1556. Re: 800XL parallel interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-25 00:00:00 UTC
From: rezarf@aol.com
Message-ID: <19990824200918.25461.00004027@ng-cb1.aol.com>
Source record: 50681

there is a series of I believe three articles in Antic that describe the port.
With a little knowledge, you can get the pinouts matched up to what you want
from the articles...dunno the dates.

## 1557. Re: Cassette pin

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-25 00:00:00 UTC
From: rezarf@aol.com
Message-ID: <19990824201157.25461.00004028@ng-cb1.aol.com>
Source record: 50682

The original 410 was a GE stereo mechanism, so I reckon it can be done. But these days, you can probably get a recorder for free, and all connect with just an SIO cable. The 410 was built in, but you could sacrifice a cable, cut off one end, and splice it in. Dunno if the colors would match up, though.

# 1558. Re: Cassette pin

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-25 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7q02l0$m7u@freenet-news.carleton.ca>
Source record: 50683

"Thomas Meyer" (i03a@zfn.uni-bremen.de) writes:
> Ernest R. Schreurs <ernest@wxs.nl> wrote in message:
> 37c1ac8c.10881206@news.wxs.nl...
>> If you want to connect a standard audio cassette deck to the Atari,
>> this is not possible. The Atari expects digital input, not audio.
>
> Then how come that
> a) The sound can be heard over the TV and

Audio input is a seperate line from data in.

> b) fast loaders are possible?

The Atari POKEY chip is capable of an astonishing number of differnt
baud rates in the low range. The speed loaders work like this:

Boot block in standard speed ---> Fast part recorded at high speed.

The Atari loads the boot block using the OS, then passes control off
to the loader that was inside the boot block, which uses its own
routines to set pokey to a higher baud rate to properly decode the
higher speed data.

One of the keys to this process is that the Atari can start and stop
the tape itself using the motor control line.

The cassette drive is a dumb thing, it does not care how fast the
data was recorded, it just turns the FSK tones into TTL levels
using analog parts. Perhaps there is a single gate to clean things up
in the last stage, but I cant imagine it would contain much more
than that.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 1559. Re: AC14 now available

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-25 00:00:00 UTC
From: Greg Goodwin <clu-da-bard@geocities.com>
Message-ID: <37C38E9E.348F@geocities.com>
Source record: 50684
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Greetings!

Sounds like we have someone willing to take the reigns for another
Atari magazine, so please read the message below and respond quickly!

Take care and lets keep the Atari experience going!!

Doctor Clu

@>-->------------------

Subject:
*NEW* Atari Magazine
Date:
Thu, 19 Aug 1999 16:05:49 +0100
From:
"Bob F" <info@techsoftware.freeserve.co.uk>
Organization:
Customer of Planet Online
Newsgroups:
comp.sys.atari.st

ATARIAN - NEW ATARI MAGAZINE

For some time now we've been planning to
release a short-form (16-20 pages) *printed* A4
magazine with disk for Atari users priced at
aound 2 UK pounds.

The magazine would contain a mix of news, reviews,
hardware & software updates, letters, and advertising.

With announcements indicating the imminent closure of 2
much appreciated magazines in recent days, we decided
to establish if there is still sufficent interest
in the community for a another printed magazine.

We have kindly received plenty of interest and
support from prospective advertisers, so now
its your turn.

If you think that you would be interested in
subscribing to Atarian, a regular printed magazine
with disk at approx 2 uk pounds per copy - please
email me at:

Atarian@techsoftware.freeserve.co.uk

If we get enough response we will give it a go!

Kind Regards

Bob
Parkland Publishing

# 1560. Re: Cassette pin

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-25 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <7q09in$cq0$1@kohl.informatik.uni-bremen.de>
Source record: 50685

Ernest R. Schreurs <ernest@wxs.nl> wrote:
>>>You can find this in the manuals.
>>Which manuals?

>The well known Atari hardware and O.S. manual.

Ah.

>Also, the Re-Atari has some stuff about tapes.

I have always asked myself what people thought of De Re Atari. I bought the German version back then and if it's a direct translation, the book didn't give me much. I found Compute's "Mapping The Atari" and the German Data Becker book (published in the US under the "Abacus" label) much more helpful.

>>A German Atari magazine published some fast cassette routines back
>>then. Sadly, I don't have any of the issues. :( They did not require
>>a mod to the hardware of the deck, but I can't remember what exactly
>>they improved.

>Now that would be interesting. Is there anyone that has a copy of
>these magazines around?

I think it was "Atari Magazin". All the issues I had I dumped in the trash when I moved two years ago. :(

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 1561. Re: 'Blue Chip' Stock Market game

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-25 00:00:00 UTC
From: pobocik@aol.com
Message-ID: <19990825064825.05899.00002558@ngol03.aol.com>
Source record: 50686

In article <37C3284A.415F7AD1@au.oracle.com>, Wal <pkind@au.oracle.com> writes:

>Does anybody know where i can find a copy of the old 'Blue Chip' stock
>market game.
>I've just tried to resurrect mine but it's not having any of it.

ditto

# 1562. Re: High-speed scrolling idea

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-25 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <37c426a6$0$29332@news.zetnet.co.uk>
Source record: 50687

On 24 Aug 1999 10:53:03 , "David M. Lloyd" wrote:
>> So if you don't mind losing 3K of RAM, it is feasable to scroll through
> a mode 0 screen merely by changing the LMS instruction in your display
> list, and storing your screen memory on a 4k boundary.

I think that's the way a lot of games work. For example a Scramble
clone would set up a complete map of the area in RAM and then a
combination of coarse scrolls and fine scrolls would work simply by
changing a handful of bytes.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

# 1563. Re: "Missing Messages"

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-26 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990825202456.00333.00003030@ng-co1.aol.com>
Source record: 50448

I am CERTAIN that some slip away somewhere, Larry; I regulary see "Re:XXX" messages when I never got to see the original msg....?
Ron

Above average intelligence has always run in my family. Ambition, however, has always walked with a limp....

# 1564. Re: FA: SIO2PC cable, cheap.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-26 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rs9dcf5dj7113@corp.supernews.com>
Source record: 50449

Eli-the-Iceman <rely@ix.netcom.com> wrote in message
news:37C47FCB.73E94D0@ix.netcom.com...
> Richard Cortese wrote:
> >
> > Robert S Ely <rely@ix.netcom.com> wrote in message
> > news:37C28405.C00BB872@ix.netcom.com...
> > > webmaster@cbmpan.gdynia.pl wrote:
> > > >
> > > > If you still dont have the SIO2PC cable, you want one and dont have
time
> > to
> > > > make one yourself: check it out!
> > > > http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=152029342
> > > >
> > > > j131
> > >
> > > Are these the one or two chip version?
> > I took a look, 1 chip 1489 with current high bid of $9.99. Only 1 foot
> > cable, but 21 positive feedbacks on previous transactions. $5 shiping
and
> > handling from Poland.
> > > --
> > > Robert S Ely -= aka =- Eli-the Iceman
> > > rely@ix.netcom.com
> > > ICQ# 33390750
>
> Rick,
> One foot long? Short. I was hoping for at least three to six feet. $10.
> isn't bad though. Is this person selling just one or a bunch of them?
I read through everything and I think he said ~he will custom make one with
any length cable you want.

Just checked out what appears to be the first one I made with a 4049, only
one I have left I think, 7' cable. Heh! If I ever build another one I think
I will make about a 20' cable.

No idea on how much he charges for a custom job, but I think a straight
through 6' 9 pin extension cable is $4-$7. I am not really up on prices or
electronics scene in Poland, I mean for all I know cable is a couple of buck
a foot.

It looks like builds the circuit into the hoods vs a box. Not a bad idea
IMO, keeps his cost down and all.

# 1565. ST Xformer Cable Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-26 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7q2kh8$254f@enews2.newsguy.com>
Source record: 50450

I'm making the ST Xformer cable as described on the Emulators Inc. web site so that I can connect my STE (or Falcon) to my 8-bit drives for file transfers.

All the pinouts of both the SIO cable and the DB-25 cable are listed. However, I understand that the "top" of the SIO cable is the row with 6 pins, the "bottom" has 7 pins, with ODD numbered pins are the "bottom" row, EVEN numbered pins are the "top" row, like so:

```
_____________________________
/ 2 4 6 8 10 12 \
/ 1 3 5 7 9 11 13 \
/_______________________________\
```

But, which is the "top" of a DB-25 [printer] cable? Is it the row with 12 pins, or the row with 13 pins? And, is it the same configuration as the SIO pins - with EVEN numbers on "top" and ODD numbers on the "bottom", or is it simply straight across?

My guess is:

```
_____________________________________________________________
/ 2 4 6 8 10 12 14 16 18 20 22 24 \
/ 1 3 5 7 9 11 13 15 17 19 21 23 25 \
/_____________________________________________________________\
```

Am I correct here???

-Paul

--

```
\ NURVIS Music / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!
```

# 1566. Re: Strange 1200XL Rom Set

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-26 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-ukmN1w5My7K8@di07-ks.cth.com.au>
Source record: 50451

On Thu, 26 Aug 1999 03:45:36, rwoolley@pacbell.net wrote:

> cool - never heard of them.... I have seen the A series and the B
> series, if I recall correctly. Nothing newer. If you dump them, I'd like
> to look at it!
>

There is no doubt about you bob. You jumped on to this so fast, the
speed of light has been left behind:). Noone can tell which 8-bit is
your faverote:).

James B

# 1567. Re: ST Xformer Cable Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-26 00:00:00 UTC
From: David Hopcroft <davidh@cdex.ericsson.se>
Message-ID: <01beefa5$54efda40$60cb30a4@etlcolpc23.ericsson.se>
Source record: 50452

```
> All the pinouts of both the SIO cable and the DB-25 cable are listed.
However,
> I understand that the "top" of the SIO cable is the row with 6 pins, the
> "bottom" has 7 pins, with ODD numbered pins are the "bottom" row, EVEN
numbered
> pins are the "top" row, like so:
>
> ____________________________
> / 2 4 6 8 10 12 \
> / 1 3 5 7 9 11 13 \
> /_________________________________\
>
This is correct, as can be found in this newsgroup FAQ.

[SNIP]

> My guess is:
>
> ____________________________________________________________
> / 2 4 6 8 10 12 14 16 18 20 22 24 \
> / 1 3 5 7 9 11 13 15 17 19 21 23 25 \
> /_____________________________________________________________\
>
> Am I correct here???

NO!

Pin 1(one) is on the right longer row of pins on the DB25, that is looking
at the conector on the computer. Pin 2(Two) is the next on the same row.
Pin 14 is on the shorter row between pin 1 and 2. pin 14 is next to it on
the same row

Again this is detailed in the group FAQ for the 850 I/F printer port or try
this link;
http://gd.tuwien.ac.at/hw-related/hwb/co_ParallelPC.html
it's for the PC but the same as on the ST/falcon, as this is a standard
type of connector.

If you look very carefully at DB25 connectors you are using you should see
numbers beside some or all of the pins, these should guide you.

always be very alert when soldering these sorts of cable. it is VERY easy
to solder to pin 13 when you want pin 1 :-(

I usually mark the outside of the connector with some typists correcting
fluid on the corner next to pin 1(one). saves me forgetting when the phone
rings;-)
```

have fun
David

# 1568. Re: ST Xformer Cable Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-26 00:00:00 UTC
From: David Hopcroft <davidh@cdex.ericsson.se>
Message-ID: <01beefa5$f9ac1800$60cb30a4@etlcolpc23.ericsson.se>
Source record: 50453

Sorry just noticed the 850 I/F printer port only has 15 pins not 25:(
It's been a long time since I've seen one up close.
however the pattern of the pin numbering still works. best look a the web
URL I gave for the best answer

Sorry
David

# 1569. Re: 800XL parallel interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-26 00:00:00 UTC
From: David Hopcroft <davidh@cdex.ericsson.se>
Message-ID: <01beefa7$a84f51a0$60cb30a4@etlcolpc23.ericsson.se>
Source record: 50454

Rezarf <rezarf@aol.com> wrote in article
<19990824200918.25461.00004027@ng-cb1.aol.com>...
> there is a series of I believe three articles in Antic that describe the
port.
> With a little knowledge, you can get the pinouts matched up to what you
want
> from the articles...dunno the dates.
>
try

http://www.atarimagazines.com/v3n9/Parallel_Bus.html for Part 1 of 4
http://www.atarimagazines.com/v3n10/parallelbus.html for Part 2 of 4
http://www.atarimagazines.com/v3n11/parallel_bus.html for Part 3 of 4
http://www.atarimagazines.com/v3n12/toolbox.html for Part 4 of 4

and there another article at;

http://www.atari-history.com/pbi-1.html

David

## 1570. Happy Copier

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-26 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <7q366g$k1a$1@kohl.informatik.uni-bremen.de>
Source record: 50455

I'm looking for a copy program I knew "back then"... It was called "Happy
Copier", I think, programmed by some "Mikel" [sic]. It had Happy UltraSpeed
support and could use RAM expansions for single-pass copies with one drive.

Anyone have this?

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 1571. Happy Menu

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-26 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <7q36b2$k8l$1@kohl.informatik.uni-bremen.de>
Source record: 50456

I just came up with something else I'm looking for: A menu program with Happy UltraSpeed support. The disks had to be prepared with the menu BEFORE copying files on it. When booted up, the booter displayed a mostly blue screen where the contents of the disk were listed. It looked really neat and much better than that black booter with the small arrow that displays when you select a file.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 1572. Re: High-speed scrolling idea

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-26 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <37C528E8.67D30038@ix.netcom.com>
Source record: 50457

Chris Simon wrote:
>
> On 24 Aug 1999 10:53:03 , "David M. Lloyd" wrote:
> >> So if you don't mind losing 3K of RAM, it is feasable to scroll through
> > > a mode 0 screen merely by changing the LMS instruction in your display
> > > list, and storing your screen memory on a 4k boundary.
>
> I think that's the way a lot of games work. For example a Scramble
> clone would set up a complete map of the area in RAM and then a
> combination of coarse scrolls and fine scrolls would work simply by
> changing a handful of bytes.
>
> --
> Chris Simon osian@zetnet.co.uk ! ! !
> http://www.users.zetnet.co.uk/csimon/ ! ! !
> ! ! !
> ** Beware of a bearded man with a spoon up his nose ** ! ! !

If I'm understanding this correctly, all you need to do is map the
entire document and move the display pointers up or down to window the
portion of test you want to see.
--
Robert S Ely -= aka =- Eli-the Iceman
rely@ix.netcom.com
ICQ# 33390750

## 1573. PD Atari gems

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-26 00:00:00 UTC
From: Bill Truesdell <mister-t@zzclinic.net>
Message-ID: <37C54AB0.BC931305@zzclinic.net>
Source record: 50458

I shifted most all my old atari programs to my pc using sio2pc,
an exceptional program with great support from Nick K.
My son recently steered me to the Adventure game which I
downloaded and fun to see an old favorite from the 2600. Also
nice that the origional programmer released it in the public
domain.
Any other old Atari gems on line and public domain?
Bill T
Bath, ME
--
If there is a zz before clinic.net, remove it to reply directly.

# 1574. FA:Atari Video Music Model C-240

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-26 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <37C581F7.49E9@ccnet.com>
Source record: 50459
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

I have a Atari Video Music Model C-240, for auction on EBay.

Here is the URL :

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=153105826
--
4Jays Classic Video Games and Old Computers
Buy/Sell/Trade/Service/Parts
Atari 2600/5200/7800,Colecovision,Intellivision,
Odyssey 2,Fairchild,Pongs,Handhelds,Etc
Commodore 64/128/Amiga and Atari 8bit/16 bit

http://www.4jays.com

## 1575. CGE'99 report

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-26 00:00:00 UTC
From: cyro@my-deja.com
Message-ID: <7q4ih5$f9a$1@nnrp1.deja.com>
Source record: 50460

Hundreds of pics (celebs, rarities, prototypes), it's very big...

Check it out at http://www.cyberroach.com/cyromag/

Cheers,
-CyRo

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 1576. HOW TO MAKE A LIGHTPEN MYSELF.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-27 00:00:00 UTC
From: z-0@tinet.fut.es
Message-ID: <152.908T666T671274z-0@tinet.fut.es>
Source record: 50461
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Hi!

I'm looking for make a lightpen myself.

In a old Maplin issue explain how to make it, I think.

Can anybody help me, please?

Kisses! ^o^

Ms.Z-0

# 1577. Re: Happy Copier

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-27 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <37c82626.5799304@trumpet.uni-mannheim.de>
Source record: 50462

I think I have it somewhere...

On Thu, 26 Aug 1999 12:51:26 +0200, "Thomas Meyer" <i03a@zfn.uni-bremen.de>
wrote:

>
>I'm looking for a copy program I knew "back then"... It was called "Happy
>Copier", I think, programmed by some "Mikel" [sic]. It had Happy UltraSpeed
>support and could use RAM expansions for single-pass copies with one drive.
>
>Anyone have this?
>
>Thomas

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 1578. Re: Happy Menu

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-27 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <37c92642.5827281@trumpet.uni-mannheim.de>
Source record: 50463

On Thu, 26 Aug 1999 12:53:53 +0200, "Thomas Meyer" <i03a@zfn.uni-bremen.de>
wrote:

>
>I just came up with something else I'm looking for: A menu program with
>Happy UltraSpeed support. The disks had to be prepared with the menu BEFORE
>copying files on it. When booted up, the booter displayed a mostly blue
>screen where the contents of the disk were listed. It looked really neat and
>much better than that black booter with the small arrow that displays when
>you select a file.
>
>Thomas

I think I have this one too...
--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

## 1579. INDUS GT manual?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-27 00:00:00 UTC
From: Nurmix@socal.comSPAM-FREE
Message-ID: <7q5a3n$13a@enews3.newsguy.com>
Source record: 50464

I just acquired my first INDUS GT drive for my 8-bit (thanks to Bob Klaas!), and I was wondering if a user manual exists anywhere on the 'net, or if anyone has one to sell or photocopy for me? I don't really _need_ it of course, but it would be cool to have.

And man, this INDUS is cool - I really wanted one of these bad boys back in 1984/1985, but Mom said "no way" since she'd just spent $700 or so on an 800XL and Percom AT-88...

Thanks to an and all help!

-Paul

--

\ NURVIS Music / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "SPAM-FREE" before sending E-mail!

# 1580. Re: FA:Atari Video Music Model C-240

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-27 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <7q5n5a$lnt$1@plutonium.compulink.co.uk>
Source record: 50465

In article <37C581F7.49E9@ccnet.com>, jandc@ccnet.com (Jay Colen) wrote:

> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=153105826
I get no such URL...

**********
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**********
* Analyst Programmer/ Freelance IT writer *
**********

# 1581. More Atari stock. Lowered prices. FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-27 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7q5n5b$ggv$1@user2.teleport.com>
Source record: 50466
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

For Atari Sales and Service from someone with nearly 20 years of Atari experience go to my Web site below or E-Mail me at atari@benjamin.net where you can find for the Atari 8 Bit coveted Happy Drives and other Disk Drives modified for increased performance and speed. As well as a library of Reference Materials from COMPUTE! Books. You can find NEW Atari ST software Marked down in Price, Disk Drives made by Indus for the Atari ST and Reference Books Published by ABACUS and I've added and will be adding more Hardware, Software, Books & Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. And remember if you dont come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

Click for WebSite!

***FREE*** Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, September 14th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 1582. ATTN: Atari Meeting in Portland, Oregon. USA

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-27 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7q5ni5$ejt$1@user2.teleport.com>
Source record: 50467
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale
Body handling: HTML body converted to readable text

Please direct all replies through E-Mail at bensmith@teleport.com or atari@benjamin.net instead of NewsGroups as I don't regularly check NewsGroups.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, September 14th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974 DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST! http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 1583. Re: Speech on 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-27 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.935752605@math.tu-berlin.de>
Source record: 50468

Howdy!

locust000@aol.com (Locust000) writes:

> In the good old days, I had on old issue ANALOG with an article about a
>speech device that you connected to the 8-bit. Using this device and some
>software, you could get the 8-bit to talk somewhat. I can't remember which
>issue it was though but it included a list of all necessary parts needed to
>assemble the speech device {all with Radio Shack part numbers}, as well as how
>to do it. It also included the type-in software to get it to run {I think...}.
> It has been ages since I had that issue, and now that emulators are popular I
>was wondering if such a thing can be emulated - perhaps using the PC's hardware
>to emulate the device, and using an emulator {preferably Atari800Win} to run
>the software. Any thoughts?

Thoughts? Lots of. It uses the SP0256AL IIRC, an integrated speech synthesizer.
The original Antic design hooked into the joystick port, I managed to link
the speech processor to the parallel port of the 800XL, using a standard VIA
as interface and the Audio-In line get the speech mixed with the standard
POKEY audio. I also wrote a software driver for the device, just open a
handler - V: I called it - and print the phonems with a PRINT#1;"" to get
speech. Worked great. In case you need the schematics, I should still have them
somewhere, as well as the software. (Small 1K program, IIRC).

As for emulation: The way how I mounted the hardware was a bit non-standard, it
would be better to emulate the speach-handler V: directly if there is already
a speach program available for the "host".

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

# 1584. Re: High-speed scrolling idea

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-27 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.935753006@math.tu-berlin.de>
Source record: 50469

Hi!

"David M. Lloyd" <david@inxpress.net> writes:

>Hello,

>I was perusing the new technical docs for ANTIC and GTIA when I had an
>idea (untested however!) for a high-speed scrolling system, most likely
>for use in the E: device.

>Normally a coarse scroll is achieved in the E: handler by copying the
>image upwards by 1-3 lines, which is time-consuming, especially for a
>1.8 Mhz processor!

Well, that's not too hard as long as it is a text mode. It really gets slow
if you want to emulate a 80x25 display for a terminal using the Antic-F mode
and 4x8 "character cells". This would mean you had to move 8K memory for
scrolling. Needless to say, this crawls.

>My idea (let me know if this has been done) is to do it 'IBM Style' and
>hardware-scroll.

Sure, this possible. Used just this idea to implement this little terminal
program. It uses an ANTIC LMS instruction every 8 lines, and on scrolling,
only these are adjusted, and the first 8 lines strip is cleared to make room
for characters.

>The catalyst for the idea is the information that the memory scan
>counter
>in ANTIC is only 12 bits, that is it has a 4k limit. Beyond that limit,
>it wraps around to 0 + (4096 * the top 4 bits of the LMS instruction
>operand).

>So if you don't mind losing 3K of RAM, it is feasable to scroll through
>a mode 0 screen merely by changing the LMS instruction in your display
>list, and storing your screen memory on a 4k boundary. You'd have to
>update the various OS pointers to the screen area, of course. Also, the
>destination address of any screen write would have to be ANDed with
>$0fff and added to your base address.

It's not even necessary to spare 3K of RAM. Just write a new display list,
load the LMS every line and modify the display list for scrolling. You've to
adjust as much as 2*24 bytes for that. (-:

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

# 1585. FA: Complete set of Antic magazines

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-27 00:00:00 UTC
From: Glen Oberhauser <gleno@home.com>
Message-ID: <orxx3.21008$_H.152785@news1.rdc2.tx.home.com>
Source record: 50470

This is the ENTIRE set of Antic magazines in very good condition! I believe an auction is necessary for this item because it will receive a lot of interest. See the picture of the collection and place a bid at

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=150580785

Reserve on this auction is $200, but since it's already at $150 I've decided to sell to the highest bidder at whatever the ending price may be.

--
Glen Oberhauser
gleno@home.com

--
Glen Oberhauser
gleno@home.com

# 1586. Re: Dead Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-27 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <Dezx3.428$di1.2944@news1.online.no>
Source record: 50471

Mine did almost the same with a dead Antic chip! May also be the memory chips!

Tony Cav&#65533;n <ferrara@c64.org> wrote in message
news:7q6b8o$174$1@news.koti.tpo.fi...
> Hi!
>
> I recently bought a dead Atari 800XL from a fleamarket for $2 .
> I've connected it to my TV (PAL) with a RF-cable (which came with the C64)
> and the only channel the TV comes up, which the Atari is sending, is
> consisting
> of black background and on top of it, two tall horizontal gray lines (or
> should I say
> borders) and on top of each gray border, there are two flicking, sharp,
thin
> and horizontal
> white lines.
>
> When I press PLAY button on the datassette, the white lines almost
> disappear, otherwise
> they reach both sides of the screen. No sound can be heard whatsoever.
>
> I've checked through the circuit board but there are no disconnected
> solderings, neither
> I can't spot any short-circuits there.
>
> Please, those who know, help =)
>
> --Tony Cav&#65533;n aka Ferrara of DC^S / phObos www.ferrara.c64.org
>
>

# 1587. Dead Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-27 00:00:00 UTC
From: Tony Cav&#65533;n <ferrara@c64.org>
Message-ID: <7q6b8o$174$1@news.koti.tpo.fi>
Source record: 50472

Hi!

I recently bought a dead Atari 800XL from a fleamarket for $2 .
I've connected it to my TV (PAL) with a RF-cable (which came with the C64)
and the only channel the TV comes up, which the Atari is sending, is
consisting
of black background and on top of it, two tall horizontal gray lines (or
should I say
borders) and on top of each gray border, there are two flicking, sharp, thin
and horizontal
white lines.

When I press PLAY button on the datassette, the white lines almost
disappear, otherwise
they reach both sides of the screen. No sound can be heard whatsoever.

I've checked through the circuit board but there are no disconnected
solderings, neither
I can't spot any short-circuits there.

Please, those who know, help =)

--Tony Cav&#65533;n aka Ferrara of DC^S / phObos www.ferrara.c64.org

## 1588. Check out this site!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-27 00:00:00 UTC
From: vangelisv@aol.com
Message-ID: <19990827132805.28289.00000230@ng-fl1.aol.com>
Source record: 50473

Many Software title for Atari,C-64,Amiga and Musical instruments and more!
Check out this site at:
http://vangelisv.safeshopper.com/

# 1589. Giveaway

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-27 00:00:00 UTC
From: jack <jackaloy@ix.netcom.com>
Message-ID: <37C6D7F4.3FCB@ix.netcom.com>
Source record: 50474

In the continuing clean-up I came across five disks from Crystalware for the Atari. I have no way to test them, so I am offering them to anyone who wants them. I would appreciate the cost of mailing them from NY.

Jack

Imperial Walker by Mike Potter
World War III
Fantasyland 2041 A.D.
Disk 1 Congoland
Disk 2 Arabia/Intro
Disk 3 King Arthur
Disk 4 Olympus
Disk 5 Captain Nemo
Disk 6 Dante's Inferno

# 1590. Re: High-speed scrolling idea

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-27 00:00:00 UTC
From: David Lloyd <david@inxpress.net>
Message-ID: <37C71753.A10C9DAE@inxpress.net>
Source record: 50475

Thomas Richter wrote:
>
> Hi!
>
> It's not even necessary to spare 3K of RAM. Just write a new display list,
> load the LMS every line and modify the display list for scrolling. You've to
> adjust as much as 2*24 bytes for that. (-:

Ah yes, but why write 48 bytes when you only have to write 2? :-)

It was more of a concept idea I guess. I figured, there's a 4K limit,
so I want to turn the limit into a feature. :-)

--
==========
David M. Lloyd mailto:david@inxpress.net

Administrator
Internet Express, Inc.
802 W. Broadway, Suite 0101
Madison, WI. 53713-1866
Voice: (608) 663-5555 http://www.inxpress.net
Fax: (608) 663-5595 mailto:admin@inxpress.net
Data: (608) 663-5551 mailto:support@inxpress.net

==========

# 1591. Re: High-speed scrolling idea

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-27 00:00:00 UTC
From: David Lloyd <david@inxpress.net>
Message-ID: <37C717C1.8ED7295B@inxpress.net>
Source record: 50476

Robert S Ely wrote:
>
> If I'm understanding this correctly, all you need to do is map the
> entire document and move the display pointers up or down to window the
> portion of test you want to see.

The crux of the thing is using the 4k wraparound to continuously scroll
a small text area that has an indefinite height, not to scroll around
a definite area.

--
==========
David M. Lloyd mailto:david@inxpress.net

Administrator
Internet Express, Inc.
802 W. Broadway, Suite 0101
Madison, WI. 53713-1866
Voice: (608) 663-5555 http://www.inxpress.net
Fax: (608) 663-5595 mailto:admin@inxpress.net
Data: (608) 663-5551 mailto:support@inxpress.net

==========

# 1592. Re: 800XL parallel interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-28 00:00:00 UTC
From: bob klaas <bobkla19@sisna.com>
Message-ID: <37C8C6BB.2A7A3F0E@sisna.com>
Source record: 50388

Old Antic and Analog mags have articles you can use to build interfaces
from the PBI on an 800XL or 130XE.

If you just need the adaptor for the 130XE I have bought the Rights from
Supra for the 130XE PBI to 50 pin 800XL PBI and are still available
with 1 cartridge port for $20.00 shipping included.

bob

# 1593. Re: INDUS GT manual?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-28 00:00:00 UTC
From: bob klaas <bobkla19@sisna.com>
Message-ID: <37C8CE3C.7D58490F@sisna.com>
Source record: 50389

Yo!

I have all the original software and Manuals that came with the drive. I did not realize you were a collector! You did not mention this when you purchased the drive. I listed it as a Indus with power supply and sio cable.. No mention to docs. I have to be honest with you a card that was plugged in on the card edge connector that sold for $120.00 that gave it additional ram, have all the software to run it along with documentation.. I also have from the original owners of Indus before the Split, the documentation for service and repair. Talked the Secretary out of all items 5 days before they shut down the first time. Schematics ect..May be one of the few in the country that has this..The Indus was a split off of the Rana, part of the family wanted to go one way with the drive and the other wanted what the Indus produced. So the family split and we as Atari 8-bit users received the cadalac of disk drives.

A point in history:
1. The Rana disk drive was the only drive produced that would read all densities and format a disk while the drive was not connected to any computer.
2. The service specs on the drive were impeccable, they had 2 sets of Roms, to check out the lower board as well as the mech, requiring only a jumper.

3. Family history should have seen what the other side wanted and relented portionatly and the drive would have still been produced today.

hope this helps a few users.

bob

# 1594. Re: Rana Drive Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-28 00:00:00 UTC
From: bob klaas <bobkla19@sisna.com>
Message-ID: <37C8CF49.81D01BD0@sisna.com>
Source record: 50390

Rana drives are special. I when first introduced to them sepnt 2 days re-alining a drive to read Flight Simulator. The mech they used in these drives would not in fact read the iformaton correctly. They did not antisipate programers using code to these areas, get another drive to read these sectors.

bob

# 1595. VINTAGE COMPUTER FESTIVAL - VCF 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-28 00:00:00 UTC
From: siconic@jasmine.psyber.com
Message-ID: <7q7b9b$vto$4@news.psyber.com>
Source record: 50477

Parallax Inc. and Dr. Dobb's Journal proudly present...

The Vintage Computer Festival 3.0
October 2nd & 3rd
Santa Clara Convention Center
Santa Clara, California
www.vintage.org

For the third year in a row, the Vintage Computer Festival is back to thrill and amaze you with the history of one of the greatest inventions in all of mankind, the computer!

The Vintage Computer Festival is for YOU! We don't care which computer you think is the best. We don't care what machine you grew up with, or first fell in love with, or still use today. The VCF is a celebration of all computers and their history! Come share the joy of computing!!!

This year:

* More great speakers!
* More great exhibits!
* More great vendors with Cool Stuff to sell!
* More fun games and contests, including the Nerd Trivia Challenge!
* Tour The Computer Museum History Center!
* And of course, FREE STUFF!!

In short, plenty of stuff to indulge all your SENSES:

HEAR the speakers! SEE vintage computers! TOUCH them too!
SMELL their electronics! But please don't TASTE them!

"The mission of the Vintage Computer Festival is to promote the preservation of 'obsolete' computers by allowing attendees to experience the technologies, stories and people that embody the remarkable tale of the computer revolution."

If you haven't yet experienced the VCF, DON'T MISS THIS ONE!!!

Register Early and $AVE!

Register by September 15 and pay only $20 per person. That includes access to the entire event all weekend, including the speakers, the exhibit and the flea market. Kids 17 and under are admitted free, and as always, parking is free too!

To pre-register, send a check or money order to:

Vintage Computer Festival
4275 Rosewood Drive PMB#29-161
Pleasanton, California 94588

For ultimate convenience, please visit the VCF website for more information as well as a handy registration form ready to print.

http://www.vintage.org/vcf/register.htm

The Speakers

Horst Zuse

Horst, the eldest son of early digital computer pioneer Konrad Zuse, will be giving a lecture on his late father's machines and will focus on the computer businesses that Konrad later founded to market his ideas.

Jon Titus

Who can forget one of the earliest of kit microcomputers, the Mark-8? Jon designed the Mark-8 around Intel's 8008 microprocessor and wrote the construction article that appeared in the July 1974 issue of Radio Electronics--a milestone in microcomputer history.

Todd Fischer

Todd bought the assets of IMSAI after their bankruptcy and continued to manufacture and sell IMSAI products under the Fischer-Frietas Corporation. Todd consulted with MGM for the movie _War Games_ and, as a treat, will be bringing along for show and tell the actual IMSAI 8080 computer that co-starred in the film.

Michael Wise

Mike contends that his Sphere Computer circa 1975 is in fact the first integrated "Personal Computer". Some people think he has a valid claim to that title. Come hear his story and decide for yourself.

Ed Kramer

Ed has been creating computer graphics since the days when it was done using mainly analog video devices. Today he's a Sequence Supervisor for Industrial Light & Magic doing computer generated graphics and special effects for such films as "Deep Impact", "The Mummy" and "Star Wars: The Phantom Menace".

Jim Willing

Our admired and beloved VCF Celebrity, Jim will wax philosophic on various themes of stupendous relevance. This year, Jim will help the aspiring vintage computer collector restore their machines to operating condition with "Debugging for Dummies", and will also give you tips to help you revive ancient copies of your favorite computer games in "Dead Media Society".

Liza Loop

Liza heads up the LO*OP Center, a non-profit organization dedicated to improving education through innovative thinking.  Liza introduced the first Apple into public schools in 1976 (in fact the first Apple 1, given to her by Steve Wozniak) and the world has never been the same since. Liza will be bringing along the Apple 1 and other historic machines for show and tell.

Eugene Kim

Eugene recently left Dr. Dobb's Journal as Senior Technical Editor to start his own consulting firm. He'll be giving a lecture on the history of free software, a very relevant topic considering the free-software movement is in full force in today's computing arena as evidenced by the escalating adoption of GNU/Linux.

Roger Sinasohn

Roger is an avid collector of early portable computers and will be giving a talk on the history of the Kyocera 85, a.k.a. the Tandy Model 100, a.k.a. the Olivetti M10, a.k.a. the NEC PC-8201A.

Doug Salot

Doug's research has uncovered what he believes to be the first "personal computer". Forget the Apple ][, the Altair or even the Alto. Doug's pick as first PC goes all the way back to the 1950's. Designed by Edmund Berkeley, an unsung hero of computer history, Doug intends to win Berkeley the prominance and praise that he feels is much deserved by this virtually unknown computer visionary.

Plus!

Workshops by Parallax on their amazing little BASIC Stamp. Get a preview of this cool little device by visiting their website at http://www.parallaxinc.com.

For complete speaker information and schedules, point your favorite web page viewing software at http://www.vintage.org/vcf/speakers.htm.

The Vintage Computer Faire and Exhibition

This year, the Vintage Computer Festival exhibit will feature the exhibits of individual collectors, all vying to win first, second or third place in eleven categories, plus the coveted "Best of Show" award. The winner of the "Best of Show" ribbon will also win fabulous prizes.

This year, we want YOU to exhibit the pride of your collection. What better way to demonstrate your enthusiasm for your hobby than to be an exhibitor at the Vintage Computer Festival.

Exhibitor information can be found on the Vintage Computer Festival website (http://www.vintage.org/vcf/exhibit.htm).

The Vintage Computer Flea Market

Every year the best deals on vintage computer items can be found at the Vintage Computer Flea Market. Here are only a few of the amazing items sold at last year's flea market:

* Apple 1 (no, we're NOT kidding!)
* SWTPc 6800
* A rare computer by "the digital group"
* Morrow Decision 1 (S-100)
* California Computer Systems (S-100)
* Apple Lisa 2
* And much, much more!!

If you've got old computer stuff that you'd like to sell, there's no better place than the Vintage Computer Flea Market at the Vintage Computer Festival. Please visit our website for rates and regulations (http://www.vintage.org/vcf/vendor.htm).

The Nerd Trivia Challenge!

Hey trivia fans! Think you got what it takes to survive the Nerd Trivia Challenge? If you qualify, you'll be pitted against two other players in a battle to determine who is the undisputed master of computer history trivia. Answer the most questions correctly and you could walk away with $50 in cash plus some other nifty prizes.

Lightweights need not apply, this contest is geared towards the serious computer history enthusiast. For contest rules please visit http://www.vintage.org/vcf/ntc.htm.

Tour The Computer Museum History Center!

The Computer Museum History Center boasts the largest collection of historic computer artifacts in the world. Their collection includes rare, one-of-a-kind computers and artifacts that date back to the early part of the century and beyond.

A tour of the History Center's "Visible Storage" warehouse will be organized on Sunday, October 3. Tickets are limited and so advanced registration is recommended.

FYI: The History Center is on the move, and is thrilled to announce plans to build a permanent museum to be dedicated by 2007. You can help the History Center achieve its goal by becoming a member. Information about becoming a member of the History Center can be found at http://www.computer-history.org.

Meet Fellow Computer Collectors!

The VCF is the premier gathering for collectors of vintage computers. What better way to enjoy your hobby than by meeting other like-minded individuals to share stories and information about your computer collection. Register in advance by September 15 and save $$$! Visit http://www.vintage.org/vcf/register.htm for details.

Visit our Sponsors!

Without our sponsors, the Vintage Computer Festival could not be a reality. It is our wonderful sponsors that enabled us to bring you the Vintage Computer Festival year after year. Demonstrate your appreciation by visiting them on the web:

Parallax, Inc.
http://www.parallaxinc.com

Parallax manufactures the BASIC Stamp, a versatile microcontroller with a built-in BASIC language that is suitable for most any electronics and computer hobbyist project.

Dr. Dobb's Journal
http://www.ddj.com

Dr. Dobb's Journal is the oldest continually running microcomputer journal, in existence since 1975. It features monthly articles and columns geared towards the computer programming professional.

EOF

# 1596. Re: Illinois BBS...

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-28 00:00:00 UTC
From: ericcron@pcc.net
Message-ID: <37c844d3.12333901@corp.supernews.com>
Source record: 50478

How about:

The Beer Can?
Runequest?
the one that PresZaphod ran?

Eric

On Thu, 26 Aug 1999 22:10:07 -0500, "Chad Hendrickson"
<chadh@REMOVEmediaone.net> wrote:

>Eric <eric@nomail.com> wrote in message
>news:7q4pm4$2lkn@enews3.newsguy.com...
>> Does anyone remember the BBS called Trade Mark and DSOM (Dark Side of The
>> Moon) from 1984-1987? I believe the SysOp names were Teleprompter and
>> Dioskilos. How about CLAUG (ChicagoLand Atari Users Group)?
>>
>>
>
>Ha Ha! Absolutely!
>
>I remember dearly... in fact... believe it or not... I am Dioskilos. And I
>still keep in touch with Teleprompter (I just saw him about 2 weeks ago,
>whenever we get together we like to reminisce about the old days. He still
>has a lot of his printer logs from back then). I'll have to give him a call
>and tell him about this!
>
>I ran The Dark Side of the Moon from 1985 to 1989. Do you remember Dark
>Side of the Moon II with Calibos. I have lost touch with Calibos... haven't
>seen him since high school. There was also Dark Side of the Moon ST with
>Corporal Clegg. Myself and Clegg are still best friends.
>
>I really miss those days, I'd love to hear your take on it. What made you
>bring it up? Do you remember the crazy antics between my BBS and Trade
>Mark? We were always shooting off at each other... one week we would be at
>war, the next we would make up.
>
>I still have my old Atari 130XE, my 835 modem (with home-made ring
>detector... ahhhh 300 baud!), and my Indus GT disk drives. It's sad that
>those BBS days are gone... each BBS had such personality, it was such a
>blast.
>
>What was your username back then?
>
>Regards,

>Chad Hendrickson
>
>P.S. Of course I remember CLAUG. I never joined or went to a meeting, but
>I do recall one night myself and Teleprompter called one the the sysops of
>CLAUG to try to convert them to a pirate BBS. They were so Public Domain
>oriented... but I remember the guy contemplating the piracy idea, it was
>pretty funny.
>
>(If you are going to reply directly to me then remove the REMOVE from my
>email address)
>

# 1597. Re: Happy Menu

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-28 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <37c8763d.40411239@trumpet.uni-mannheim.de>
Source record: 50479

On 27 Aug 1999 08:03:38 GMT, Thomas Meyer <i03a@zfn.uni-bremen.de> wrote:

>JTKirk <no_me_j.j_t_kirk@geocities.com> wrote:
>>I think I have this one too...
>
>Great answer. You don't happen to have a link where I can download them?
>Or just send 'em over, please.
>
>Thomas

I'll look for the disk and make a .DCM image (or maybe a .ATR image?)

The disk itself has the blue-screen loader installed... (well,
maybe it's another) and is full of disk utils/copiers. And yes,
that "Mikel" appears there. I remember this was originally from
a German friend who had a Happy 1050... nearly 15 years ago, now
I'm wondering what's he doing.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

## 1598. Private sale lots of ATARI stuff going really cheap.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-28 00:00:00 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <37C78425.64B168C2@cyberpeeps.freeserve.co.uk>
Source record: 50480

As apace is needed I am forced to sell alot of software and hardware for ATARI JAG, ST, STE, 800XL, 2600, 7800, and some PC stuff at silly prices. Look at my web site :- http://www.cyberpeeps.freeserve.co.uk prices start at 30p.

# 1599. Re: ST Xformer Cable Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-28 00:00:00 UTC
From: Nurmix@socal.comSPAM-FREE
Message-ID: <7q89iq$va6@enews1.newsguy.com>
Source record: 50481

On 26 Aug 1999 09:12:24 , "David Hopcroft" wrote:

>Sorry just noticed the 850 I/F printer port only has 15 pins not 25:(
>It's been a long time since I've seen one up close.
>however the pattern of the pin numbering still works. best look a the web
>URL I gave for the best answer

Thanks for the information David, much appreciated!

I took a [much!] closer look at the 25 pin connector, and you were right, there were a few faint little numbers there marking the pins! 8^)

Anyway, I built the cable, following all the pinouts exactly, carefully testing everything along the way with a meter / continuity checker. Everything was as it should be - but it doesn't work! I get no response at all from the 8-bit drive (I tested it with a RANA 1000 and an INDUS GT).

And I made the cable exactly as instructed in the ST Xformer cable section of the Emulator's Inc. web site. They mention a slight modification when making the cable for use on a PC (adding a pull up resistor between pin 2 and pin 11 on the DB-25, and moving the +5v line from PIN 1 to any unused data output pins), but it says that these modifications are NOT NEEDED when using the cable on an ST (I've got it connected to an STE). So unless there is some difference between the parallel port on an ST versus an STE, it should work, right?

I suppose the next step is doing the "PC-mods" to the cable and trying it again - as the instructions say that even the "PC-modified" xformer cable will work on an ST.

We'll see I guess...

Anyone have any advice or experience with this here?

-Paul

--

\ NURVIS Music / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "SPAM-FREE" before sending E-mail!

# 1600. Rana Drive Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-28 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990828062930.08077.00000661@ng-ce1.aol.com>
Source record: 50482

I have a Rana drive that works perfectly.
However when I use one particular
sector copier whose code uses the
DCB ($E453) to format the destination
disk, I get an error. The code used
is simple:

```
POKE 769,DEVNUM:REM 1
POKE 770, FORMAT:REM 33 DECIMAL
X=USR(ADR(ML$)):REM JSR TO $E453 VECTOR
```

My other drives happily do a non-Dos disk format,
but the Rana chokes and returns error 138. If I use
Dos (MyDos) to format the Rana, all is well, in any
density. Any thoughts?
Thanks,
Larry

# 1601. Old 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-28 00:00:00 UTC
From: nautica_ewing@yahoo.com
Message-ID: <37c7f0a1.4985265@news.dragonbbs.com>
Source record: 50483

HELP!!!

I am searching for an OLD 800 in working condition!

Please email me!

Nautica_Ewing@yahoo.com

## 1602. hey!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-28 00:00:00 UTC
From: steve <steve@gslink.com>
Message-ID: <37C853D1.46F8C84@gslink.com>
Source record: 50484

do you have every thing i need if i have nothing if so how much
steve@gslink.com

## 1603. hi

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-28 00:00:00 UTC
From: steve <steve@gslink.com>
Message-ID: <37C8541F.8532E960@gslink.com>
Source record: 50485

```
im intrested
steve@gslink.com
```

# 1604. Re: ATTN: Atari Meeting - How about Southern California?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-28 00:00:00 UTC
From: Atari Guy <atariatari@hotmail.com>
Message-ID: <WM%x3.448$855.24149@typhoon-la.pbi.net>
Source record: 50486
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale
Body handling: HTML body converted to readable text

Is anyone aware of an Atari User Group in the Los Anageles/ Orange County
area?

Benjamin Smith wrote in message <7q5ni5$ejt$1@user2.teleport.com>...
>Please direct all replies through E-Mail at bensmith@teleport.com or
>atari@benjamin.net instead of NewsGroups as I don't regularly check
>NewsGroups.
>
>If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity,
>you are cordially invited to attend a Meeting of the Portland Atari
>Club. You don't have to be a member to attend. We meet the 2nd Tuesday
>of each Month. Our Next meeting will be Tuesday, September 14th, 7 pm
>at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get
>together with other Atarians. Make friends, meet new people, maybe find
>an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere.
>Bring your family to a family friendly place. For more info try:
>
>http://pac.pdxweb.net
>
>
e-mail: atari@benjamin.net

>
>For more information or directions, please call our Vice President
>Ben Smith at (503)256-9974 See you there!
>--
>Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory
(503)256-9974
>DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite
at
>http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain
at http://www.atari.benjamin.net Catalogs Requested by & Received Through
E-Mail
>at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or
ST! http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading
Post

# 1605. Re: Rana Drive Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-28 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990828222248.22865C-100000@vtn1>
Source record: 50487

Try setting up the full DCB and using SIOV at $E459 instead of DSKINV. The fast way to set up most of the DCB is to do a Status call via DSKINV first.

You might also have to issue a Percom configuration command before the format command.

BTW If you look at the code in the ROM, you can never format in 1050 density; the command's not supported. I believe this is the reason I could never format a 1050 while running PaperClip.

Cheers,
jkp

On 28 Aug 1999, LWhite6497 wrote:

> I have a Rana drive that works perfectly.
> However when I use one particular
> sector copier whose code uses the
> DCB ($E453) to format the destination
> disk, I get an error. The code used
> is simple:
>
> POKE 769,DEVNUM:REM 1
> POKE 770, FORMAT:REM 33 DECIMAL
> X=USR(ADR(ML$)):REM JSR TO $E453 VECTOR
>
> My other drives happily do a non-Dos disk format,
> but the Rana chokes and returns error 138. If I use
> Dos (MyDos) to format the Rana, all is well, in any
> density. Any thoughts?
> Thanks,
> Larry
>
>

## 1606. Digital Analog

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-29 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <7qb4ct$82c@dfw-ixnews15.ix.netcom.com>
Source record: 50391

Is there a site with scanned copies of Analog magazine?

-Rick Heldmann

## 1607. Deep Blue C

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-29 00:00:00 UTC
From: ericcron@pcc.net
Message-ID: <37c951e9.51446723@corp.supernews.com>
Source record: 50392

Just wondering what everybody thought about this program. Just got it
in the mail from an ebay acution.

Looks pretty cool...

Anybody using it?

Eric

# 1608. Re: Digital Analog

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-29 00:00:00 UTC
From: ericcron@pcc.net
Message-ID: <37ca5385.51858563@corp.supernews.com>
Source record: 50393

On Sun, 29 Aug 1999 07:08:00 -0400, "Richard Heldmann"
<heldmann@ix.netcom.com> wrote:

>Is there a site with scanned copies of Analog magazine?
>
>-Rick Heldmann
>

Isn't that www.atarimagazines.com?

Eric

# 1609. Re: Digital Analog

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-29 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19990829115444.29662.00001721@ng-fk1.aol.com>
Source record: 50394

```
>
>Is there a site with scanned copies of Analog magazine?
>
>-Rick Heldmann

http://www.cyberroach.com/analog/default.htm

BG
```

## 1610. IS Plate 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-29 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <7qbqcf$rjo$1@epos.tesco.net>
Source record: 50395

Does anyone have any information/docs re the 1050 IS Plate, english mod for the 1050 mid/late 80s. It appears to be a happy clone, with added features. Anu info much appreciated, copy docs even better.

Thanks

Richard

## 1611. yea

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-29 00:00:00 UTC
From: steve <steve@gslink.com>
Message-ID: <37C97FC5.AEA8242F@gslink.com>
Source record: 50396

```
yea email me back steve@gslink.com
```

# 1612. FS/T Atari 8-bit Games, Components and Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-29 00:00:00 UTC
From: Jim Lazarenko <jim_l@tNOSPAM.elusplanet.net>
Message-ID: <wBfy3.457$G6.54970@news0.telusplanet.net>
Source record: 50397
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.classic

Last Updated 08/29/99
- Sold items removed

I have the following Atari 8bit components and cartridges for sale. All the equipment is cleaned and detailed, and in good or better condition, but without boxes unless noted. If you have any questions in regards to unit condition, please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800, Colecovision, Intellivision, Classic Computer, Vectrex or Handheld games) sent to you, please specify system.

**Hardware** Please make an offer
==========
- Atari 600XL - with power supply, RF cable
- Atari 800XL - missing power supply
- Atari 800XL - with power supply, RF cable
- Atari Portfolio PC Card Drive - Complete with box, manual & software. Like New

*Controllers* Please make an offer
==========
- Paddles (multiple sets) - for Atari & Commodore units
- 2x Suncom Tac Joysticks - for Atari & Commodore units
- 1x Spectravideo Joystick with suction cup base - for Atari & Commodore units

**8-Bit Cartridges** Please make an offer
==========
- Atari Writer
- Basic
- Defender
- Donkey Kong
- Donkey Kong Junior
- Final Legacy
- Megamania - In a sealed/shrink-wrapped box, box is slightly squashed.
- Missle Command
- Moon Patrol

- Pole Position
- Realsports Football
- Robotron: 2084
- Star Raiders
- Tennis

**8-Bit Books** Please make an offer
==========
- Compute's "The Atari Basic Source Book"

**Manuals & Technical Guides (software status specified)** Please make an offer
==========
- Atari 800XL Manual and connection guide - by Atari
- Atari 1050 Manual - by Atari
- Portfolio Technical Reference Guide (Third Edition June 1991) - by Atari (with software)

**Magazines and Specification sheets** Please make an offer
==========
- Start - Premiere Issue Summer 1986
- Start - Spring 1988
- Start - November 1990
- Start - December 1990 (with disk)
- ST-Log - January 1987
- Antic - February 1986

**Atari Force Comics**
All are in Mint Condition
==========
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #9 - September 84
- Issue #11 - November 84
- Special Issue #1 - 1986

**Trades**
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar and Jaguar CD
- A CD64 Nintendo 64 Backup Unit
- A working Vectrex controller
- And of course the ever popular, original Intellivision keyboard (should I

be so lucky :).

# 1613. Re: Atari T-shirts

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-29 00:00:00 UTC
From: Thomas Krog Christensen <rick@kampsax.dtu.dk>
Message-ID: <37c981e6.0@news.k-net.dk>
Source record: 50398

BobKlaas skrev i meddelelsen <37BF297C.BD75C6B@sisna.com>...
>I don't think anything would apply here as I would take the unit like a
>computer 400, 800 ect up and or unit and take the picture, and produce
>what the individual wanted on the shir.
>
>Copyrights are protected by law but at this point in time think they
>forgot to look at the Original Product???
>
>Perhaps I am wrong, but still would be interesting to find out who and
>what is right?
>bob
Isn't there a firm which produces Atari T-shirt?
Please tell me if there is?

## 1614. Atari 2600 Xenophobe wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-29 00:00:00 UTC
From: Tempest <reicher6@pilot.msu.edu>
Message-ID: <7qc9o0$bp2$1@msunews.cl.msu.edu>
Source record: 50399
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

I am looking for an NTSC copy of Xenophobe for the Atari 2600 (cart only).
If anyone has a copy for sale or for trade, e-mail me at:
reicher6@pilot.msu.edu

I have lots of stuff for trade, email me with your want lists.

Tempest
reicher6@pilot.msu.edu

# 1615. Atari Dos 2.5, Programming Book FA: Final Day

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-30 00:00:00 UTC
From: Spud <spudz@home.com>
Message-ID: <tSky3.5645$2k6.75056@news1.rdc1.bc.home.com>
Source record: 50400
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

```
Title of item: Atari DOS 2.5 & Introduction to DOS Manual!
Your item number is: 151758156
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=151758156

Title of item: Atari Graphics & Arcade Design Manual (8-Bit)
Your item number is: 151759159
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=151759159
--

Spud@biosys.net or spudz@home.com
-----
Wanna trade? Videogames, Computer games, Apps & Hardware, Movies &
Collectibles!
-----
http://www.biosys.net/spud or http://members.xoom.com/Spudz/
```

## 1616. Jam!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-30 00:00:00 UTC
From: idavis@my-deja.com
Message-ID: <tRny3.1822$Ue5.35938@typhoon-la.pbi.net>
Source record: 50401

Well, it took me long enough, but I finally found a Jam!! For those who don't know, this is the device that will allow you to input s-video or rca input to your svga monitor. I have a question for the people that are using one. Can you switch between your atari and the pc while the pc is running. I know that the manual says that there is no problem when the Jam!! is off, because it will just pass throught the vga input, but does it harm it to turn it on while you are using the pc at the same time. I wouldn't imagine, but since it has taken me a long time to find one, and I got the last one they had, I really don't want to take chances. I would like to boot up something like ape or sio2pc, and then set up the boot disk, then turn the Jam!! on, and boot my atari up using the same monitor, sometimes switching back and forth between the atari and the pc. This would be the ideal situation. I am pretty sure it can be done, I am just a little leery of switching things while others are running, unless it is designed to.
Later,
Isaac

Isaac Davis
idavis@my-deja.com

## 1617. FA: Cakewalk

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-30 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <37CA6723.E19C40D4@agnld.uni-potsdam.de>
Source record: 50402

and other interesting 2600/7800 and Atari 8-Bit stuff under

http://www.funstuff.de/cgi-bin/auction.cgi?viga0&1&1&1&1&1&3

No fees for selling/buying. International visitors.

Thanks for your attention.

funstuff

# 1618. Re: Illinois BBS...

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-30 00:00:00 UTC
From: "Mike Szewczyk"
Message-ID: <rsl50h9ij7188@corp.supernews.com>
Source record: 50403

A guy named Zaphod ran an ST bbs at the same time that I did called "The Heart of Gold". We were the first couple of ST boards up in Illinois. Is that the one you're talking about?

E Cron wrote in message <37c844d3.12333901@corp.supernews.com>...
>How about:
>
>The Beer Can?
>Runequest?
>the one that PresZaphod ran?
>
>Eric
>
>On Thu, 26 Aug 1999 22:10:07 -0500, "Chad Hendrickson"
><chadh@REMOVEmediaone.net> wrote:
>
>>Eric <eric@nomail.com> wrote in message
>>news:7q4pm4$2lkn@enews3.newsguy.com...
>>> Does anyone remember the BBS called Trade Mark and DSOM (Dark Side of
The
>>> Moon) from 1984-1987? I believe the SysOp names were Teleprompter and
>>> Dioskilos. How about CLAUG (ChicagoLand Atari Users Group)?
>>>
>>>
>>
>>Ha Ha! Absolutely!
>>
>>I remember dearly... in fact... believe it or not... I am Dioskilos. And
I
>>still keep in touch with Teleprompter (I just saw him about 2 weeks ago,
>>whenever we get together we like to reminisce about the old days. He
still
>>has a lot of his printer logs from back then). I'll have to give him a
call
>>and tell him about this!
>>
>>I ran The Dark Side of the Moon from 1985 to 1989. Do you remember Dark
>>Side of the Moon II with Calibos. I have lost touch with Calibos...
haven't
>>seen him since high school. There was also Dark Side of the Moon ST with
>>Corporal Clegg. Myself and Clegg are still best friends.
>>
>>I really miss those days, I'd love to hear your take on it. What made you
>>bring it up? Do you remember the crazy antics between my BBS and Trade

>>Mark? We were always shooting off at each other... one week we would be
at
>>war, the next we would make up.
>>
>>I still have my old Atari 130XE, my 835 modem (with home-made ring
>>detector... ahhhh 300 baud!), and my Indus GT disk drives. It's sad that
>>those BBS days are gone... each BBS had such personality, it was such a
>>blast.
>>
>>What was your username back then?
>>
>>Regards,
>>Chad Hendrickson
>>
>>P.S. Of course I remember CLAUG. I never joined or went to a meeting,
but
>>I do recall one night myself and Teleprompter called one the the sysops of
>>CLAUG to try to convert them to a pirate BBS. They were so Public Domain
>>oriented... but I remember the guy contemplating the piracy idea, it was
>>pretty funny.
>>
>>(If you are going to reply directly to me then remove the REMOVE from my
>>email address)
>>
>

# 1619. Atari 8 bit emulators

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-30 00:00:00 UTC
From: Atari Mike <nospam@ihatespam.com>
Message-ID: <63By3.180$z3.23249@newsfeed.avtel.net>
Source record: 50404

Can anyone tell me where the good Atari 8 bit emulatrion pages are? I know there was the Holme's Atari 8 bit page a while back, but it's vanished and no one else seems to have stepped in. Can anyone tell me where the good sites are now?

Thanks

# 1620. setting up the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-30 00:00:00 UTC
From: purple19 <andreaeNOctSPAM@ala.net>
Message-ID: <11f733ec.4f8c5b4d@usw-ex0102-009.remarq.com>
Source record: 50405

Help! I got my grandpa's old Atari 800 computer and I don't
even know where to begin.
We have 6 left cartridges, but not the right one. So we
can't even use that until I find one.
We have some games on disc and lots of Atari books, but I
have no clue about how to program it, or anything.
Please help me. I've been dying to play one of my favorite
games of all time- Breakout! But not until I can get the
computer to do something.
Thanks.

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

# 1621. Re: INDUS GT manual?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-30 00:00:00 UTC
From: David Lloyd <dmlloyd@atari-central.com>
Message-ID: <37CB0304.3F6BFBE2@atari-central.com>
Source record: 50406

Any chance that the schematics could be scanned & posted? I have a
GT on the brink of death and I'd like to help it! Plus I'm trying to
collect copies of schematics and tech documents of old Atari stuff, for
the general knowledge of everyone who has had something go up in smoke
on them. :-)

bob klaas wrote:
>
> Yo!
>
> I have all the original software and Manuals that came with the drive.
> I did not realize you were a collector! You did not mention this when
> you purchased the drive. I listed it as a Indus with power supply and
> sio cable.. No mention to docs. I have to be honest with you a card
> that was plugged in on the card edge connector that sold for $120.00
> that gave it additional ram, have all the software to run it along with
> documentation.. I also have from the original owners of Indus before
> the Split, the documentation for service and repair. Talked the
> Secretary out of all items 5 days before they shut down the first time.
> Schematics ect..May be one of the few in the country that has this..The
> Indus was a split off of the Rana, part of the family wanted to go one
> way with the drive and the other wanted what the Indus produced. So the
> family split and we as Atari 8-bit users received the cadalac of disk
> drives.
--
David Lloyd
dmlloyd@atari-central.com

# 1622. Re: Atari T-shirts

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-30 00:00:00 UTC
From: John Kwiatkowski <johnmk@shell.clark.net>
Message-ID: <cDCy3.777$kf5.46243@iad-read.news.verio.net>
Source record: 50407

I can't imagine there would be any legal problems. As long as the
shirts were not sold for profit.

The fuji is plastered all over the web on homepages. Why would putting
it on a shirt be a problem?

BobKlaas <bobkla19@sisna.com> wrote:
: I don't think anything would apply here as I would take the unit like a
: computer 400, 800 ect up and or unit and take the picture, and produce
: what the individual wanted on the shir.

: Copyrights are protected by law but at this point in time think they
: forgot to look at the Original Product???

: Perhaps I am wrong, but still would be interesting to find out who and
: what is right?
: bob

# 1623. Re: Jam!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-30 00:00:00 UTC
From: John Kwiatkowski <johnmk@shell.clark.net>
Message-ID: <YHCy3.781$kf5.46243@iad-read.news.verio.net>
Source record: 50408

Where did you find it and how much? Thanks.

idavis@my-deja.com wrote:
: Well, it took me long enough, but I finally found a Jam!! For those who don't know, this is the device that will allow you to input s-video or rca input to your svga monitor. I have a question for the people that are using one. Can you switch between your atari and the pc while the pc is running. I know that the manual says that there is no problem when the Jam!! is off, because it will just pass throught the vga input, but does it harm it to turn it on while you are using the pc at the same time. I woul
dn't imagine, but since it has taken me a long time to find one, and I got the last one they had, I really don't want to take chances. I would like to boot up something like ape or sio2pc, and then set up the boot disk, then turn the Jam!! on, and boot my atari up using the same monitor, sometimes switching back and forth between the atari and the pc. This would be the ideal situation. I am pretty sure it can be done, I am just a little leery of switching things while others are running, unless it is desig
ned to.
: Later,
: Isaac

: Isaac Davis
: idavis@my-deja.com

# 1624. Atari 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-30 00:00:00 UTC
From: moore@ruth.mc.vanderbilt.edu
Message-ID: <7qf1av$j0d$1@news.vanderbilt.edu>
Source record: 50409

Hello,

I recently acquired 2 Atari 1050 drives and neither of them seems to function properly. I took them apart to check the drive belt and to make sure everything I could see was connected. What are some of the common reasons these drives malfunction? The drives do respond upon booting but most of the time don't make it through the boot. Thanks!

Jason Moore

# 1625. Re: setting up the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-30 00:00:00 UTC
From: cryorunner@aol.com
Message-ID: <cryorunner-3008991804590001@dt084n97.san.rr.com>
Source record: 50410

In article <11f733ec.4f8c5b4d@usw-ex0102-009.remarq.com>, purple19
<andreaeNOctSPAM@ala.net> wrote:

> Help! I got my grandpa's old Atari 800 computer and I don't
> even know where to begin.
> We have 6 left cartridges, but not the right one. So we
> can't even use that until I find one.
> We have some games on disc and lots of Atari books, but I
> have no clue about how to program it, or anything.
> Please help me. I've been dying to play one of my favorite
> games of all time- Breakout! But not until I can get the
> computer to do something.
> Thanks.
>
> * Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
> The fastest and easiest way to search and participate in Usenet - Free!

I haven't plugged in my 800 for a while, but I'll give this one a try.

First of all, you don't need a Right Cartridge! It's like a car (here in
the U.S.). You only need the Left Cartridge to drive the thing, but you
could also have a Right Cartidge along for the ride.

If you have Breakout on cartridge, you should be able to:

1) plug the big black 10VAC power supply into the wall, and into the
computer (right hand side, next to the power switch).
2) plug the RCA cord coming out of the back of your computer into the "TV
Switch Box" (this could be worked around if you don't have it, and you may
still be able to get something from Radio Shack). Switch the box to
"computer" or "game." You may need a 300 Ohm -> 75 Ohm converter to plug
the box into a modern TV (also Radio Shack).
3) Set the computer and TV to the same channel (2 or 3, switch on the
back of the computer).
4) plug Breakout into the left slot.
5) plug a set of paddles into the left (#1) game port
6) turn the 800 on.
7) press "start" to play.

Let me know if there are any glitches. I'd be happy to help, along with
everyone else here.
-Rhett

# 1626. SpartaDOS X manual

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-30 00:00:00 UTC
From: Marshall Walker <mwalker@mc.net>
Message-ID: <7qfelm$h3l$1@ffx2nh5.news.uu.net>
Source record: 50411

Hi everyone,

I can't seem to find my SpartaDOS X manual... I think I lost it when I moved. Anyway if someone has a text or PDF or even a photocopy of the manual, I'd appreciate a copy. I can trade Tech docs on the 800XL and 1050 Disk drive for it.. even the 5200 and Mega ST 2/4 tech docs as well.

Thanks again.

Marshall Walker
mwalker@mc.net

# 1627. FA: Sealed Miner 2049er & Buck Rodgers for Atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-30 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <7qfgic$1nc$1@autumn.news.rcn.net>
Source record: 50412

Miner is sealed Buck Rodgers is not sealed but pristine.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=154985954

I've also got '82, '83, and '84 Compute! mags too.

Thanks for looking!

--

B r i a n S t u r k E.E. / Software Eng / 8-bit Computer Geek
http://www.nh.ultranet.com/~bsturk

"Whatever happened to Pong ??!" Frank Black
"HOL, The Hardware Obstruction Layer" The NTChrist

## 1628. Grandpa's computer?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-30 00:00:00 UTC
From: Fly <fly@pcc.net>
Message-ID: <rsmns48kj7169@corp.supernews.com>
Source record: 50413

Am I the only one that is amazed that someone has received their grandfathers computer? Amazing.

Fly
fly@pcc.net

# 1629. Re: Upgrading Stock 1050 to Happy 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-30 00:00:00 UTC
From: Atari Guy <atariatari@hotmail.com>
Message-ID: <2mKy3.2481$eA5.46285@typhoon-la.pbi.net>
Source record: 50414

i think b&c has a great upgrade pack including ram and pcb for under $30.00
might require some additional parts, i dunno.

Marshall Walker wrote in message <7pvjjf$g7g$1@ffx2nh5.news.uu.net>...
>Hi all,
>
>I am looking for a cheap way o modifying my Stock 1050's (Five of them) to
>Happy 1050, or clone, (Super Archiver II, etc...)
>
>I use to have a modified 1050 with a Clone(?) of a 1050 that I got from a
>User Group back in Utah (L.A.C.E. Layton Atari Computer Enthusiasts) And
the
>drive worked great.. They told me it was a copy of the Happy ROM, but I'm
>not sure if it was or not. Anyway.. I'm looking for a cheap, but not too
>expensive way to upgrade my drives.
>
>I'm also looking for DRAM chips, so I can upgrade my 800XL's to 256K each.
>Anyone know of a good place to buy DRAM chips? Like Jameco, etc..?
>
>Thanks again for all your help in this matter.
>
>Marshall Walker
>mwalker@mc.net
>
>

# 1630. "ATARI Action" (ATARI Hody 99)...

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-30 00:00:00 UTC
From: Petr Liebl <lieblp@atlas.cz>
Message-ID: <7qj922$86p$1@news.vol.cz>
Source record: 50415

Hello!
I'm new here, but I think it doesn't matter (;-)))

Do you like "ATARI Actions" (meetings)???
If the answer is YES, and you'd like to come to Czech Republic to Brno (on 11.9.1999), then contact st_brno@post.cz for more info...

Bye....

Petr Liebl (17 years)
Czech Republic
lieblp@atlas.cz
http://xx.cz/8mi

# 1631. Re: Rana Drive Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-31 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37CC5C11.A837DA1F@sisna.com>
Source record: 50338

On your Rana, look at the LED on the front what error code is given there?

If anyone is intrested, I could time permitting post the error codes of the Rana on the front LED and the suggest solution?

Gona costa ya though!!!!!!

Two smiles each!

bob

# 1632. Re: Dead Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-31 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37CC5B5A.3673B81@sisna.com>
Source record: 50339

If it is what I possibly think it is? You have a couple lines in the center of the screen along with others either above or below? Check the voltage on your power supply.. Good indication your power supply is blown.

bob

# 1633. Re: Atari 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-31 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37CC5EDA.EF607F01@sisna.com>
Source record: 50340

Yo Ken:

You forgot one thing? Take the cover off and look at the drive when it is trying to boot. Look at the Rails the head travels on it is in the center of the drive the black thing! If your rails are dirty and have build up then your drives head can not go past these reset the drive shut it off and clean these with some alcohol, users use to put vasoline on these and with time it hardened and made the drive useless, not saying your drives are this way but possibly. Secondly look at the Head, lowor portion, if you can see crud on this then it has to be clean you should have a white head outer borders, center line is thin black with some metal showing, if you see crud on the lower head this has to be removed especially in the area of the record between the 2 thin black layers.

bob

# 1634. ANNOUNCE: ProBASIC

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-31 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <7qf9fb$l1a$1@nnrp1.deja.com>
Source record: 50416

For BBS Express! Professional sysops. If you've always wanted to write modules for your bbs, but were a bit intimidated by using MAC/65, Action!, or C, now you have another choice. ProBASIC allows you to write modules for your BBS using the built-in BASIC editor/interpreter, and compile and run them on your BBS. I consider this a beta release for sysops that want to test it out. Read about it at-

http://cth.tzo.com/pro/ProBASIC.html

or, read about it in the CTH BBS message bases on the BBS.

--
telnet://cth.tzo.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 1635. Re: Atari 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-31 00:00:00 UTC
From: kwburgess@aol.com
Message-ID: <19990830204210.14754.00003107@ngol05.aol.com>
Source record: 50417

In article <7qf1av$j0d$1@news.vanderbilt.edu>, moore@ruth.mc.vanderbilt.edu
(Jason H. Moore) writes:

>Subject: Atari 1050 Disk Drive
>From: moore@ruth.mc.vanderbilt.edu (Jason H. Moore)
>Date: Mon, 30 Aug 1999 22:41:13 GMT

Hi Jason,

You have pretty much narrowed it down to one of three things then.
1. Your disks are bad. Doubtfull they all are.
2. The drive speed is other than 288 rpm's +/- 2 rpm's. Most likely cause.
3. The drive head is out of alignment. Doubtfull because it most likely won't
get past reading the first few sectors. Unless your hearing a grinding noise as
it attempts to boot. If that's the case then this is probably the cause.

Ken

>Hello,
>
>I recently acquired 2 Atari 1050 drives and neither of them seems to function
>
>properly. I took them apart to check the drive belt and to make sure
>everything I could see was connected. What are some of the common reasons
>these drives malfunction? The drives do respond upon booting but most of the
>
>time don't make it through the boot. Thanks!
>
>Jason Moore

# 1636. Re:Jam!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-31 00:00:00 UTC
From: idavis@my-deja.com
Message-ID: <A1Hy3.1869$eA5.30928@typhoon-la.pbi.net>
Source record: 50418

Orignal Message:
==========
From: John Kwiatkowski <johnmk@shell.clark.net>
Date: Mon, 30 Aug 1999 21:28:24 GMT
Subject: Re: Jam!!

Where did you find it and how much? Thanks.

idavis@my-deja.com wrote:
: Well, it took me long enough, but I finally found a Jam!! For those who don't know, this is the device that will allow you to input s-video or rca input to your svga monitor. I have a question for the people that are using one. Can you switch between your atari and the pc while the pc is running. I know that the manual says that there is no problem when the Jam!! is off, because it will
: Isaac Davis
: idavis@my-deja.com

==========
John,
I used to live in the Austin,TX area and saw a lot of them there in the malls, but when I decided that it was a must have, I couldn't find one anywhere in Austin. I just moved to LA, and was still not having any luck. On a whim, I started calling Electronics Boutiques in the LA area, and found one in the Fashion Mall in Northridge. They said it was their last one and it was $39.99. I told them to hold it for me and took off. When I got there, they said they would sell it to me for $30. Not one to argue, I thanked them, and then did a little more shopping. So in the most roundabout way, $30 in Northrige,Ca. I don't know where you are, so I just added all the other info. By the way, I have seen a couple that are up on eBay right now going for about $30 on up. Good luck with your search. I will be plugging mine in tonight.
Isaac Davis
idavis@my-deja.com

# 1637. Re: HOW TO MAKE A LIGHTPEN MYSELF.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-31 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7qfisp$8bv$1@ssauraac-i-1.production.compuserve.com>
Source record: 50419

Hi,
You do not need much for a light pen. A photo diode/transistor
the end detects, and is fast enough(50 micro seconds?) for a
single pixel/color clock resolution, a cable, a joystick
connector, and a case. I can get the wiring connections. The
hardware supports light pens directly. Just have to peek at the
right locations to read the X and Y values, 564 and 565. Either
the trig is wired low, or a pushbutton on the pen tells the
system to read the location. See "De re Atari", pgs 48/49.

Rick D.

--

# 1638. Re: Rana Drive Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-31 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7qfju1$8bv$2@ssauraac-i-1.production.compuserve.com>
Source record: 50420

Larry,

While this may not be true for Rana drives, $E453 is the wrong vector for doing what amounts to Basic XIO calls. Use $E456 instead. I had a sector I/O program that worked for a very long time, single and double density. I added a copy of it to a program and dbl no longer worked. It took me a very long time to figure out that I had used an early single den only version that I had not fixed. I changed the call vector to $E456 and it worked after that. $E453 changes things before the call is made.

RIck D.

--

# 1639. Re: setting up the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-31 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-HfndGC11CcnU@di11-ks.cth.com.au>
Source record: 50421

On Mon, 30 Aug 1999 21:39:07, purple19 <andreaeNOctSPAM@ala.net>
wrote:

> Help! I got my grandpa's old Atari 800 computer and I don't
> even know where to begin.
> We have 6 left cartridges, but not the right one. So we

There where no right cartridges produced by atari. the right one was
designed for a time when things where expancive. There are a couple of
carts that do plug in to the right slot, but they are special items.
All later models of the atari 8bit droped the right cart slot
altogether.
All the games you have will work fine.

> can't even use that until I find one.
> We have some games on disc and lots of Atari books, but I
> have no clue about how to program it, or anything.
> Please help me. I've been dying to play one of my favorite
> games of all time- Breakout! But not until I can get the
> computer to do something.
> Thanks.
>
> * Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
> The fastest and easiest way to search and participate in Usenet - Free!
>

## 1640. Re: Grandpa's computer?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-31 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <7qga99$gnd$1@plutonium.compulink.co.uk>
Source record: 50422

In article <rsmns48kj7169@corp.supernews.com>, fly@pcc.net (Fly) wrote:

> Am I the only one that is amazed that someone has received their
> grandfathers computer? Amazing.
Err.... why?

**********
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**********
* Analyst Programmer/ Freelance IT writer *
**********

# 1641. How Much RAM do I Have here?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-31 00:00:00 UTC
From: lhaus@mail.ff.cc.mn.us
Message-ID: <W7Ry3.213$Zd.121552@WReNphoon3>
Source record: 50423

I resently bought a number of Atari 400s which have had there RaM increased
at least to the point of running a disk drive. With ut opening up the unit
is there a way to tell how much RAM I've got on these machines?

-**** Posted from RemarQ, http://www.remarq.com/?a ****-
Search and Read Usenet Discussions in your Browser - FREE -

# 1642. Re: How Much RAM do I Have here?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-31 00:00:00 UTC
From: David Hopcroft <davidh@cdex.ericsson.se>
Message-ID: <01bef3bd$3e6f4280$60cb30a4@etlcolpc23.ericsson.se>
Source record: 50424

Larry Haus <lhaus@mail.ff.cc.mn.us> wrote in article
<W7Ry3.213$Zd.121552@WReNphoon3>...
> I resently bought a number of Atari 400s which have had there RaM
increased
> at least to the point of running a disk drive. With ut opening up the
unit
> is there a way to tell how much RAM I've got on these machines?

Quick simple answer put in a BASIC cart,(NO peripherals attached) and type;

PRINT FRE(0)

This method will only tell you how much memory BASIC has available to it.
on a 48k machine this should be about 37K.

It will not tell you if you have banked memory systems installed. i.e. this
will read the same(ish) on a 64K/128K xl/xe, dispite the extra memory.

In any case the chances are it's 16, 24, 32, 48K. With memory banking this
list may go up to 64K, I am not totally sure what upgrades were available
for the 400, I only went for 48K in mine. I seem to remember an advert for
a 64K upgrade in ANALOG, by a company called Mosaic, not sure if they
fitted in to a 400 though?

The only real way to find out is to open the case. Even then it may be
hard to tell:-(
---
Good Look
David

# 1643. Re: SpartaDOS X manual

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-31 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990831103429.26208.00003957@ngol01.aol.com>
Source record: 50425

If you'd like the real thing, you can buy the manual at www.myatari.com for (I think) $15.

badbob1952@aol.com

# 1644. Re: How Much RAM do I Have here?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-31 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990831103430.26208.00003958@ngol01.aol.com>
Source record: 50426

The first ram upgrades that were available were simply the 16K boards that replaced the old 8K ones in the first 400s. That was enough to (barely) use a disk drive.
A later upgarde was a 32K board that was a simple replacement involving no jumper wires.
The upgrade I have in my 400 is the 48K upgrade, which actually uses 64K chips and involves soldering 4 wires on the motherboard. These are available at www.myatari.com at B&C Computervisions.

Have an ATARI BASIC cart installed (not MICROSOFT). Start your computer with no disk drives. Type PRINT FRE(0) and press return.

If the number printed is a little over 13,000 you have 16K.
If the number printed is a little over 29,000 you have 32K.
If the number printed is over 37,000 you probably have a 48K upgrade.

ATARI BASIC is an 8K rom cart that overlays the last 8K of a 48K upgrade, so you won't see that last 8K with that cart installed. But that last 8K is useful when you boot software from the disk drive that requires no cart installed.
Hope this helps.

badbob1952@aol.com

# 1645. Re:Jam!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-31 00:00:00 UTC
From: Isaac Davis <idavis@my-deja.com>
Message-ID: <7qh1jh$t36$1@nnrp1.deja.com>
Source record: 50427

Just to follow myself up on this, I plugged it in last night, and it works beautifully. When the power is off, it runs the vga signal thru like it's not even there. When you turn the power on, it automatically senses if there is a signal from the alternate (rgb/svideo) input and will switch to it if there is a signal. If you have the atari on, and want to go back to the pc screen, just turn the Jam!! off. Works just like I wanted. Actually, it made me realize just how crappy my pc monitor is. Now I have to clear off some more space to put my 800 next to my pc. Lookout 3 day weekend!
isaac

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 1646. Re: Jam!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-31 00:00:00 UTC
From: cd@sog.com
Message-ID: <37cc1ff3.756978@news.redshift.com>
Source record: 50428

On Mon, 30 Aug 1999 04:34:33 GMT, idavis@my-deja.com wrote:

>Well, it took me long enough, but I finally found a Jam!!
<snip>
>Later,
>Isaac

Hi, don't know if this is the same as the JAM! but there is a device
called the VGA-801 that does about the same thing. $69 each.

Check http://www.mat-co.com

The ad is on page 37 of the August Nuts&Volts.

Later..

Clarence

# 1647. Re: Atari 8 bit emulators

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-31 00:00:00 UTC
From: David Newman <davidnewman@adelphia.net>
Message-ID: <37CBF57F.345CE070@adelphia.net>
Source record: 50429

Atari 800 Win emulator:
http://www.cris.com/~Twist/atari800win/

And then for games to use on the emulator:
http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/ATR/
and
http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/BINARIES/

Atari Mike wrote:

> Can anyone tell me where the good Atari 8 bit emulatrion pages are? I know
> there was the Holme's Atari 8 bit page a while back, but it's vanished and
> no one else seems to have stepped in. Can anyone tell me where the good
> sites are now?
>
> Thanks

# 1648. FA: Books, Software, Indus drive,

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-31 00:00:00 UTC
From: Glen Oberhauser <gleno@home.com>
Message-ID: <uuWy3.24854$_H.252778@news1.rdc2.tx.home.com>
Source record: 50430

Indus GT Disk Drive
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=155809945

Programming Books and language software
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=155813222

Atari software
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=155817436

thanks for looking...

--
Glen Oberhauser
gleno@home.com

# 1649. setting up the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-31 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <936126701@stackbbs.xs4all.nl>
Source record: 50431

-=> Quoting Andreaenoctspam@ala.net to All <=-

An> Help! I got my grandpa's old Atari 800 computer and I don't
An> even know where to begin.
An> We have 6 left cartridges, but not the right one. So we
An> can't even use that until I find one.
An> We have some games on disc and lots of Atari books, but I
An> have no clue about how to program it, or anything.
An> Please help me. I've been dying to play one of my favorite
An> games of all time- Breakout! But not until I can get the
An> computer to do something.
An> Thanks.

Well plug in Breakout into the left cartridge slot of the 800,
and fire it up! It should work.
On the top side of the cartridge should be specified LEFT CARTRIDGE...
Anyway the right cartridge slot of the 800 is rarely used.
Only special purpose cartridges like MONKEY WRENCH and such use these.
What are the other 5 cartridges by the way?

Bo.
ps, welcome (back) to Atari, the best computer ever built.
pps Atari was the first computer with a blue screen of deatch (i.e. memopad).
___ Blue Wave/386 v2.30

## 1650. Got back an Atari 800. Fell like a kid again.

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-31 00:00:00 UTC
From: enovak7924@aol.com
Message-ID: <19990831170416.22357.00001724@ng-bj1.aol.com>
Source record: 50432

I just got from Ebay and other sources a complete Atari 800 again (original 800 w 48k) a disk drive, tape recorder and a ton of software. I am haviong so much fun again I can't believe it. I have back almost all of my old favorites. I don't know why i ever got rid of it the first time. I can enjoy MULE and ARCHON and FRACTULAS
and PACMAN & ASTEROIDS & MOUNTAIN KING & MINER 2049er.

I tried the emulators, but they just don't have the same magic as ownig and playing on the original.

.
.
"Who is booking this crap? The Rock against Billy Gunn. The Rock against Gangrel. I mean next week they'll be havin the Rock lay the smackdown on the Brooklyn Brawler for Christs' sake !"

# 1651. SYSTEMS AND PARTS

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-31 00:00:00 UTC
From: jag@goodwill.austin.net
Message-ID: <jag-3108991715180001@10.1.3.11>
Source record: 50433

This is a list of items we normally carry. Individual items are subject to availability and price changes. Items are tested but sold as-is.The mission for Goodwill Industries,is to provide Job-related services to people with barriers to employment.If you need to contact me, my email address is RichardM@austingoodwill.org.

Apple II:

IIgs System $29.95
-cpu
-adb keyboard
-adb mouse
Apple II+ system $19.95
Apple IIe System $14.95
Apple II JoyStick (various brands) $4.95
Apple II 5.25" external floppy drives model number A2M0003 $4.95
Apple Dual 5.25" external floppy drives model number A9M0108 $4.95
Apple IIc with power supply19.95
Apple IIc monochrome monitor $19.95
Apple IIc color composite monitor $19.95
Applecolor RGB monitor $29.95
Apple Monitor III - $14.95
Apple IIe color composite monitor - $19.95
Apple IIe monochrome monitor $14.95
Apple II mouse - $4.95

Commodore:

Commodore C-16 - $19.95
Commodore Vic 20 - $19.95 IN ORIGINAL BOX
Commodore Vic 20 loose - $9.95
Commodore 64 - $19.95 IN ORIGINAL BOX
Commodore 64 loose - $9.95
Commodore 128 - $29.95 IN ORIGINAL BOX
Commodore 1541 floppy drive - $4.95
Commodore 1541c floppy drive - $6.95
Commodore 1571 floppy drive 14.95
Commodore 1702 composite monitor - $39.95
Commodore 1084 monitor - $39.95
Commodore 1084S monitor - $49.95
Commodore compatible joysticks - $1.95

Commodore Amiga:

Amiga 500 in box - $34.95
Amiga 500 loose - $24.95
Amiga 1000 cpu - $9.95
Amiga 1000 with keyboard - $19.95
Amiga 2000 - $99.95
Amiga Monitor - $39.95
Amiga Mouse - $9.95

Atari:

Atari 1050 floppy drive with power supply, serial cable - 9.95
Atari 1010 floppy drive 19.95
Atari compatible controllers 4.95
Atari 400 $19.95
Atari 800 $14.95
Atari 800XL in box $19.95
Atari 800XL 9.95
Atari 130XE $14.95

Miscellaneous:

Texas Instruments 99/4A in box (silver) $19.95
Texas Instruments 99/4A loose (silver) $9.95
Texas Instruments 99/4A in box (beige) $24.95
Texas Instruments 99/4A loose (beige) $14.95
Maganvox composite monitor 29.95
Kaypro I - $19.95
Kaypro II - $19.95
IBM PC jr - CPU - $9.95
IBM PC jr - keyboard with cable - $9.95
TV switchbox for Atari, Commodore - $1.95
TV switchbox for TI - $2.95
Mac Quarium cases for $5.00 - make an aquarium out of a Mac Plus!
TRS-80 Color Computer 1 - $9.95
TRS-80 Color Computer 2 - $4.95
TRS-80 Color Computer 3 - $14.95

comp.sys.cbm - Commodore
comp.sys.ti - Texas Instruments
comp.sys.atari.8-bit - Atari 8-bit computers
comp.sys.atari.st - Atari ST
comp.sys.tandy - Tandy, TRS-80
comp.sys.apple2 - Apple II
comp.sys.amiga.marketplace
-
Goodwill Computer Works
(512) 835-8839
8701 A Research Austin Tx 78758
Next to PetSmart Mon - Sat 10 - 7 Sun 11-7
email: RichardM@austingoodwill.org

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Goodwill Computer Works

(512) 835-8839
8701 A Research Austin Tx 78758
Next to PetSmart Mon - Sat 10 - 7
email: RichardM@austingoodwill.org

# 1652. Wizztronics 800XL 256K memory upgrade..

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-31 00:00:00 UTC
From: Marshall Walker <mwalker@mc.net>
Message-ID: <7qhqlr$4m0$1@ffx2nh3.news.uu.net>
Source record: 50434

Hello all.

I have another question/problem.

I recently installed the Wizztronics 256K 800XL memory upgrade in my stock 800XL. The upgrade went fine, the computer works, but I can't access the extended memory...

Here's what won't work with it.

SpartaDOS X v4.20 Says there is no extended memory available.
Happy Software v7.1 Recognizes it as a 130XE and when I do a sector copy, the computer locks up a sector 0DD.

The Happy Software was edited to work with the RamboXL(?) memory upgrade when I had a different 800xl with a memory upgrade I got from a user's group. It worked fine with that memory upgrade...

All I want to know is how I can fix this. either by a different installation, or by a few edits on the Happy disk, etc... anything to make this work right.

Thanks all.

Marshall Walker
mwalker@mc.net

# 1653. Re: Atari T-shirts

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-31 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37CC5683.EC38C91A@sisna.com>
Source record: 50435

More than likely there is a Company out there that does produce the Atari emblem on a Tee-Shirt but I don't know their name.

What I had in mind was taking the computers I have available, taking a picture of them, enlarging the sections I whished and producing a Tee-Shirt, this way I would not be infrindging on any Copy-right as I took the picture of their product? Possibly I am totaly mistaken but think it can be done legaly. I am not taking their advertising material but taking the product itself. enhansing the logo with full rights to their Trademark being noted ect..You use to see all types of Atari symbles on third party software/hardware with the trademark of (R) to Atari ect. Still goes on today with other products. Even Microsoft!

bob

# 1654. Re: INDUS GT manual?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-31 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37CC5A10.5682A1B7@sisna.com>
Source record: 50436

I received your e-mail reference this. I do have the manual somewhere
along with the software put out by Indus at the time. Will look again
and see what I have. I know it came with a spread sheet plus some other
stuff. WIll dig and let you know.

bob

# 1655. Re: INDUS GT manual?

Newsgroup: comp.sys.atari.8bit
Date: 1999-08-31 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37CC5AB6.9943A641@sisna.com>
Source record: 50437

The copies of the Schematics I have state confidential, inhouse only and I promise the secretary I would not release them to anyone anytime but I think they put out another manual whey they started up later.

What is your Indus doing, perhaps I can help you fix it online? It like the Rana is a Great drive for those who have expierenced them without problems.

bob

## 1656. 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-01 00:00:00 UTC
From: nautica_ewing@yahoo.com
Message-ID: <37cc7d66.5270085@news.dragonbbs.com>
Source record: 50341

Jason --

When I had problems with my 1050, it was usually dirty read / write
Eye....

Nautica

# 1657. Re: Grandpa's computer?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-01 00:00:00 UTC
From: Greg Goodwin <clu-da-bard@geocities.com>
Message-ID: <37CCC832.71CB@geocities.com>
Source record: 50342

Fly wrote:
>
> Am I the only one that is amazed that someone has received their
> grandfathers computer? Amazing.
>
> Fly
> fly@pcc.net

Heheh...I don't know the story behind this, but the fact that a grandfather would have a computer to start out with and that it would find a good home with a grandson is fairly cool.

I take it the computer in question was an Atari 8-bit. (only the best computer ever....)

What amazes me is when I think back ONE GENERATION... to my own dad... his computer was a Sol Terminal.

But I would still like to get that computer dispite the fact it it is nowhere close to the abilities of an Atari 400!

Doctor Clu

# 1658. Re: Rana Drive Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-01 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990901022123.26441A-100000@vtn1>
Source record: 50343

On 31 Aug 1999, Rick D wrote:

> Larry,
>
> While this may not be true for Rana drives, $E453 is the wrong
> vector for doing what amounts to Basic XIO calls. Use $E456
> instead. I had a sector I/O program that worked for a very long
> time, single and double density. I added a copy of it to a
> program and dbl no longer worked. It took me a very long time
> to figure out that I had used an early single den only version
> that I had not fixed. I changed the call vector to $E456 and it
> worked after that. $E453 changes things before the call is
> made.

Wrong! Wrong! Wrong!

$E453 and $E456 have nothing to do with each other. The first is a rudimentary OS level interface to SIO called DSKINV. The second is the vector to CIO which has nothing to do with what Larry was doing through DSKINV.

XIO commands are handled by CIO which passes the disk-type commands along to DOS (which provides the D: device). XIO has nothing to do with non-DOS disk formatting via SIO.

# 1659. FA: ITT Games 2600

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-01 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <37CD1470.5681CA10@agnld.uni-potsdam.de>
Source record: 50344

Firebirds, Cosmic Town, Helldriver and Mountain, Cakewalk and other
interesting stuff under

http://www.funstuff.de/cgi-bin/auction.cgi?viga0

Thanks for your attention,

Andre

# 1660. Re: Wizztronics 800XL 256K memory upgrade..

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-01 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yr9kive0w.fsf@co.umist.ac.uk>
Source record: 50345

"Marshall Walker" <mwalker@mc.net> writes:
> Hello all.
>
> I have another question/problem.
>
> I recently installed the Wizztronics 256K 800XL memory upgrade in my stock
> 800XL. The upgrade went fine, the computer works, but I can't access the
> extended memory...

I don't know anything about that upgrade, but assuming the instalation
went OK then the problem might be that the upgrade uses a different
set of bits for bank switching than the software expects. As an
alternative, if you know what set of bits at what address the upgrade
uses for bank switching then you could probably get Ramdrive to work
with your upgrade. Ramdrive is a ramdisk that can be configured for
several different memory expasions. You can find it at:
http://www.geocities.com/SilliconValley/Lakes/7953/

> Here's what won't work with it.
>
> SpartaDOS X v4.20 Says there is no extended memory available.
> Happy Software v7.1 Recognizes it as a 130XE and when I do a sector copy,
> the computer locks up a sector 0DD.

Ramdrive won't work with SpartaDOS X unless you configure Sparta not
to use the RAM under the OS. It should work with Happy 7.1 though.
In fact it should work with anything that doesn't use the RAM under
the OS, and it should work with most upgrades out there. If you're
interested then drop me a mail.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

# 1661. Re: Wizztronics 800XL 256K memory upgrade..

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-01 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rsqliecgj7182@corp.supernews.com>
Source record: 50346

Raphael James Espino <rje@co.umist.ac.uk> wrote in message
news:v7yr9kive0w.fsf@co.umist.ac.uk...
> "Marshall Walker" <mwalker@mc.net> writes:
> > Hello all.
> >
> > I have another question/problem.
> >
> > I recently installed the Wizztronics 256K 800XL memory upgrade in my
stock
> > 800XL. The upgrade went fine, the computer works, but I can't access the
> > extended memory...
>
> I don't know anything about that upgrade, but assuming the instalation
> went OK then the problem might be that the upgrade uses a different
> set of bits for bank switching than the software expects. As an
> alternative, if you know what set of bits at what address the upgrade
> uses for bank switching then you could probably get Ramdrive to work
> with your upgrade. Ramdrive is a ramdisk that can be configured for
> several different memory expasions. You can find it at:
Made me think/guess. If the thing works right for the lower 64k, then the
probably no bad chips. Guessing that since it sorta works right as a 130XE,
that it is only the last bit(s) in the bank switching scheme that is
different or broken. First thing I would check would be for a good
connection to the PIA chip pin 29..html ------

## 1662. Re: Re:Jam!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-01 00:00:00 UTC
From: lonniemcclure@prodigy.net
Message-ID: <MPG.1237256f18d07a9f989723@news.prodigy.net>
Source record: 50347

In article <A1Hy3.1869$eA5.30928@typhoon-la.pbi.net>, idavis@my-deja.com stated:

> Where did you find it and how much? Thanks.

uBid.com has been having these in the "Accessories" section of their auctions recently. Click on the "Monitors, Printers & More" tab on their home page, and then look under "Input Devices" (a strange choice, but hey, it does "input" video).

Checking as this is posted, they have only 1 up for auction, so either they are running out, or they are cutting down the daily quantity to try and keep the price up.

For the record, the one I got from uBid was $29 + $8.99 for 2nd day shipping. I should also note I have purchased a number of items from uBid and never had any problems.

==========
lonniemcclure@prodigy.net

# 1663. Dungeon Master

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-01 00:00:00 UTC
From: Subway95 <Subway95@vote4gop.org>
Message-ID: <37CD69DF.746818D6@vote4gop.org>
Source record: 50348

Hello,

I know this is not the Atari ST section but, I thought I would put it out here. I looking for maps and spells for the old 80's Dungeon Master game I have for my Mega 4st.

# 1664. Re: How Much RAM do I Have here?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-01 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <37CD8CF7.198203E1@worldnet.att.net>
Source record: 50349

Hi Larry,

With an Atari BASIC cart installed type ? fre(0) and that will tell you how much ram is available, add an additional 8192 bytes for the BASIC cartridge and you'll have a total of what memory you have in the unit, the memory is reported in BYTES, divide by 1024 and you'll know the total amount of K you have.

Curt

Larry Haus wrote:

> I resently bought a number of Atari 400s which have had there RaM increased
> at least to the point of running a disk drive. With ut opening up the unit
> is there a way to tell how much RAM I've got on these machines?
>
> -**** Posted from RemarQ, http://www.remarq.com/?a ****-
> Search and Read Usenet Discussions in your Browser - FREE -

# 1665. Atari DOS question.

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-01 00:00:00 UTC
From: Rob Lent <Antiwolf@USFamily.net>
Message-ID: <37CD93B8.1961BA58@USFamily.net>
Source record: 50350

I am using an Atari emulator, and I have a few questions. (It's been a long time since I have used atari DOS!)

I boot my emulator from floppy image, and I want to access files from a hard drive. I have a directory on my PC's hard drive that I am using for an Amiga hard drive.
My question is, when at the Amiga DOS screen how do I change which disk is the active one, so I can look at the directory of that drive? (I only had a single floppy drive on the real Atari that I had, so it was never something that I had to know how to do before.)

Thanks

# 1666. Re: 1050

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-01 00:00:00 UTC
From: moore@ruth.mc.vanderbilt.edu
Message-ID: <7qkd2r$474$1@news.vanderbilt.edu>
Source record: 50351

In article <37cc7d66.5270085@news.dragonbbs.com>, nautica_ewing@yahoo.com wrote:
>Jason --
>
>When I had problems with my 1050, it was usually dirty read / write
>Eye....
>
>Nautica

Can you clean the eye without hurting it? If so, how? Thanks! -Jason

# 1667. Re: Atari DOS question.

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: Subway95 <Subway95@vote4gop.org>
Message-ID: <37CDC25A.CB2CF1B6@vote4gop.org>
Source record: 50352

If I understand you, you want to get the directory from Atari Dos. Press A in Dos then type D2: or 2: for drive 2 and D3: or 3: for drive 3 and so on.

Rob Lent wrote:

> I am using an Atari emulator, and I have a few questions. (It's been a
> long time since I have used atari DOS!)
>
> I boot my emulator from floppy image, and I want to access files from a
> hard drive. I have a directory on my PC's hard drive that I am using
> for an Amiga hard drive.
> My question is, when at the Amiga DOS screen how do I change which disk
> is the active one, so I can look at the directory of that drive? (I
> only had a single floppy drive on the real Atari that I had, so it was
> never something that I had to know how to do before.)
>
> Thanks

## 1668. Atari laser printer?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: cgo2541273@aol.com5200
Message-ID: <19990901212301.08354.00003403@ng-cc1.aol.com>
Source record: 50353

I recently saw one of these in a flea market. I was wondering, is it rare?
How much if anything is it worth?

Check out my ever changing classic video game trade/want list along with my
collection here.

http://www.freeyellow.com/members7/midnight8/Index.htm

# 1669. Re: Atari T-shirts

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37cee869.19948195@news.earthlink.net>
Source record: 50354

On Tue, 31 Aug 1999 15:26:11 -0700, BobKlaas <bobkla19@sisna.com>
wrote:

>More than likely there is a Company out there that does produce the
>Atari emblem on a Tee-Shirt but I don't know their name.
>
>What I had in mind was taking the computers I have available, taking a
>picture of them, enlarging the sections I whished and producing a
>Tee-Shirt, this way I would not be infrindging on any Copy-right as I
>took the picture of their product? Possibly I am totaly mistaken but
>think it can be done legaly. I am not taking their advertising material
>but taking the product itself. enhansing the logo with full rights to
>their Trademark being noted ect..You use to see all types of Atari
>symbles on third party software/hardware with the trademark of (R) to
>Atari ect. Still goes on today with other products. Even Microsoft!
>
>bob

Bob, quit worrying about if it's legal. Just do it. It's just your
own T-shirt for frog's sake. Next we'll be talking about if kids have
the right to do colorings of trademark symbols at school and if they
can then be displayed in the schools gymnasium. Would that then be an
illegal use of a trademark on public owned property? Hehe.

Make the shirt, wear it proudly! Stop fretting and scratching your
butt.

(-;

# 1670. FA: Atari 800XL OmniMon/810 Archiver/Indus GT/Games/carts/disks

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: David Newman <davidnewman@adelphia.net>
Message-ID: <37CDB3B3.69AD2D01@adelphia.net>
Source record: 50355
Cross-posted to: rec.games.video.misc,comp.sys.atari.8bit,alt.games.atari

```
Title of item: Atari 800 800XL XE Game Software Carts
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=156654028
Auction Ends on: 09/08/99 at 19:45:42 PDT

Title of item: Atari 800 Computer Indus GT Disk Drive
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=156546940
Auction Ends on: 09/08/99 at 17:37:40 PDT

Title of item: Atari 800 Computer Software Collection on Disk
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=156529353
Auction Ends on: 09/08/99 at 17:13:52 PDT

Title of item: The ULTIMATE Atari 800 XL w/OmniMon & 800 vs. XL switch!!!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=156484126
Auction Ends on: 09/08/99 at 15:57:06 PDT

Title of item: Atari 810 Disk drive with Archiver
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=156455757
Auction Ends on: 09/08/99 at 14:58:12 PDT
```

## 1671. Re: Grandpa's computer?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <7qkt7t$2o5$1@dailyplanet.wam.umd.edu>
Source record: 50356

Greg Goodwin (clu-da-bard@geocities.com) wrote:

: What amazes me is when I think back ONE GENERATION... to my own dad...
: his computer was a Sol Terminal.

Hmmmm. My late grandfather had an abacus, which was passed down to me....

(Well, technically it is a computer, right? I can't find the thingy so I
can plug it in, tho. <g>)

# 1672. various atari mags from 1987 to 1992 and books for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: ah292@cleveland.Freenet.Edu
Message-ID: <7ql130$cbq$1@pale-rider.INS.CWRU.Edu>
Source record: 50357
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I kept forgeting to do this and now I am moving in a few
days.

I have various issues from these mags
Atari explorer
atar interfacei
antic
analog
atari user
start
atari advantage
st world
st format
st user
current notes
st informer
st action
the one

make an offer any offer. will delivery (drive) to your house
with them if you don't live to far from me in ohio.

I also have these book
de re atari a guide forthe a tari 400/800 computer
atari 400/800 operating system source litings
atari 400/800 operating system users manual
the atari basic source book
atari st machine language
atari st aplication programming
atari st 3d graphics
atari st logo user's guide
atari st gem programmer's reference
advanced prgramming techiniques for your atari st
32 basic programs for the atari

I also have this from Hisoft
lattice C5 a C compiler for atari st
this comes with seven 3.5 disks, 3 volume manual and
instalation guide.

A
x
--
whatcha doin'?

# 1673. FA: eBay: '82, '83, and '84 Compute! Magazines...

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <7ql5f1$i76$1@autumn.news.rcn.net>
Source record: 50358
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ibm.pc.classic,comp.sys.apple2

No reserve

'83 and '84
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=154977221

'82 and '83
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=154973709

Thanks for looking!

# 1674. Re: How to use an XEP-80?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7qlave$5ad$1@nets3.rz.RWTH-Aachen.DE>
Source record: 50359

In article <37b1ba13@news.zeitung-online.net>, gueba@straubing.baynet.de says...

>I have rather detailled datas from the NATIONAL semiconductor data-book.
>Send mail,if I can help you on...
>gueba@straubing.baynet.de
>
>CU
>Guenther

Howdy Guenther

You have all 40 pages? Interesting reading isn't it. The XEP80 could have had 64kB (more with bankswitching) and even color.

Do you have it on disk or (like all the others - including myself - whom I know have the docs) on paper.

CU Mathy van Nisselroy

# 1675. Re: Question about memory upgrade for an 800xl, 65xegs, and 130xe.

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7qldki$5ad$2@nets3.rz.RWTH-Aachen.DE>
Source record: 50360

In article <ybdv3.89$36.13166@typhoon-sf.snfc21.pbi.net>, ask@you.shall.receive says...
>
>Are any vendors currently selling them? Did anyone ever come out with a
>SIP, SIMM or DIMM (!) upgrade? What's the best source for DRAM's and other
>related components? Which compatibility mode is the best?

I'm working on a 1MB SIMM upgrade that is 130XE compatible.

The problem is I don't have much time at the moment.
One other problem is it needs a lot of connections, so a small PCB would be cool. unfortunately, having a PCB made costs lots of money. Unless you have enough people who want one.

CU Mathy van Nisselroy

# 1676. Re: Jam!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: lwhite4327@cs.com
Message-ID: <19990902060957.19021.00000364@ng-fg1.news.cs.com>
Source record: 50361

>Check http://www.mat-co.com

I went to this url and couldn't find the 801.
But I sent email and received this extension:

http://www.mat-co.com/video.htm

Looks like a very spiffy unit, and looks to have the same capabilities as the
JAM!!. (The
JAM!! is great, especially if you have a set of "over-40-something" eyes!)
Larry

# 1677. Re: Rana Drive Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: lwhite4327@cs.com
Message-ID: <19990902064400.19021.00000371@ng-fg1.news.cs.com>
Source record: 50362

Hi Bob-
I certainly would be interested in the error
codes on the Rana if you would be kind enough to post them.

I'm going to recheck this, as I don't recall any
error on the Rana itself -- just 138 from PEEK(771). Thanks to all who have
offered suggestions!
Larry

# 1678. Re: Wizztronics 800XL 256K memory upgrade..

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <37CE5C39.B6E65F12@ix.netcom.com>
Source record: 50363

Raphael James Espino wrote:
> 
> "Marshall Walker" <mwalker@mc.net> writes:
> > Hello all.
> >
> > I have another question/problem.
> >
> > I recently installed the Wizztronics 256K 800XL memory upgrade in my stock
> > 800XL. The upgrade went fine, the computer works, but I can't access the
> > extended memory...
> 
> I don't know anything about that upgrade, but assuming the instalation
> went OK then the problem might be that the upgrade uses a different
> set of bits for bank switching than the software expects. As an
> alternative, if you know what set of bits at what address the upgrade
> uses for bank switching then you could probably get Ramdrive to work
> with your upgrade. Ramdrive is a ramdisk that can be configured for
> several different memory expasions. You can find it at:
> http://www.geocities.com/SilliconValley/Lakes/7953/
> 
> > Here's what won't work with it.
> >
> > SpartaDOS X v4.20 Says there is no extended memory available.
> > Happy Software v7.1 Recognizes it as a 130XE and when I do a sector copy,
> > the computer locks up a sector 0DD.
> 
> Ramdrive won't work with SpartaDOS X unless you configure Sparta not
> to use the RAM under the OS. It should work with Happy 7.1 though.
> In fact it should work with anything that doesn't use the RAM under
> the OS, and it should work with most upgrades out there. If you're
> interested then drop me a mail.
> 
> --
> Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
> http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
> ----------------- Join The Atari 8-bit Computer WebRing at: -----------------
> ------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

Raphael,
Don't forget to configure SDX to look at the extra RAM and such. I can
e-mail a BASIC XE program I wrote for building an Autoexec.bat and
config.sys set of files. Its all menu/selection driven. Pretty neat
actually.

# 1679. Re: Dungeon Master

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7qlsmu$f0p$1@news.campuscwix.net>
Source record: 50364

```
On 1 Sep 1999 18:05:55 G, Subway95 wrote:
->Hello,
->
-> I know this is not the Atari ST section but, I thought I would put it
->out here. I looking for maps and spells for the old 80's Dungeon Master
->game I have for my Mega 4st.
->
->
->.

Post or E-mail your address to me, and I'll send you a printout of
the maps, as well as a semi-complete spell list...

BTW, its a great game, isn't it? I still play it and Chaos Strikes
Back on my Falcon 030. ;-)

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________________\/
```

# 1680. Re: Wizztronics 800XL 256K memory upgra

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7qlsrs$f0p$2@news.campuscwix.net>
Source record: 50365

On 2 Sep 1999 07:15:05 -, Robert S Ely wrote:

->Raphael,
-> Don't forget to configure SDX to look at the extra RAM and such. I can
->e-mail a BASIC XE program I wrote for building an Autoexec.bat and
->config.sys set of files. Its all menu/selection driven. Pretty neat
->actually.
->.

Hi Robert! Is your program public domain/shareware/freeware? If so, can
you E-mail a copy to me as well so I can upload it to the 8-Bit section
on my BBS? Thanks!

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

# 1681. Getting boot errors on my tape recorder for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: enovak7924@aol.com
Message-ID: <19990902103625.25386.00003135@ng-fz1.aol.com>
Source record: 50366

I recently got from EBAY a whole bunch of Atari 800 stuff. Everything works except the 410 cassette. Every time I try to load a cassette, after a few seconds of beeps, it goes into memopad mode. If I use the basic cart and do a CLOAD, I get a 140 error, then sometimes a 143. I have only a few cassettes, so I'm not all the upset about it, but one of the games is Shamus which I would reallt like to play. Could the cassette interface be bad, or the tapes? I tried about tapes and they all fail, so I assume its the recorder.

Thanks

.
.
"Who is booking this crap? The Rock against Billy Gunn. The Rock against Gangrel. I mean next week they'll be havin the Rock lay the smackdown on the Brooklyn Brawler for Christs' sake !"

# 1682. FA: Two Atari 800 XLs + one 1050 Drive & cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: "Alan K. Wortham" <akw32@email.byu.edu>
Message-ID: <37CE9EE7.5BD8B53A@email.byu.edu>
Source record: 50367

For Auction:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=154282138

2 Atari 800XLs and 1 1050 Floppy Drive. I'm cleaning out the basement
and my old Atari stuff has to go. Machine #1: Is missing the "?" key,
but is otherwise in fine working order. Machine #2: Complete fullstroke
keyboard. Power comes on, but does not boot. 1050 Floppy Drive + Cable:
Works great! NO POWER SUPPLIES available. However, suitable power
supplies for these items may be found at Radio Shack. No software. Just
the machines, the drive and the cable. SOLD AS IS! Buyer pays UPS
shipping from 84097.
See
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/The.Hardware/computers/800xl.html
for Specs and photo.

--
Alan K. Wortham
akw32@email.byu.edu

# 1683. Re: Getting boot errors on my tape recorder for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rst99ge6j7171@corp.supernews.com>
Source record: 50368

I used a cassette for about the first week I had my 8 bit, then gave up.

When I was actively programming, I used to keep one hooked up as a last chance effort to save my program should I trash DOS, but that was about it.

There was a computer wag who once defined the two ages of computers as "Those that came with a cassette interface and those that did not." Note his definition was meant to be inclusive of the first IBM PC which came with a cassette interface.

There are just too many things to go wrong. If you remember all the things that can go wrong with thing audio cassettes, oxide breaking down, tape stretching, wow and flutter, data cassettes have all the same problems and then some.

If it isn't a multi stage load, I would suggest trying to get something like "TAPE2DIS" or some program that will try to transfer the program to disk.
ENovak7924 <enovak7924@aol.com> wrote in message news:19990902103625.25386.00003135@ng-fz1.aol.com...
> I recently got from EBAY a whole bunch of Atari 800 stuff. Everything works
> except the 410 cassette. Every time I try to load a cassette, after a few
> seconds of beeps, it goes into memopad mode. If I use the basic cart and do a
> CLOAD, I get a 140 error, then sometimes a 143. I have only a few cassettes, so
> I'm not all the upset about it, but one of the games is Shamus which I would
> reallt like to play. Could the cassette interface be bad, or the tapes? I tried
> about tapes and they all fail, so I assume its the recorder.
>
> Thanks
>
> .
> .
> "Who is booking this crap? The Rock against Billy Gunn. The Rock against
> Gangrel. I mean next week they'll be havin the Rock lay the smackdown on the
> Brooklyn Brawler for Christs' sake !"

# 1684. Re: Getting boot errors on my tape recorder for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: enovak7924@aol.com
Message-ID: <19990902130023.17421.00003571@ng-ck1.aol.com>
Source record: 50369

>There are just too many things to go wrong. If you remember all the things
>that can go wrong with thing audio cassettes, oxide breaking down, tape
>stretching, wow and flutter, data cassettes have all the same problems and
>then some.
>
Originally I had a tape only then bought a disk drive. Now that I got a whole
package deal, so the cassette came with it. I only bought one cassette for
$2.00 so I didn't lose out. But I wonder if the problem is with the recorder or
the tapes.

.
.
"Who is booking this crap? The Rock against Billy Gunn. The Rock against
Gangrel. I mean next week they'll be havin the Rock lay the smackdown on the
Brooklyn Brawler for Christs' sake !"

# 1685. Re: Getting boot errors on my tape recorder for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990902131426.02422.00000343@ngol02.aol.com>
Source record: 50370

Just to be sure that you're doing it right, keep the BASIC cart out. Be sure to press the START key while turning on the computer. You should hear a single beep from the 800. Press the PLAY button on the 410 and then press the RETURN key on the 800.

badbob1952@aol.com

# 1686. FS/T Atari 5200 Games, Components, & Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: Jim Lazarenko <jim_l@tNOSPAM.elusplanet.net>
Message-ID: <Qnyz3.837$G6.105275@news0.telusplanet.net>
Source record: 50371
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

I have the following Atari 5200 items for sale or trade. All units are fully functional, cleaned and detailed, and in good or better condition. If you have any questions in regards to unit, box, or label condition, please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800, Colecovision, Intellivision, Classic Computer, Vectrex or Handheld games) sent to you, please specify system.

This list covers the following Atari categories:
- Controllers
- Shrink-wrapped/New Games
- Loose Carts (No box, other items specified)
- Atari Force Comics

*Controllers* for Atari 5200 & Computer Units
==========
These controllers are intended to use the standard Atari plugs, and require an adapter to work on the 5200.
- 2x Suncom Tac Joysticks $10 for the pair
- 1x Spectravideo Joystick with suction cup base

** Atari 5200 Titles - New/Shrink-wrapped**
==========
- Ballblazer by Atari/Lucasfilm $20
- Pitfall by Activision $15
- Rescue on Fractalus by Atari/Lucasfilm $25
- River Raid by Activision $10
- Space Shuttle by Activision $12
- Zone Ranger by Activision $10

**Multicart Cartridges**
==========
- Atari 5200 Multicart $125 - Contains all of the released 5200 game titles as well as demos and the 5200 diagnostic cart. Game selection is done by using DIP switches.

**Atari Force Comics** Please make an offer
==========
All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #9 - September 84
- Issue #11 - November 84
- Special Issue #1 - 1986

**Electronic Games Magazine memorabilia** Please make an offer
==========
-Order Form Insert (Vectrex Version) - Mint Condition. This was the original full color order form insert that was packaged in with many companies cartridges to help promote sales of 'Electronic Games' magazine. It is a three page foldout which covers all the regular articles that 'Electronics Games' ran. The front cover is purple and offers Vectrex players a 44% discount.

**Trades**
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar and Jaguar CD
- A CD64 Nintendo 64 Backup Unit
- A working Vectrex controller
- A working DSS Receiver (with card)
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

# 1687. FS/T Shrink-Wrapped Atari 5200 Game Packages

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: Jim Lazarenko <jim_l@tNOSPAM.elusplanet.net>
Message-ID: <asyz3.838$G6.105121@news0.telusplanet.net>
Source record: 50372
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

I have the following Shrink-wrapped/New Atari 5200 packages for sale or trade. These packages are ideal for new collector's or somebody wanting to start or add to their shrink-wrapped library. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping.

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800, Colecovision, Intellivision, Classic Computer, Vectrex or Handheld games) sent to you, please specify system.

** Atari 5200 Activision Package - New/Shrink-wrapped**
==========
Includes 4 of the 13 released Activision titles
- Pitfall
- River Raid
- Space Shuttle
- Zone Ranger
- All four of the above for $40

** Atari 5200 Lucasfilm Package - New/Shrink-wrapped**
==========
Includes both of the released Lucasfilm titles
- Contains Ballblazer
- Rescue on Fractalus
- Both of the above for $40

**Trades**
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar and Jaguar CD
- A CD64 Nintendo 64 Backup Unit
- A working Vectrex controller

- A working DSS Receiver (with card)
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

# 1688. Re: Getting boot errors on my tape recorder for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: enovak7924@aol.com
Message-ID: <19990902135011.13751.00003212@ng-fj1.aol.com>
Source record: 50373

>Just to be sure that you're doing it right, keep the BASIC cart out. Be sure
>to
>press the START key while turning on the computer. You should hear a single
>beep from the 800. Press the PLAY button on the 410 and then press the RETURN
>key on the 800.
>
>

I've done that. It starts ok for about a few seconds, then it just goes into
memo pad. Sometimes it goes a little farther along than other times.
It sounds like it starts to load the file, than craps out. Maybe the cassette
motor or belt is old and the speed is off?
.
.
"Who is booking this crap? The Rock against Billy Gunn. The Rock against
Gangrel. I mean next week they'll be havin the Rock lay the smackdown on the
Brooklyn Brawler for Christs' sake !"

# 1689. Re: Getting boot errors on my tape recorder for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rstf4ridj7150@corp.supernews.com>
Source record: 50374

ENovak7924 <enovak7924@aol.com> wrote in message
news:19990902130023.17421.00003571@ng-ck1.aol.com...
> >There are just too many things to go wrong. If you remember all the
things
> >that can go wrong with thing audio cassettes, oxide breaking down, tape
> >stretching, wow and flutter, data cassettes have all the same problems
and
> >then some.
> >
> Originally I had a tape only then bought a disk drive. Now that I got a
whole
> package deal, so the cassette came with it. I only bought one cassette for
> $2.00 so I didn't lose out. But I wonder if the problem is with the
recorder or
> the tapes.
My information is somewhat tainted by age, but IIRC I would bet the tapes.
You can just do a few save to the casette to check it out, something like
write a short basic program(you did get a basic cart right?) and
SAVE"C:MINE.BAS"
Then after rewinding reboot or NEW command, go through the
LOAD"C:MINE.BAS"
to check.

I think that most of the commercial software was produced with high speed
duplication equipment. I think some of it even started with ~1" wide tape
that was recorded 4 tracks at a time and sliced into four 1/4" strips for
the cassettes. IMO: Just no way they could do things like adjust speed and
head centering properly for digital info. I used to have audio casettes from
the same period/manufacturing process and they were complete crap. I used to
buy the records and a blank tape vs prerecorded tapes and do my own
transfers.

# 1690. Re: Getting boot errors on my tape recorder for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <uMAz3.668$zo5.5874@news1.online.no>
Source record: 50375

You could also try to wind the tape all the way back, then forward it to ... well 4 or 5 on the tape counter perhaps. Or put the tape in a normal stereo system and hear when the seeking sound starts, then try it from there!

ENovak7924 <enovak7924@aol.com> wrote in message news:19990902135011.13751.00003212@ng-fj1.aol.com...
> >Just to be sure that you're doing it right, keep the BASIC cart out. Be sure
> >to
> >press the START key while turning on the computer. You should hear a single
> >beep from the 800. Press the PLAY button on the 410 and then press the RETURN
> >key on the 800.
> >
> >
>
> I've done that. It starts ok for about a few seconds, then it just goes into
> memo pad. Sometimes it goes a little farther along than other times.
> It sounds like it starts to load the file, than craps out. Maybe the cassette
> motor or belt is old and the speed is off?
> .
> .
> "Who is booking this crap? The Rock against Billy Gunn. The Rock against
> Gangrel. I mean next week they'll be havin the Rock lay the smackdown on the
> Brooklyn Brawler for Christs' sake !"

# 1691. Re: Grandpa's computer?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7qmlj8$mmr$1@autumn.news.rcn.net>
Source record: 50376

Well, you guys certainly do bring back memories. Back in 1982 I was taking some programming courses at a college during a sabbatical leave from my teaching job. The computer center at the college had a glass box on the wall, and chained to it was a little hammer. A sign on the box said, "In case of emergency, break glass." And inside the box ...

... was an abacus.

Take care.

Alan
Jack H. Lee <eplicon@wam.umd.edu> wrote in message
news:7qkt7t$2o5$1@dailyplanet.wam.umd.edu...
> Greg Goodwin (clu-da-bard@geocities.com) wrote:
>
> : What amazes me is when I think back ONE GENERATION... to my own dad...
> : his computer was a Sol Terminal.
>
> Hmmmm. My late grandfather had an abacus, which was passed down to me....
>
> (Well, technically it is a computer, right? I can't find the thingy so I
> can plug it in, tho. <g>)

# 1692. Re: Atari T-shirts

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7qmlua$op9$1@autumn.news.rcn.net>
Source record: 50377

Jon,

The following is tongue-in-cheek, but worth reading:

Never, NEVER, suggest to a school system that if kids color in pre-printed designs and hang them in the gym that the system has violated a copyright.

If school systems are like the one I used to work for, they will go ape (and I don't mean connect an Atari to a PC) and forbid the practice until they can get a legal opinion!

Jon Melbo <ssilicon@earthlink.net> wrote in message news:37cee869.19948195@news.earthlink.net...
> On Tue, 31 Aug 1999 15:26:11 -0700, BobKlaas <bobkla19@sisna.com>
> wrote:
>
> >More than likely there is a Company out there that does produce the
> >Atari emblem on a Tee-Shirt but I don't know their name.
> >
> >What I had in mind was taking the computers I have available, taking a
> >picture of them, enlarging the sections I whished and producing a
> >Tee-Shirt, this way I would not be infrindging on any Copy-right as I
> >took the picture of their product? Possibly I am totaly mistaken but
> >think it can be done legaly. I am not taking their advertising material
> >but taking the product itself. enhansing the logo with full rights to
> >their Trademark being noted ect..You use to see all types of Atari
> >symbles on third party software/hardware with the trademark of (R) to
> >Atari ect. Still goes on today with other products. Even Microsoft!
> >
> >bob
>
> Bob, quit worrying about if it's legal. Just do it. It's just your
> own T-shirt for frog's sake. Next we'll be talking about if kids have
> the right to do colorings of trademark symbols at school and if they
> can then be displayed in the schools gymnasium. Would that then be an
> illegal use of a trademark on public owned property? Hehe.
>
> Make the shirt, wear it proudly! Stop fretting and scratching your
> butt.
>
> (-;
>
>
>
>

>

# 1693. Re: Getting boot errors on my tape recorder for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: enovak7924@aol.com
Message-ID: <19990902162424.29655.00003833@ng-fk1.aol.com>
Source record: 50378

>You could also try to wind the tape all the way back, then forward it to ...
>well 4 or 5 on the tape counter perhaps. Or put the tape in a normal stereo
>system and hear when the seeking sound starts, then try it from there!
>
The funny thing is that this bring backs memories of why I bought the disk drive as soon as it came out.

Also funny is that I got my whole Atari package now for about $200 which includes all the hardware & software. I recall paying about $900 for my first Atari 800 with 16k. Then another $100 each for the memmory expamsions. Then about $500 or so for the disk drive, not to mention the $20 or $30 dollars per game back then.

.
.
"Who is booking this crap? The Rock against Billy Gunn. The Rock against Gangrel. I mean next week they'll be havin the Rock lay the smackdown on the Brooklyn Brawler for Christs' sake !"

# 1694. Re: Getting boot errors on my tape recorder for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7qmoad$aa3$1@news5.svr.pol.co.uk>
Source record: 50379

Hi,

> I've done that. It starts ok for about a few seconds, then
>it just goes into memo pad. Sometimes it goes a little
>farther along than other times....

Given those symptoms I'd give the tape path in the 410 a cleaning with cotton buds and methylated spirit - make sure to clean the heads, pinch roller and capstan thoroughly. Then demagnetise the record/playback head, I use an "Alsopp" demagnetising cassette.

Even if that's not the only problem you can bet the 410 needs such a service after all these years.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

"Very funny Scotty, now beam down my trousers!" - J.T.Kirk

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 1695. Atari 1050 IS PLate drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <7qmojs$8gq$1@barcode.tesco.net>
Source record: 50380

Further to my last request for help, I have found that these were sold by a shop called Chips, 53 Rugby Road, West Worthing, Sussex, England, and designed by a Robert Perry. Does anyone know anything about the wherabouts of either?

Richard

# 1696. Re: Dungeon Master

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: GAREEE <gareee@earthlink.net>
Message-ID: <7qn4lv$f22$1@fir.prod.itd.earthlink.net>
Source record: 50381

anyone know if there are any differences in the amiga and st versions?

--
Gary Tabar Jr, @ Da Mouzzz...
EMAIL: GAREEENOSPAM@earthlink.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info ):
http://www.fortunecity.com/tattooine/ellison/86/index.html

DarkChyld <darkchyld@pcc-uky.campuscwix.net> wrote in message
news:7qlsmu$f0p$1@news.campuscwix.net...
> On 1 Sep 1999 18:05:55 G, Subway95 wrote:
> ->Hello,
> ->
> -> I know this is not the Atari ST section but, I thought I would put it
> ->out here. I looking for maps and spells for the old 80's Dungeon Master
> ->game I have for my Mega 4st.
> ->
> ->
> ->.
>
> Post or E-mail your address to me, and I'll send you a printout of
> the maps, as well as a semi-complete spell list...
>
> BTW, its a great game, isn't it? I still play it and Chaos Strikes
> Back on my Falcon 030. ;-)
>
>
> _____________________________________________________________
> / / SysOp Of The DarkForce! BBS / /\
> / --T-- / Phone 1-606-886-9014 Today! / /\ / /
> / -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
> / --G-- / The Fuji -Still- Lives...!! / \/ / /
> /_____________/_____________/_____________/_____________/ /
> _____________________________________________________________\/
>

# 1697. Re: Atari laser printer?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7qn9pk$imo$1@bgtnsc03.worldnet.att.net>
Source record: 50382

Charles Golden wrote in message
<19990901212301.08354.00003403@ng-cc1.aol.com>...
>I recently saw one of these in a flea market. I was wondering, is it rare?
>How much if anything is it worth?
>

Charles,

Atari marketed 2 different laser printer models for the
MegaST/STe/MegaSTe/TT030 series of computers. The SLM804 was the first one
which came out around 1988 or so. The newer SLM605 came out a few years
later. Both were popular models and are definitely not rare. In perfect
condition, I would guess they would be worth somewhere in the $75-$100 price
range.

These printers connected through the DMA port and had no onboard memory.
Instead they were driven directly by the computer's onboard memory, making
them extremely fast compared to other laser printers of that era.

Sheldon

# 1698. Re: Illinois BBS...

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <37CF2961.605451FF@cheta.net>
Source record: 50383

I am Technoid Mutant and used to call the Dark Side as I recall. I ran a board for a few years called 'Cheez Daddy's House of Funk'. I ran a later version of Carina II.

"Mike Szewczyk

> A guy named Zaphod ran an ST bbs at the same time that I did called "The
> Heart of Gold". We were the first couple of ST boards up in Illinois. Is
> that the one you're talking about?
>
> E Cron wrote in message <37c844d3.12333901@corp.supernews.com>...
> >How about:
> >
> >The Beer Can?
> >Runequest?
> >the one that PresZaphod ran?
> >
> >Eric
> >
> >On Thu, 26 Aug 1999 22:10:07 -0500, "Chad Hendrickson"
> ><chadh@REMOVEmediaone.net> wrote:
> >
> >>Eric <eric@nomail.com> wrote in message
> >>news:7q4pm4$2lkn@enews3.newsguy.com...
> >>> Does anyone remember the BBS called Trade Mark and DSOM (Dark Side of
> The
> >>> Moon) from 1984-1987? I believe the SysOp names were Teleprompter and
> >>> Dioskilos. How about CLAUG (ChicagoLand Atari Users Group)?
> >>>
> >>>
> >>
> >>Ha Ha! Absolutely!
> >>
> >>I remember dearly... in fact... believe it or not... I am Dioskilos. And
> I
> >>still keep in touch with Teleprompter (I just saw him about 2 weeks ago,
> >>whenever we get together we like to reminisce about the old days. He
> still
> >>has a lot of his printer logs from back then). I'll have to give him a
> call
> >>and tell him about this!
> >>
> >>I ran The Dark Side of the Moon from 1985 to 1989. Do you remember Dark
> >>Side of the Moon II with Calibos. I have lost touch with Calibos...
> haven't

> >>seen him since high school. There was also Dark Side of the Moon ST with
> >>Corporal Clegg. Myself and Clegg are still best friends.
> >>
> >>I really miss those days, I'd love to hear your take on it. What made you
> >>bring it up? Do you remember the crazy antics between my BBS and Trade
> >>Mark? We were always shooting off at each other... one week we would be
> at
> >>war, the next we would make up.
> >>
> >>I still have my old Atari 130XE, my 835 modem (with home-made ring
> >>detector... ahhhh 300 baud!), and my Indus GT disk drives. It's sad that
> >>those BBS days are gone... each BBS had such personality, it was such a
> >>blast.
> >>
> >>What was your username back then?
> >>
> >>Regards,
> >>Chad Hendrickson
> >>
> >>P.S. Of course I remember CLAUG. I never joined or went to a meeting,
> but
> >>I do recall one night myself and Teleprompter called one the the sysops of
> >>CLAUG to try to convert them to a pirate BBS. They were so Public Domain
> >>oriented... but I remember the guy contemplating the piracy idea, it was
> >>pretty funny.
> >>
> >>(If you are going to reply directly to me then remove the REMOVE from my
> >>email address)
> >>
> >

# 1699. More Atari stock. Lowered prices. FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7qnggf$n4t$1@user2.teleport.com>
Source record: 50384
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

For Atari Sales and Service from someone with nearly 20 years of Atari experience go to my Web site below or E-Mail me at atari@benjamin.net where you can find for the Atari 8 Bit coveted Happy Drives and other Disk Drives modified for increased performance and speed. As well as a library of Reference Materials from COMPUTE! Books. You can find NEW Atari ST software Marked down in Price, Disk Drives made by Indus for the Atari ST and Reference Books Published by ABACUS and I've added and will be adding more Hardware, Software, Books & Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. And remember if you dont come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

Click for WebSite!

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If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, September 14th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
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DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

## 1700. Re: Illinois BBS...

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: Chad Hendrickson <chadh@REMOVEmediaone.net>
Message-ID: <wLHz3.14937$s%1.57866657@rmnws01.ce.mediaone.net>
Source record: 50385

```
Yea... Carina II. That is what I ran Dark Side on near the end. That BBS
program was brilliant.

Technoid Mutant <Technoid@cheta.net> wrote in message
news:37CF2961.605451FF@cheta.net...
> I am Technoid Mutant and used to call the Dark Side as I recall. I ran a
board
> for a few years called 'Cheez Daddy's House of Funk'. I ran a later
version of
> Carina II.
>
> "Mike Szewczyk
>
> > A guy named Zaphod ran an ST bbs at the same time that I did called "The
> > Heart of Gold". We were the first couple of ST boards up in Illinois.
Is
> > that the one you're talking about?
> >
> > E Cron wrote in message <37c844d3.12333901@corp.supernews.com>...
> > >How about:
> > >
> > >The Beer Can?
> > >Runequest?
> > >the one that PresZaphod ran?
> > >
> > >Eric
> > >
> > >On Thu, 26 Aug 1999 22:10:07 -0500, "Chad Hendrickson"
> > ><chadh@REMOVEmediaone.net> wrote:
> > >
> > >>Eric <eric@nomail.com> wrote in message
> > >>news:7q4pm4$2lkn@enews3.newsguy.com...
> > >>> Does anyone remember the BBS called Trade Mark and DSOM (Dark Side
of
> > The
> > >>> Moon) from 1984-1987? I believe the SysOp names were Teleprompter
and
> > >>> Dioskilos. How about CLAUG (ChicagoLand Atari Users Group)?
> > >>>
> > >>>
> > >>
> > >>Ha Ha! Absolutely!
> > >>
> > >>I remember dearly... in fact... believe it or not... I am Dioskilos.
```

And
> > I
> > >>still keep in touch with Teleprompter (I just saw him about 2 weeks
ago,
> > >>whenever we get together we like to reminisce about the old days. He
> > still
> > >>has a lot of his printer logs from back then). I'll have to give him
a
> > call
> > >>and tell him about this!
> > >>
> > >>I ran The Dark Side of the Moon from 1985 to 1989. Do you remember
Dark
> > >>Side of the Moon II with Calibos. I have lost touch with Calibos...
> > haven't
> > >>seen him since high school. There was also Dark Side of the Moon ST
with
> > >>Corporal Clegg. Myself and Clegg are still best friends.
> > >>
> > >>I really miss those days, I'd love to hear your take on it. What made
you
> > >>bring it up? Do you remember the crazy antics between my BBS and
Trade
> > >>Mark? We were always shooting off at each other... one week we would
be
> > at
> > >>war, the next we would make up.
> > >>
> > >>I still have my old Atari 130XE, my 835 modem (with home-made ring
> > >>detector... ahhhh 300 baud!), and my Indus GT disk drives. It's sad
that
> > >>those BBS days are gone... each BBS had such personality, it was such
a
> > >>blast.
> > >>
> > >>What was your username back then?
> > >>
> > >>Regards,
> > >>Chad Hendrickson
> > >>
> > >>P.S. Of course I remember CLAUG. I never joined or went to a
meeting,
> > but
> > >>I do recall one night myself and Teleprompter called one the the
sysops of
> > >>CLAUG to try to convert them to a pirate BBS. They were so Public
Domain
> > >>oriented... but I remember the guy contemplating the piracy idea, it
was
> > >>pretty funny.

> > >>
> > >>(If you are going to reply directly to me then remove the REMOVE from
my
> > >>email address)
> > >>
> > >
>

# 1701. ATTN: Atari Meeting in Portland, Oregon. USA

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-02 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7qngom$c22$1@user2.teleport.com>
Source record: 50386
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale
Body handling: HTML body converted to readable text

Please direct all replies through E-Mail at bensmith@teleport.com or atari@benjamin.net instead of NewsGroups as I don't regularly check NewsGroups.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, September 14th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!
--
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# 1702. FA: 2 XL's, Lots of cables, and some input devices

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-03 00:00:00 UTC
From: Glen Oberhauser <gleno@home.com>
Message-ID: <atHz3.802$RV1.15555@news1.rdc2.tx.home.com>
Source record: 50238

Check out.
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=157225241
Thanks for looking...

--
Glen Oberhauser
gleno@home.com

# 1703. FA: Programming package. Program your 8-bit in LOGO or PILOT

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-03 00:00:00 UTC
From: Glen Oberhauser <gleno@home.com>
Message-ID: <2vHz3.804$RV1.15727@news1.rdc2.tx.home.com>
Source record: 50239

```
Books and software for BASIC, LOGO, and PILOT!
Check out
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=155813222
Thanks for looking...
--
Glen Oberhauser
gleno@home.com
```

# 1704. Re: Atari 130 XE and 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-03 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37CF624A.664E@geocities.com>
Source record: 50240
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

sheercon@earthlink.net wrote:
>
> I know this isn't an ST but I couldn't find any relevent NG's for this post. WOuld anyone happen to know any disk commands for the 1050 drive hooked up to an Atari 130XE? ANy help would be appreciated.
>
> Thanks!
> Brian

Posted this on the ST and 8-bit newsgroup.

Disk commands? Do you currently have a disk with a disk operating
system on it? The Atari DOS's had some nice straight forward menu's...
at least much better than the Commodore. ;)

Doctor Clu
Old Time Atari User
(Who dreams of putting a Milan board in an Atari 400 case...) :)
--
||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

# 1705. Atari 8bit Service Manuals

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-03 00:00:00 UTC
From: Emmanuel Fernandes <fernandes@agel.ucl.ac.be>
Message-ID: <37CFC29B.AE6AB87B@swing.be>
Source record: 50241

Hi Everybody!

I have a couple of Atari 400 and one Atari 600XL to repair. I've been desperately searching for any kind of Service Manual or Technical Manual. Can anybody help me with that ?

Thanks for the information.

Bye,

Emmanuel.

# 1706. Re: Dungeon Master

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-03 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7qogvn$et2$1@news.campuscwix.net>
Source record: 50242

On 2 Sep 1999 20:33:16 -, "GAREEE" wrote:
->anyone know if there are any differences in the amiga and st versions?

Yep, but just a few. I think that DM took advantage of the Amiga's
"true" stereo sound. Graphics wise, its pretty well the same...

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_________________/_____________/ /
\_____________________________________________________________\/
```

# 1707. Atari 8-bit counter digit set

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-03 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7qnf8k$d7u@freenet-news.carleton.ca>
Source record: 50387

If anyone wants an Atari 8-bit digit set for thier web page counter,
like the one seen here:

http://www.nacs.net/~classics

You can download it from digitmania at:

http://www.digitmania.com/digital.html

Have fun

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

## 1708. schamtics

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-04 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-DpLvdjdCG1mH@di05-ks.cth.com.au>
Source record: 50243

I have just finished scanning in a set of indusGT schamitcs.
The quality is good. 3 A3 sheets are required to get the best out of
them, tho A4 sheets are readible.
I also have a large 800xl schamtic.
The quality of which is classed as poor but is mostly readible. A
single A2 sheet would be the best bet for this one.
All files are Gif's and are quite large.
Any one want them, please ask.

James B

# 1709. Re: Atari T-shirts

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-04 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37d089bb.101645296@news.earthlink.net>
Source record: 50244

On Thu, 2 Sep 1999 16:14:52 -0400, "Alan Sharkis" <asharkis@erols.com>
wrote:

>Jon,
>
>The following is tongue-in-cheek, but worth reading:
>
>Never, NEVER, suggest to a school system that if kids color in pre-printed
>designs and hang them in the gym that the system has violated a copyright.
>
>If school systems are like the one I used to work for, they will go ape (and
>I don't mean connect an Atari to a PC) and forbid the practice until they
>can get a legal opinion!

Yeah, I suppose you're right. What a world. 8-/

# 1710. Re: Jam!! - Need info on Atari-DIN to S-Video cable.

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-04 00:00:00 UTC
From: Atari Guy <atariatari@hotmail.com>
Message-ID: <VucA3.11$on.3499@typhoon-la.pbi.net>
Source record: 50245

isaac:

you inspired me man. i bought a couple of jam!!'s the other week after reading your post, but now i'm scrambling for an s-video cable for my atari (130xe, 65xegs). what kind of cable are you using? does anyone sell or have a pinout for atari din to s-video?

idavis@my-deja.com wrote in message ...
>Well, it took me long enough, but I finally found a Jam!! For those who don't know, this is the device that will allow you to input s-video or rca input to your svga monitor. I have a question for the people that are using one. Can you switch between your atari and the pc while the pc is running. I know that the manual says that there is no problem when the Jam!! is off, because it will just pass throught the vga input, but does it harm it to turn it on while you are using the pc at the same time. I wouldn't imagine, but since it has taken me a long time to find one, and I got the last one they had, I really don't want to take chances. I would like to boot up something like ape or sio2pc, and then set up the boot disk, then turn the Jam!! on, and boot my atari up using the same monitor, sometimes switching back and forth between the atari and the pc. This would be the ideal situation. I am pretty sure it can be done, I am just a little leery of switching things while others are running, unless it is designed to.
>Later,
>Isaac
>
>Isaac Davis
>idavis@my-deja.com

# 1711. Re: Question about operation of Happy Warp Drive 1050 Version 7.0/7.1

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-04 00:00:00 UTC
From: Atari Guy <atariatari@hotmail.com>
Message-ID: <RvcA3.14$on.3540@typhoon-la.pbi.net>
Source record: 50246

thanks eli, apprish.

Eli-the-Iceman wrote in message <37C482E7.9C5232C2@ix.netcom.com>...
>ATARI NUT wrote:
>>
>> i've recently acquired a happy enhanced 1050 without instructions, and
was
>> wondering if someone could explain the purpose of the two switches and
the
>> led to me. one switch is a two position, the other a three.
>>
>> i've looked high and low for a site with a manual, but no dice. too bad
>> about that whole FTe thing.
>>
>> also, i've been told there is a version 7.1 of the software. if you have
>> it, and are willing to send me an .atr, please contact me.
>>
>> i can be reached at atariatari@hotmail.com
>
>Atari Nut,
> Both the software and the docs are available at the Umich Archive. Use
>either of these addresses to get them:
>
>gopher://gopher.archive.umich.edu:7055/11/atari/8bit
>ftp://atari.archive.umich.edu/atari/8bit/
>
>BTW. Use this URL to search for Atari files:
>
>http://www.newbreedsoftware.com/xlsearch/

# 1712. ATARI-DIN to S-Video Cable Pinout or Source ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-04 00:00:00 UTC
From: Atari Guy <atariatari@hotmail.com>
Message-ID: <%AcA3.23$on.3830@typhoon-la.pbi.net>
Source record: 50247

Does anyone have pinout information for an ATARI-DIN to S-Video output cable? Does anyone sell prefabs?

Thanks!

# 1713. FA: Atari Explorer, Antic magazines

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-04 00:00:00 UTC
From: David Tipton <6500nodtptspam@ucsbuxa.ucsb.edu>
Message-ID: <37D16ECF.3A68@ucsbuxa.ucsb.edu>
Source record: 50248
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

For auction at eBay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=156854142

Atari Computer Magazines:

Antic April 1986
Antic June 1987
Atari Explorer January/February 1989
Atari Explorer March/April 1989

See pictures at the link for content. All magazines in virtually new
except for Antic 1987, which has some cover marks and a loose inner page
in the enclosed catalog (it's not bad, really).

## 1714. Typesetter 130

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-04 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7qrsj2$6l1@freenet-news.carleton.ca>
Source record: 50249

Anyone know where I can get a copy of thie program? I have a few
files in this format that I would like to view/print.

Thanks

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

## 1715. ST Xformer Cable Blues...

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-04 00:00:00 UTC
From: Nurmix@socal.comSPAM-FREE
Message-ID: <7qs400$hcc@enews1.newsguy.com>
Source record: 50250

I've tried making both versions of the ST Xformer cable (as descibed on the Emulators Inc. website), and neither one works!

For those of you unfamiliar with the ST Xformer cable, it allows connection of a standard Atari 8-bit disk drive to an ST or PC via the parallel port. The cable contains an Atari 8-bit SIO connection on one end, and a standard DB-25 connector on the other. And for the record, I am trying to connect an STE to any of several 8-bit drives; an INDUS GT, a Percom AT-88, a 1050, and a Rana 1000 - all unsuccessfully so far. 8*(

The first version is what they refer to as the "old ST Xformer cable", with the following pinouts (Atari SIO on the left, DB-25 on the right):

pin 2 - clock out - pin3
pin 3 - data in - pin 11
pin 4 - ground - pin 18
pin 5 - data out - pin 5
pin 7 - command - pin 7
pin 10 - +5 volts - pin 1

I made this cable, and triple checked the connections with a meter / continuity checker, and everything matched up. But when I ran the ST Xformer software on the STE (and also the quick transfer software), the STE would not recognize that there was even a drive connected.

So, I decided to try the second version of the cable, refered to as "the new PC Xformer cable". This "new" version of the cable is supposed to work with the PC _and_ ST, but is specifically needed for use with the PC.

The only difference between this and the old cable is that you move the +5 volt line from pin 1 of the DB-25 to any of the unused data output pins (2, 4, 6, 8, 9), and then connect a 4.7k pull up resistor between the data in pin (pin 11) to any unused data out pin (in this case, pin 2 of the DB-25 as recommended by the instructions). The "new" version uses the following pinouts:

pin 2 - clock out - pin3
pin 3 - data in - pin 11
pin 4 - ground - pin 18
pin 5 - data out - pin 5
pin 7 - command - pin 7
pin 10 - +5 volts - pin 9

Anyway, I constructed this cable, and checked everything, but it _still_ didn't work! And I did check the STE's parallel port by connecting a printer to it and successfully printing. So, assuming my connections are correct (and I'm 99.9% sure they are), I would guess that either the software isn't compatible with the ST"E", or there is some other small problem with my STE's parallel

port that doesn't show up when the port is just used for printing.

Has anyone here made a working ST Xformer cable? Any suggestions on what to try next?

Thanks!

-Paul

--

\ NURVIS Music / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "SPAM-FREE" before sending E-mail!

## 1716. Cartridge listing

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-04 00:00:00 UTC
From: rezarf@aol.com
Message-ID: <19990904185703.28284.00003378@ng-fl1.aol.com>
Source record: 50251

Awhile back there was some chat about cartridge lists. One of the best I've run across is at:

http://www.cs.uwm.edu/public/krieg/fun.html

# 1717. Re: schamtics

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-04 00:00:00 UTC
From: "Clarence Dyson"
Message-ID: <ua7RN6Eo=m0NF5kGyhUj8yhVfwWV@xyz.nut>
Source record: 50252

Hi, if you want the best schematic of the 800XL I have ever seen, go
to http://www.tu-chemnitz.de/~sgl/atari/

even printed on 8.5x11 (laser) it is very readable. This was a true
labor of love.

Lets hope Sven Gleich continues with others.

On Sat, 04 Sep 1999 01:02:39 GMT, sup8pdct@mail.cth.com.au wrote:

>I have just finished scanning in a set of indusGT schamitcs.
>The quality is good. 3 A3 sheets are required to get the best out of
>them, tho A4 sheets are readible.
>I also have a large 800xl schamtic.
>The quality of which is classed as poor but is mostly readible. A
>single A2 sheet would be the best bet for this one.
>All files are Gif's and are quite large.
>Any one want them, please ask.
>
>James B
>

# 1718. Re: ST Xformer Cable Blues...

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-04 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rt3tdrd58os18@corp.supernews.com>
Source record: 50253

Yes, but isn't an STE 16 mHz?

I know I had no trouble using with a STFM. I thought Derek used software timing loops which => the speed would be way off if the STE is faster.

Anyway, I would give up the ghost on the Xformer cable and just build a sio2pc cable. I believe there is some software developed in GFA basic that works with the ST line.

You would need a real Atari 8 bit to transfer the files to the PC or ST unless you wanted to build a slightly more complicated cable.
Paul Nurminen <Nurmix@socal.comSPAM-FREE> wrote in message news:7qs400$hcc@enews1.newsguy.com...
> I've tried making both versions of the ST Xformer cable (as descibed on the
> Emulators Inc. website), and neither one works!

# 1719. Re: Question about memory upgrade for an 800xl, 65xegs, and 130xe.

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-04 00:00:00 UTC
From: Atari Guy <atariatari@hotmail.com>
Message-ID: <mCmA3.636$on.29901@typhoon-la.pbi.net>
Source record: 50254

hey mathy, maybe best electronics or similar company would buy your surplus pcb's? i'm sure many of us would love to see your project come to fruitition.

Mathy Van Nisselroy wrote in message <7qldki$5ad$2@nets3.rz.RWTH-Aachen.DE>...
>In article <ybdv3.89$36.13166@typhoon-sf.snfc21.pbi.net>, ask@you.shall.receive
>says...
>>
>>Are any vendors currently selling them? Did anyone ever come out with a
>>SIP, SIMM or DIMM (!) upgrade? What's the best source for DRAM's and other
>>related components? Which compatibility mode is the best?
>
>I'm working on a 1MB SIMM upgrade that is 130XE compatible.
>
>The problem is I don't have much time at the moment.
>One other problem is it needs a lot of connections, so a small PCB would be
>cool. unfortunately, having a PCB made costs lots of money. Unless you have
>enough people who want one.
>
>CU Mathy van Nisselroy
>

# 1720. Re: Jam!! - Need info on Atari-DIN to S-Video cable.

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-05 00:00:00 UTC
From: idavis@my-deja.com
Message-ID: <mCkA3.258$on.24895@typhoon-la.pbi.net>
Source record: 50255

Orignal Message:

== From: "Atari Guy" <atariatari@hotmail.com>
== Date: Sat, 4 Sep 1999 10:17:26 -0700
== Subject: Re: Jam!! - Need info on Atari-DIN to S-Video cable.
isaac:

you inspired me man. i bought a couple of jam!!'s the other week after
reading your post, but now i'm scrambling for an s-video cable for my atari
(130xe, 65xegs). what kind of cable are you using? does anyone sell or
have a pinout for atari din to s-video?

==========

Wow, I'm inspiring. That's a first. I am running it with a 800 and a 800XL. I
am using the 5 pin din that provides standard rca output. Not too technical,
but it's what I have been using since the early 80's. The lack of artifacting is
more noticeable on the 800 than the 800XL. I too would be interested, but
I will not hack the insides of my Atari's. If it's a simple fix like swapping a couple
of wires in the din connector than I will do it, otherwise I will just live with it. I am
pretty sure that most of my problem is my crappy monitor anyway. My Viewsonic
burnt up about a month ago, and boy do I miss it. One of these days I will try to
fix it. I find myself playing the atari when I am waiting for something on the pc.
I just switch the jam!! on and fire up the old atari. Makes a slow pc worth having.
If I run across it, I will send you a copy.
Isaac Davis
idavis@my-deja.com
On a side note, I will probably post the Basic SMTP program tonight or tomorrow so
everyone can try it out.

# 1721. Re: Atari 1050 IS PLate drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-05 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7qsq2g$8ii$1@nnrp1.deja.com>
Source record: 50256

In article <7qmojs$8gq$1@barcode.tesco.net>,
"Richard Daley" <Richard.Daley@tesco.net> wrote:
> Further to my last request for help, I have found that these were sold
by a
> shop called Chips, 53 Rugby Road, West Worthing, Sussex, England, and
> designed by a Robert Perry. Does anyone know anything about the
wherabouts
> of either?
>
> Richard
>
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 1722. Re: Atari 1050 IS PLate drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-05 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7qsq42$8io$1@nnrp1.deja.com>
Source record: 50257

In article <7qmojs$8gq$1@barcode.tesco.net>,
"Richard Daley" <Richard.Daley@tesco.net> wrote:
> Further to my last request for help, I have found that these were sold
by a
> shop called Chips, 53 Rugby Road, West Worthing, Sussex, England, and
> designed by a Robert Perry. Does anyone know anything about the
wherabouts
> of either?
>
> Richard
> to richard

from carmel andrews: carmel_andrews@hotmail.com

re:IS PLATE 1050

I used to be a member of LACE user group, their chairman Mr Peter
Mattock used to have an ISPlate 1050, weather or not he had disks/
instructions or not i dont know, anyway before he quit the atari scene
(shame on him) he sold his 8bit gear to some bloke who lives near
manchester, I actually bumped into this individual at a stafford
computer show a while back, I did give him my details, but he hasn't
called me yet, as he also had peters UK/EC modified 1200xl (the only one
available in europe) and the original masters of Gladdin House's PD s/w
which i was interested in, as I know it this bloke near manchester has
peter's ISP 1050 d/d, as peter was trying to find out if the h/w could
be replicated obviously he didn't get round to it, anyway if you could
call me on 0171 696 8314 (work) or 0171 278 4244 after 6pm for more
details

further from that, I assume from your request, that your'e an atari 8bit
fan like me, them perhaps you can help me, i'm looking for the following
atari items
the following includes... Atari roots (datasoft or datamost published
this), ABC or Atari (both of these are books)
Original complete instructions/manuals for Indus GT (8bit version)and
original disks only (no pirate stuff)
Cassette Operating System (Alpha systems), Impossible (the)-:C.S.S (both
the original 800 and newer xl version)
A program to convert multisegmented binary(DOS)files to boot tape/disk
or howfen/robc type menus ( must be able to hand over 300 sectors and
multi part cruncher 5/superpacker files/ and split files...
Mogul Maniacs (amiga corp)
Atari 5200 vcs (PAL Only)
Pre tramiel version of 7800 vcs (1983/4 version, and preferably PAL,

the one which allowed you to attach atari 8bit i/o devices to it)
Original 810 archiver or (the chip) manual/instructions
Programming information on super archiver 2 1050
programming information on the indus gt (8bit version)
Black box (Pal only- must be reasonably priced)
Any info on german/dutch/polish (european)IDE harddrive/CDrom
interfaces, and how and where to get them from and possible UK sources
Super C simulator 1 or 2 (not original c sim) - either MHS or MDS in
germany
The freezer ( digicomm)
Instructions for digicomms Transdisk v4 and higher, and page 6's guide
to transfering games
THE FREEZER (LDS- germany) was once available through Gralin
international
Information on Turbo 8/16 and anyone that is selling theirs, and speedy
o/s ( reviewed in previous issue of the grim reaper (tgr) and mega
magazine

Any help on the above would be much appreciated

yours

carmel Andrews

>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 1723. Steven Christensen

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-05 00:00:00 UTC
From: nautica_ewing@yahoo.com
Message-ID: <37d1f2ed.43211185@news.dragonbbs.com>
Source record: 50258

Does anyone know Steve Christensen (SP?)

If so, where might I find him...

Thanks

Nautica

# 1724. FS/T Atari 8-bit Games, Components and Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-05 00:00:00 UTC
From: Jim Lazarenko <jim_l@tNOSPAM.elusplanet.net>
Message-ID: <hQnA3.1284$Y6.145789@news1.telusplanet.net>
Source record: 50259
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.classic

Last Updated 09/05/99

- New items added
- Sold items removed

I have the following Atari 8bit components and cartridges for sale. All the equipment is cleaned and detailed, and in good or better condition, but without boxes unless noted. If you have any questions in regards to unit condition, please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800, Colecovision, Intellivision, Classic Computer, Vectrex or Handheld games) sent to you, please specify system.

**Hardware** Please make an offer
==========
- Atari 600XL - with power supply, RF cable
- Atari 800XL - with power supply, RF cable
- Atari Portfolio PC Card Drive - Complete with box, manual & software. Like New
- Best Data Smart One 2400X - 2400 baud modem

*Controllers* Please make an offer
==========
- Paddles (multiple sets) - for Atari & Commodore units
- 2x Suncom Tac Joysticks - for Atari & Commodore units
- 1x Spectravideo Joystick with suction cup base - for Atari & Commodore units

**8-Bit Cartridges** Please make an offer
==========
- Atari Writer
- Basic
- Defender
- Donkey Kong
- Donkey Kong Junior
- Final Legacy
- Megamania - In a sealed/shrink-wrapped box, box is slightly squashed.

- Missle Command
- Moon Patrol
- Pole Position
- Realsports Football
- Robotron: 2084
- Star Raiders
- Tennis

**8-Bit Books** Please make an offer
==========
- Compute's "The Atari Basic Source Book"

**Manuals & Technical Guides (software status specified)** Please make an offer
==========
- Atari 800XL Manual and connection guide - by Atari
- Atari 1050 Manual - by Atari
- Portfolio Technical Reference Guide (Third Edition June 1991) - by Atari (with software)

**Magazines and Specification sheets** Please make an offer
==========
- Start - Spring 1988
- Start - November 1990
- Start - December 1990 (with disk)
- ST-Log - January 1987
- Antic - February 1986

**Atari Force Comics**
All are in Mint Condition
==========
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #9 - September 84
- Issue #11 - November 84
- Special Issue #1 - 1986

**Trades**
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar and Jaguar CD
- A CD64 Nintendo 64 Backup Unit
- A working Vectrex controller

- A working DSS Satellite Receiver (with card)
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

# 1725. Re: Jam!! - Need info on Atari-DIN to S-Video cable.

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-05 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19990905025422.12557.00002107@ng-fp1.aol.com>
Source record: 50260

>== Subject: Re: Jam!! - Need info on Atari-DIN to S-Video cable.
>isaac:
>
>you inspired me man. i bought a couple of jam!!'s the other week after
>reading your post, but now i'm scrambling for an s-video cable for my atari
>(130xe, 65xegs). what kind of cable are you using? does anyone sell or
>have a pinout for atari din to s-video?
>
>=======================
>
>Wow, I'm inspiring. That's a first. I am running it with a 800 and a 800XL. I
>
>am using the 5 pin din that provides standard rca output. Not too technical,
>but it's what I have been using since the early 80's. The lack of artifacting
>is
>more noticeable on the 800 than the 800XL. I too would be interested, but
>I will not hack the insides of my Atari's. If it's a simple fix like swapping
>a couple
>of wires in the din connector than I will do it, otherwise I will just live
>with it. I am
>pretty sure that most of my problem is my crappy monitor anyway. My Viewsonic
>
>burnt up about a month ago, and boy do I miss it. One of these days I will
>try to
>fix it. I find myself playing the atari when I am waiting for something on
>the pc.
>I just switch the jam!! on and fire up the old atari. Makes a slow pc worth
>having.
>If I run across it, I will send you a copy.
>Isaac Davis
>idavis@my-deja.com
>On a side note, I will probably post the Basic SMTP program tonight or
>tomorrow so
>everyone can try it out.
>
>

http://www.redshift.com/~cdyson/svideo.html

bg

## 1726. Moon Patrol on VCS 2600

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-05 00:00:00 UTC
From: roussin@genesis8.frmug.org
Message-ID: <90D828C.00AA004971.uuout@genesis8.frmug.org>
Source record: 50261

What is the tactic to use against the tanks at the fifth level of Moon
Patrol on VCS 2600 ? Thanks.
---
* JABBER v1.2 * http://www.multimania.com/genesis8 for Amstrad FAQ and more !

## 1727. Mission: Asteroid

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-05 00:00:00 UTC
From: Charles Bond <cbond@ix.netcom.com>
Message-ID: <37D27833.4B9E5F19@ix.netcom.com>
Source record: 50262

One of the first adventure type games with graphics was called Mission: Asteroid. I'm certain it was available for the Atari 800, but I've never seen it on any of the emulator game websites. Anyone have info on this classic?

# 1728. Re: Cartridge listing

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-05 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7y7lm5cquk.fsf@co.umist.ac.uk>
Source record: 50263

rezarf@aol.com (Rezarf) writes:
> Awhile back there was some chat about cartridge lists. One of the best I've run
> across is at:
>
> http://www.cs.uwm.edu/public/krieg/fun.html
Just an update, but I think that page has now moved to:
http://www.execpc.com/~krieg/links/8bit.carts

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

# 1729. Re: ATARI-DIN to S-Video Cable Pinout or Source ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-05 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <tkxA3.14261$AG2.251443@newse2.tampabay.rr.com>
Source record: 50264

http://www.atariworld.com/svideo.html

Atari Guy <atariatari@hotmail.com> wrote in message
news:%AcA3.23$on.3830@typhoon-la.pbi.net...
> Does anyone have pinout information for an ATARI-DIN to S-Video output
> cable? Does anyone sell prefabs?
>
> Thanks!
>
>

## 1730. Where Can I Buy Diamond OS?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-05 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <37d29b37.5310544@news.netunlimited.net>
Source record: 50265

Is there anyone left on Earth who has a Diamond OS cart and
instructions etc for sale?

Thanks,

VS

# 1731. Re: Atari 1050 IS PLate drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-06 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7qv9q8$71r$3@news7.svr.pol.co.uk>
Source record: 50266

Hi,

> Atari 5200 vcs (PAL Only)

As I'm sure others will tell you there's no such thing...OK, there were a handfull of prototypes produced but they're as common as rocking horse shit....

> Pre tramiel version of 7800 vcs (1983/4 version,
>and preferably PAL, the one which allowed you to
>attach atari 8bit i/o devices to it)

I believe, though I may be wrong, that there is no such thing as a "pre-Tramiel" 7800. It was developed in '84 but not launched until '86, definitely "post-Tramiel".

Also, AFAIK, only the first couple of production runs had the interface port fitted (it was removed to save costs). Since the PAL machine wasn't launched until '89 (I was writing 7800 stuff in '88 and the PAL version of the MARIA chip was still in the design stages then) I wouldn't expect that a PAL machine with the interface port was actually produced. :-(

BTW I MAY have a copy of that cassette OS you mentioned somewhere. I'm sure I had it, but I have a feeling it went with a load of other Atari software I sold off some years ago. I'll check and let you know.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

"Very funny Scotty, now beam down my trousers!" - J.T.Kirk

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 1732. FA: Rare ITT games

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-06 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <37D3B89E.907336C3@agnld.uni-potsdam.de>
Source record: 50267

Hi!

I have some interesting and rare ITT stuff (Fire Birds, Helldriver,
Mountain Man, Cosmic Town) for the Atari VCS up for auction at
www.funstuff.de

Please take a look on it. Thanks for your attention.

Andre

# 1733. ECTS Show in London

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-06 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.19990906175653.23487A@ilaskey.compulink.co.uk>
Source record: 50268

Just got back from ECTS show in London and thought people may be interested to know that Hasbros' stand was in 2 halves - Microprose and Atari. Lots of people with AtariAddict (I think) t-shirts and the Atari logo all over the place and a load of Atari games revamped on show.

Also, another lot (were system X) called Nuon were showing upcoming titles and had details of their new console-like thing based around DVD with the chipset designed by the same people that did the Jaguar. Familar Atari jag titles like Tempest 3000 and Iron Soldier 3 were there.

Iain

# 1734. Re: Jam!! - Need info on Atari-DIN to S-Video cable.

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-06 00:00:00 UTC
From: Atari Guy <atariatari@hotmail.com>
Message-ID: <JySA3.17$fG.4488@typhoon-la.pbi.net>
Source record: 50269

thanks for the link, BGarvey, but it comes up dead.

BGarvey355 wrote in message
<19990905025422.12557.00002107@ng-fp1.aol.com>...
>>== Subject: Re: Jam!! - Need info on Atari-DIN to S-Video cable.
>>isaac:
>>
>>you inspired me man. i bought a couple of jam!!'s the other week after
>>reading your post, but now i'm scrambling for an s-video cable for my
atari
>>(130xe, 65xegs). what kind of cable are you using? does anyone sell or
>>have a pinout for atari din to s-video?
>>
>>=======================
>>
>>Wow, I'm inspiring. That's a first. I am running it with a 800 and a
800XL. I
>>
>>am using the 5 pin din that provides standard rca output. Not too
technical,
>>but it's what I have been using since the early 80's. The lack of
artifacting
>>is
>>more noticeable on the 800 than the 800XL. I too would be interested, but
>>I will not hack the insides of my Atari's. If it's a simple fix like
swapping
>>a couple
>>of wires in the din connector than I will do it, otherwise I will just
live
>>with it. I am
>>pretty sure that most of my problem is my crappy monitor anyway. My
Viewsonic
>>
>>burnt up about a month ago, and boy do I miss it. One of these days I will
>>try to
>>fix it. I find myself playing the atari when I am waiting for something on
>>the pc.
>>I just switch the jam!! on and fire up the old atari. Makes a slow pc
worth
>>having.
>>If I run across it, I will send you a copy.
>>Isaac Davis
>>idavis@my-deja.com
>>On a side note, I will probably post the Basic SMTP program tonight or

>>tomorrow so
>>everyone can try it out.
>>
>>
>
>http://www.redshift.com/~cdyson/svideo.html
>
>bg

## 1735. Clarence Dyson is pulling the plug on his 8-bit page.....

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-06 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19990906143910.29462.00003869@ng-bk1.aol.com>
Source record: 50270

http://www.redshift.com/~cdyson/atari.html
Seems that Clarence found out about someone using his html from his page for their own use with no credit given to him where some was due, not cool, and i don't blame him for being perturbed. But i will miss his site for i had used the info presented there many atime. Luckilly i printed the pages for my own offline referencing with soldering iron in hand.
Please, Clarence don't do it, maybe the other guy will come to his senses, and this will all straighten out and you'll keep your site up.

BG

# 1736. Re: Clarence Dyson is pulling the plug on his 8-bit page.....

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-06 00:00:00 UTC
From: Clarence Dyson <me@somewhere.on.the.net>
Message-ID: <YzvUN07rXvk5uYkw3fg7pLfkDxUr@xyz.nut>
Source record: 50271

After thinking on this most of last night, I realized I was somewhat
to blame. Possibly things were taken at face value or things were said
that where misleading. I guess I should have been more explicit as to
what could be used. What ever. I no longer care. Life it too short.

So for what it's worth, I put everything back up today. If anybody
wants to use any of it for whatever purpose, fine. I have no original
claim on the content. For me it was just fun and I guess I lost sight
of that.

Thank to all those that sent email.

Clarence

On 06 Sep 1999 18:39:10 GMT, bgarvey355@aol.com (BGarvey355) wrote:

>http://www.redshift.com/~cdyson/atari.html
> Seems that Clarence found out about someone using his html from his page for
>their own use with no credit given to him where some was due, not cool, and i
>don't blame him for being perturbed. But i will miss his site for i had used
>the info presented there many atime. Luckilly i printed the pages for my own
>offline referencing with soldering iron in hand.
> Please, Clarence don't do it, maybe the other guy will come to his senses, and
>this will all straighten out and you'll keep your site up.
>
>BG

# 1737. Re: ECTS Show in London

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-06 00:00:00 UTC
From: Gareth <dial.pipex.com_.nospam@garethd.com>
Message-ID: <7r1fel$ln$1@lure.pipex.net>
Source record: 50272

Iain Laskey <ilaskeyremoveme@cix.co.uk> wrote in message
news:memo.19990906175653.23487A@ilaskey.compulink.co.uk...

> Also, another lot (were system X) called Nuon were showing upcoming titles
> and had details of their new console-like thing based around DVD with the
> chipset designed by the same people that did the Jaguar. Familar Atari jag
> titles like Tempest 3000 and Iron Soldier 3 were there.

Oh dear - that thing is still going? Someone must have more money than sense
as well as an inability to learn from the reverse Midas touch of anything
connected with the old Atari Corp. At best I suppose the System X designers
are an arrogant bunch: intoxicated on isolated successes from the past
(Minter's Tempest 2000 was great but his Jag Defender was rickety pap).
Bloody hell, even the Dreamcast - with the force of Sega behind it - doesn't
look an attractive proposition compared to Sony's soon to be released beast
(which may, price point allowing, also feature DVD).

Gareth.

## 1738. Can anybody help me?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-06 00:00:00 UTC
From: Ted <slember@hotmail.com>
Message-ID: <%KYA3.37$Ag.341@nntp1>
Source record: 50273

Does anybody know what the voltage is on the dc conver for the Atari 400?
Could I use my 5200's converter?

# 1739. Re: Clarence Dyson is pulling the plug on his 8-bit page.....

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-06 00:00:00 UTC
From: GAREEE <gareee@earthlink.net>
Message-ID: <7r1nse$ea8$1@birch.prod.itd.earthlink.net>
Source record: 50274

um, where is your link, clarence?

--
Gary Tabar Jr, @ Da Mouzzz...
EMAIL: GAREEENOSPAM@earthlink.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info ):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Clarence Dyson <me@somewhere.on.the.net> wrote in message
news:YzvUN07rXvk5uYkw3fg7pLfkDxUr@xyz.nut...
> After thinking on this most of last night, I realized I was somewhat
> to blame. Possibly things were taken at face value or things were said
> that where misleading. I guess I should have been more explicit as to
> what could be used. What ever. I no longer care. Life it too short.
>
> So for what it's worth, I put everything back up today. If anybody
> wants to use any of it for whatever purpose, fine. I have no original
> claim on the content. For me it was just fun and I guess I lost sight
> of that.
>
> Thank to all those that sent email.
>
> Clarence
>
> On 06 Sep 1999 18:39:10 GMT, bgarvey355@aol.com (BGarvey355) wrote:
>
> >http://www.redshift.com/~cdyson/atari.html
> > Seems that Clarence found out about someone using his html from his
page for
> >their own use with no credit given to him where some was due, not cool,
and i
> >don't blame him for being perturbed. But i will miss his site for i had
used
> >the info presented there many atime. Luckilly i printed the pages for my
own
> >offline referencing with soldering iron in hand.
> > Please, Clarence don't do it, maybe the other guy will come to his
senses, and
> >this will all straighten out and you'll keep your site up.
> >
> >BG
>

## 1740. FA: ATR8000 on eBay...

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-06 00:00:00 UTC
From: "James M. Finnegan" <jimf@nema.com>
Message-ID: <7r1t0h$t59$1@ash.prod.itd.earthlink.net>
Source record: 50275

After much deliberation, I'm selling my ATR8000 on eBay. Go check it out
at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=159267671

I'm aware of the enormous amounts this item commands, and the fits it causes
here with collectors. Let the flames begin ;-)

--
Regards,
James Finnegan
Contributing Editor
Microsoft Systems Journal

# 1741. Re: Greatest Atari 8-bit computer ever?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-06 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <37D489B8.BE35FB80@pcisys.net>
Source record: 50276

Nach4321 wrote:

> I am very interested in hacks to the 8-bit and was wondering what kind of
> modifications people have done to their xl/xe's. Who has the greatest 8-bit
> out there?

If there is someone, who I believe, would have the greatest modified Atari 8
bit...
that would be Bob Woolley. I truly believe that the 1200XL is the most hackable

8 bit machine there is. Plus it has the best keyboard any 8 bit has ever seen.

Regards,
Glenn Bruner
brunergs@pcisys.net

# 1742. Re: Can anybody help me?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-06 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <37D48C5A.F6E1A9ED@pcisys.net>
Source record: 50277

RHamiIton5 wrote:

> >Does anybody know what the voltage is on the dc conver for the Atari 400?
>
> I can't say about the 5200 input, but the Atari 400/800 power pack is rated
> output of 9.3V dc at 1.95 amp, positive is on the inside. Good luck.
>

Correction to that. The 400/800/1200XL computers, 810/1050/XF551 disk drives, and the 822/850/1010/1020 peripherals all use the same power supply. Atari P/N C017945 rated at 9V AC, 31 VA. The 400/800 have power supply boards inside that have bridge rectifiers to convert the AC to a DC voltage and various regulators to create the +5, +12, and -5V DC.

Best Electronics has then listed in their catalog for $15. You may also try B&C Computervisions at their web site: http://www.myatari.com

You can even use the C017945 power supply for a 8bit NES. But I don't think you want to try a 8bit NES adapter on the Atari stuff. I don't think it will handle the current load.

Good luck,
Glenn Bruner
brunergs@pcisys.net

# 1743. Re: Atari 2 PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-06 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <37D48DC0.E2CEF4C2@pcisys.net>
Source record: 50278

RHamiIton5 wrote:

> Dose anyone know a way to connect a PC modem to an Atari modem without 2 phone
> lines?
>

I don't think you can do it without the phone company providing the power. You would need some sort of phone line simulator equipment for the communication to happen.

Besides, you would be better off doing a null modem connection. The modems are just an unnecessary device to have connected between the computers unless your communicating over actual phone lines.

I know sometimes trying to establish a null modem connection can be a real pain in the ass.

Regards,
Glenn Bruner
brunergs@pcisys.net

# 1744. Evening of Horror

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <7r1ktb$1ft$1@mohawk.hwcn.org>
Source record: 50279

I have a friend who wrote an 8 Bit Adventure named "Evening of Horror".....when he wrote it, he thought he might like to make a few bucks from it, and offered it for sale......only one person bought it.....in Toronto......

Anyhow, apparently, his Master diskettes were destroyed a number of years ago by an Ex Girlfriend......there was one copy I had,.....unfortunately, the first disk is corrupt! And, we may have lost an Atari 8 bit adventure unless this person who bought the only other copy can copy it....the program is now freeware, and can be copied....hopefully, this person still has it, or made backups.......

Anyhow, it was called "Evening of Horror"......and was talked about briefly on my old BBS called System Reset! BBS from Hamilton Ontario.....hopefully this person in Toronto can be located.

Willy

William M. Moeller
af332@hwcn.org or willy@hwcn.org

## 1745. Re: Can anybody help me?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990906211808.02103.00002905@ng-ca1.aol.com>
Source record: 50280

>Does anybody know what the voltage is on the dc conver for the Atari 400?

I can't say about the 5200 input, but the Atari 400/800 power pack is rated output of 9.3V dc at 1.95 amp, positive is on the inside. Good luck.

Above average intelligence has always run in my family. Ambition, however, has always walked with a limp....

## 1746. Atari 2 PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990906213703.02103.00002915@ng-ca1.aol.com>
Source record: 50281

Dose anyone know a way to connect a PC modem to an Atari modem without 2 phone lines?

Above average intelligence has always run in my family. Ambition, however, has always walked with a limp....

## 1747. Atario or Util.exe

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990906215723.02104.00002836@ng-ca1.aol.com>
Source record: 50282

Does anyone have a source for these files, possibly written by Charles Marslette which would allow the PC to read Atari 8-bit double density diskettes?
thanks...
Above average intelligence has always run in my family. Ambition, however, has always walked with a limp....

## 1748. Greatest Atari 8-bit computer ever?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <19990906220419.17163.00005467@ng-fe1.aol.com>
Source record: 50283

I am very interested in hacks to the 8-bit and was wondering what kind of modifications people have done to their xl/xe's. Who has the greatest 8-bit out there?

# 1749. Smtp Program

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: idavis@my-deja.com
Message-ID: <190B3.995$fG.45196@typhoon-la.pbi.net>
Source record: 50284

As promised, here is the simple Basic program I used to connect
to a smtp server and stuff an email through. If you don't want to type it in, I have
posted an atr (pkzipped) to my website.
http://www.geocities.com/BourbonStreet/1055
I also have a compiled version on the atr disk so that you don't have to have
the basic cart plugged in. Not that it makes any difference. Hopefully we can get some
new software out there with the new connectivity that we are having. To use this, you
need to go to http://cth.tzo.com and download Tom Hunts version of the Atari800Dos
emulator. Hopefully when Steve Tucker releases Ape98, it will work with that as well.
I realize that there is a lot of room for improvement. Just keep in mind that this is a 1st
version written just to prove that it can be done. Let me know if you test it out, and how
it works for you. I am starting work on a pop3 email checking program that will go hand
in hand with this program.

```
1 REM SMTP EMAIL PROGRAM BY ISAAC DAVIS WRITTEN AUG. 1999
10 DIM SADD$(100),MTO$(100),MFROM$(100)
20 DIM MSUB$(100),MBODY$(2000),R$(102),ASK$(200)
30 GRAPHICS 0
100 ? :? "SMTP by Isaac Davis":? "indavis@yahoo.com":?
215 R$="":SADD$="":MTO$="":MFROM$="":MSUB$="":MBODY$="":R$="R:":ASK$=""
220 ? "What is the mail server address:":? "Ex: mail.pacbell.net":INPUT SADD$
225 R$(LEN(R$)+1)=SADD$
230 ?
240 ? "What is your email address:"
250 INPUT MFROM$
260 ? :? "Who is the email to:"
270 INPUT MTO$
280 ? :? "What is the subject:"
290 INPUT MSUB$
300 ? :? "What is the message:"
305 ? "Enter XX on a blank line to end"
310 INPUT ASK$
320 IF ASK$="XX" OR ASK$="xx" THEN GOTO 340
330
MBODY$(LEN(MBODY$)+1)=CHR$(13):MBODY$(LEN(MBODY$)+1)=CHR$(10):MBODY$(LEN(MBODY$)+1)=ASK$
335 GOTO 310
340 ? :? "Connecting. Please wait..."
350 ?
1280 OPEN #1,8,25,R$
1290 XIO 40,#1,12,0,"R:"
1300 GOSUB 20000
1310 ? #1;"HELO 127.0.0.1";CHR$(13);CHR$(10);
1315 ? "HELO SENT"
1320 GOSUB 20000
```

```
1330 ? #1;"MAIL FROM:<";MFROM$;">";CHR$(13);CHR$(10);
1335 ? "MAIL FROM SENT"
1340 GOSUB 20000
1350 ? #1;"RCPT TO:<";MTO$;">";CHR$(13);CHR$(10);
1355 ? "RCPT TO SENT"
1360 GOSUB 20000
1370 ? #1;"DATA";CHR$(13);CHR$(10);
1380 ? "DATA SENT"
1390 GOSUB 20000
1400 ? #1;"Subject:";MSUB$;CHR$(13);CHR$(10);
1410 ? #1;MBODY$;CHR$(13);CHR$(10);".";CHR$(13);CHR$(10);
1420 ? "BODY SENT"
1430 GOSUB 20000
1440 ? #1;"QUIT"
1450 ? "QUIT SENT"
19000 GOTO 100
20000 STATUS #1,A
20010 B=PEEK(747)
20020 IF B=0 THEN GOTO 20000
20030 GET #1,A
20040 IF A<>13 AND A<>10 THEN PRINT CHR$(A);
20050 IF A=13 THEN PRINT
20060 IF A<>13 THEN GOTO 20000
20070 RETURN
```

Have fun and no laughing out there,
Isaac Davis
idavis@my-deja.com

# 1750. Re: Atari 2 PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: idavis@my-deja.com
Message-ID: <Ep0B3.996$fG.46145@typhoon-la.pbi.net>
Source record: 50285

Orignal Message:
==========
RHamiIton5 wrote:

> Dose anyone know a way to connect a PC modem to an Atari modem without 2 phone
> lines?
>
==========

I was able to do it with a standard telephone cable hooked between the atari and the pc modems. Connecting is pretty tricky. The thing that I found necessary was a terminal program on the pc side that would allow an atdt command without getting a dialtone from the modem. I used a program called FastLink on the pc, and BobTerm on the Atari. I issue an atdt555-1212 with the pc, and on BobTerm on the atari hit G - Send Carrier. With luck, the
pc will think it has dialed, and the atari will think it was just called. It's just a matter of
getting the baud rates set, and the duplex set. I am pretty sure I went with 2400 baud and full duplex. I would then Xmodem or Ymodem the files to the atari. Since I know it will be almost
impossible to find FastLink, I will put a copy on my web page (address posted in last message).
I used the program and even tried to register it, but could not contact the author. That's why I
know it will be almost impossible to dig up. It's the only terminal program for the pc that I could
find that would ignore the dialtone (or lack of) from the modem. It is a little flaky when trying to
shut it down, but it works. Sometimes I had to reboot the pc because it would lock up when exiting, but minor inconvenience for me.
Hope this helps.
Isaac Davis
idavis@my-deja.com

# 1751. FA RARE Atari Music Video, Lynx, Atarilab

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: time-warp on eBay <purplepower@my-deja.com>
Message-ID: <7r2gma$2mm$1@nnrp1.deja.com>
Source record: 50286

Check out the auctions by time-warp on eBay this week!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=159341315
1970's Atari Video Music Stereo Component !
Item #159341315

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=159007816
Lynx

and
RARE AtariLab
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=158822676

and more!
Please e-mail scctv@cruzio.com
Laura
time-warp on eBay

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 1752. Re: Atari 2 PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-yCSkIUtJxo7f@di04-ks.cth.com.au>
Source record: 50287

On Tue, 7 Sep 1999 04:21:56, idavis@my-deja.com wrote:

> Orignal Message:
> ======================
> RHamiIton5 wrote:
>
> > Dose anyone know a way to connect a PC modem to an Atari modem without 2 phone
> > lines?
> >
> ======================
>
> I was able to do it with a standard telephone cable hooked between the atari and the
> pc modems. Connecting is pretty tricky. The thing that I found necessary was a terminal
> program on the pc side that would allow an atdt command without getting a dialtone from
> the modem. I used a program called FastLink on the pc, and BobTerm on the Atari. I issue
> an atdt555-1212 with the pc, and on BobTerm on the atari hit G - Send Carrier. With luck,
the
> pc will think it has dialed, and the atari will think it was just called. It's just a
matter of
> getting the baud rates set, and the duplex set. I am pretty sure I went with 2400 baud
and
> full duplex. I would then Xmodem or Ymodem the files to the atari. Since I know it will
be almost
> impossible to find FastLink, I will put a copy on my web page (address posted in last
message).
> I used the program and even tried to register it, but could not contact the author.
That's why I
> know it will be almost impossible to dig up. It's the only terminal program for the pc
that I could
> find that would ignore the dialtone (or lack of) from the modem. It is a little flaky
when trying to
> shut it down, but it works. Sometimes I had to reboot the pc because it would lock up
when
> exiting, but minor inconvenience for me.
> Hope this helps.
> Isaac Davis
> idavis@my-deja.com

I found a programme called Telemate could do something similar.

James B

# 1753. Re: Clarence Dyson is pulling the plug on his 8-bit page.....

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: David Hopcroft <davidh@cdex.ericsson.se>
Message-ID: <01bef914$1c268060$60cb30a4@etlcolpc23.ericsson.se>
Source record: 50288

GAREEE <gareee@earthlink.net> wrote in article
<7r1nse$ea8$1@birch.prod.itd.earthlink.net>...
> um, where is your link, clarence?

try reading the mail you replied to again and if you still cannot find it
try

> > >http://www.redshift.com/~cdyson/atari.html

;-)

it's a most excellent site! a sort of one-stop-shop for all things
hardware, glad to see it back.

# 1754. Re: ECTS Show in London

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37d6ea7c.877152@news.freeserve.net>
Source record: 50289

The other Day ilaskeyremoveme@cix.co.uk (Iain Laskey) wrote:

>Just got back from ECTS show in London and thought people may be
>interested to know that Hasbros' stand was in 2 halves - Microprose and
>Atari. Lots of people with AtariAddict (I think) t-shirts and the Atari
>logo all over the place and a load of Atari games revamped on show.

But sod all freebies this year..An Atari shirt would have been nice.
>
>Also, another lot (were system X) called Nuon were showing upcoming titles
>and had details of their new console-like thing based around DVD with the
>chipset designed by the same people that did the Jaguar. Familar Atari jag
>titles like Tempest 3000 and Iron Soldier 3 were there.
>
>Iain

Yep, Jeff Minters new toy machine...Sadly although Jeff has done some
cracking titles over the years he has the kiss of death rep these days.

Perhaps in between doing C64 stuff he was lending the Atari 8bit PR and
sales division a hand :)
--
Paul Irvine

Wise men talk because they have something to say;
Fools talk because they have to say something.
Plato (429-347 BC)

## 1755. New Atari commercial?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <37D4F5BC.6E43A0B@asw.cz>
Source record: 50290

Hello!

Yesterday I've seen on German music channel Viva Zwei some Atari
commercial. It's white, with blue Atari logo and voice saying Atari (in
that 'Playstation' style).

Anybody knows what is it for? What should it advertise?

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

# 1756. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: Michael Current <mccurrent@carleton.edu>
Message-ID: <atari-8-bit/faq_936701841@rtfm.mit.edu>
Source record: 50291
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: July 29, 1999

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Frequently Asked Questions List

__________ _______________
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|___________| | | | ||_______|| |
|______/////| |____[---]____| | / _________ \ |
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|LLLLLLLLLLL| |LLLLLLLLLLL || | LLLLLLLLLL L |
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130XE 800XL 800
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65XE 600XL 400
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|__[_____]__| |____O_O_O_O| |__[_____]__| |___[_____]___|
800XE XE Game System 1200XL

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu

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This FAQ list is in a constant state of development and comes with no guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible! Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 0.1) Table of contents

0.1) Table of contents

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1.2) What can I do with an 8-bit Atari?
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Reader-suggested topics, unwritten as yet: (volunteers?!)
How fast of a modem can my Atari display keep up with?
-with UltraSpeed roms?
-with XEP-80
-with any particular terminal program

What is APE?

---

Subject: 1.1) What is an Atari 8-bit computer?

400 800 1200XL 600XL 800XL 65XE 130XE 800XE XE Game System

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27. Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), later known as the 2600, giving birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor. The Atari 800 was code-named "Colleen"; the 400, "Candy."

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan, mailto:finneganj@delphi.com )
Jerry Jessop, mailto:jjessop@ix3.ix.netcom.com
Scott Emmons, mailto:scotte@center.uscs.com

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design

Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

OS PROGRAMMERS:
Larry Kaplan
David Crane
Bob Whitehead
Al Miller

1979
The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop, mailto:jjessop1@home.com writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirment had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were 400's to Sears followed very shortly by 800's."

These MOS Technology 6502-based systems run at a clock speed of 1.79 MHz, offering 128 colors displayable simultaneously, up to 320x192 graphics resolution and up to 40x24 text resolution in 8 graphics modes and 6 text modes. Video may be displayed either on a composite video monitor in the case of the 800, or on a standard television for both systems. 4 independent sound voices are available through the audio output of the television or monitor, each with a 3 1/2 octave range, plus there is a built-in speaker for key-click and other programmable sounds. The 800 has a second cartridge port and a full-stroke keyboard, while the 400 has a single cartridge port and a membrane keyboard. Each has 4 serial controller ports and an Atari Serial Input/Output port. Originally, both the 400 and 800 were sold with 8K RAM, but later most 800's were sold with 48K and 400's with 16K. Each includes the 10K Atari Operating System in ROM.

The 800 can be fitted with 1-3 of the following two RAM modules:
CX852 8K RAM module, CX853 16K RAM module
and must be fitted with a ROM module:
CX801 10K ROM, CX801-P 10K ROM for PAL machines

[WHEN WAS THE 400/800 REVISION B OS INTRODUCED????]

1981
November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop, mailto:jjessop1@home.com adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system. The 1200XL runs most software and hardware designed for the 800 and 400, but now runs a slightly more advanced 6502C microprocessor, and includes a full 64K RAM. The single cartridge and monitor ports remain, along with 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL. These new machines include most of the features of the 1200XL minus the Function keys and the demo program. But now both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Buss Interface (PBI), providing fast parallel access to the heart of the computer. The 800XL contains 64K RAM while the 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the 1064 Atari Memory Module.

1984
Warner Communications sells Consumer Electronics and Home Computer divisions of Atari Inc. to Tramiel Technologies on Monday, July 2.

Atari Corporation is formed by Tramiel Technologies and its products marketed under the Atari brand.

(
Atari Games Corporation is also formed from the former coin-op division and markets coin-op games under the Atari Games brand.

Atari Games Corporation is a developer, marketer, licensor and publisher of coin-operated video games, having created such classics as Pong, Asteroids, Centipede, Missile Command, Gauntlet, Area 51, and San Francisco Rush Extreme Racing. Atari Games Corporation is a subsidiary of Midway Games Inc. (NYSE:MWY). The Atari Games Corporations home page is at http://www.atarigames.com.
)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985. The 65XE is nearly identical to the 800XL in features, minus the PBI. The 130XE, however, offers 128K RAM, plus the FREDDY chip, supporting the unique (but rarely used) ability for the 6502C and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface (ECI), continuing the powerful feature of a fast parallel port. European 65XE's include the ECI port.

Only by the final production run of the 130XE (when was this???) was the XL/XE OS revised to include a "keyboard test mode" that matched the XE keyboard, and

a RAM test that tests the full 128K of RAM.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game (hold down Select at startup), while offering 64K RAM and full compatibility with the 65XE.

The 800XE, a 130XE with just 64K, was released at some point in eastern Europe. [WHEN???]

1992
Atari officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

1996
On July 31, 1996, Atari Corp. became a JTS subsidiary. JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.

1998
On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-owned subsidiary of Hasbro Interactive, Inc., which is a subsidiary of Hasbro, Inc., for $5 million in cash.

Hasbro Interactive, Inc. is a leading all-family interactive games publisher, formed in 1995 to bring to life on the computer the deep library of toy and board games of parent company, Hasbro, Inc. (Amex: HAS - news). Hasbro Interactive has expanded its charter to include original and licensed games for the PC, the PlayStation(R) and Nintendo(R) 64 game consoles and for multi-player gaming over the Internet. Headquartered in Beverly, Massachusetts, Hasbro Interactive has offices in the U.K., France, Germany, Japan and Canada. For additional information, visit Hasbro Interactive's web site at: http://www.hasbro-interactive.com .

Atari Interactive, Inc. is a Hasbro affiliate, online at http://www.atari.com/

Atari currently markets Centipede, Frogger, Glover, and H.E.D.Z. - Head Extreme Destruction Zone.

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Subject: 1.2) What can I do with an 8-bit Atari?

What can you do with an 8-bit Atari computer system? Virtually anything you can do with any other type of computer!

Programming? Pascal, C, BASIC, Logo, Pilot, Forth, Lisp, 6502 assembler... Plus powerful unique languages like Action! and QUICK...

Word Processing? Try AtariWriter, Letter Perfect, Paperclip, TextPro, Bank Street Writer, 1st EXLent, TurboWord, Cut & Paste, Letter Wizard, Panther,

Superscript...

Database? Try TurboBase, TurboFile, Synfile, Data Perfect, MicroFiler, MegaFiler, Homebase, Super Data Base 1-2-3, Small Business System...

Speadsheet? Look at Syncalc, Visicalc, TurboBase, Calc Magic, Turbo-Calc, SAM Budget...

Communications? There's Express!, BobTerm, Kermit-65, Omnicom, VT850, Chameleon, Ice-T, FlickerTerm 80, Term80...

Graphics? Print Shop, Newsroom, Blazing Paddles, Video Title Shop, Virtuoso, Movie Maker, News Station, Publishing Pro, Awardware, Page Designer, ChromaCAD, Rambrandt...

Music? Virtuoso, Music Studio, Music Construction Set, Songwriter, Electronic Drummer, Music Painter, Music Composer, AtariMusic, MIDI-Track, Digital Music System, Chaos Music Composer... The ATARI 8-bit could also be made to speak using SAM (Software Automated Mouth) by Don't Ask Software. It can speak without the use of any hardware modification.

Alternate Operating Systems? There's the Diamond Graphic Operating System; SpartaDOS X, the 64K DOS on a "supercartridge"; the S.A.M. (Screen Aided Management) 80 column Desktop System; the Ultra Speed Plus OS; the TurBoss! High Speed O/S...

Hardware? A plethora of upgrades and add-ons are available, realizing improvements in speed, memory, sound, graphics, storage media...you name it!

Education? Colorful graphics, exciting sounds and full-screen editing give rise to hundreds of quality educational software titles.

Entertainment? The 8-bit Atari has long been famous for thousands of great games.

If you want to do something with a computer, chances are you can do it on an 8-bit Atari computer. While slower than today's PC's, the 8-bit Atari is far less costly than any of these, is easier to program at the machine level or alter at the hardware level, and has been documented more thoroughly than any of the newer computing platforms. The relative simplicity in design of the 8-bit Atari also means that many people find the systems more reliable than their modern counterparts.

The software for the 8-bit Atari is sometimes more powerful than on any other platform. For example, some Bulliten Board Systems are still run on 8-bit Ataris specifically because the BBS software available can be better than that for any other type of computer. There is a reason for the relative quality of software on the 8-bit Atari. People program commercially for the latest PC's to make money; people program the 8-bit Atari because they want to -- they enjoy producing good software. It takes a team of specialized programmers to develop a major piece of software for those other systems; with the 8-bit Atari, a single person has the chance to learn the entire system, thereby developing greater pride in his programming abilities and his final product. The character of the programmer can shine through.

The 8-bit Atari owner can take pride that his/her computer platform was developed years before the IBM PC or Apple Macintosh were even on the drawing boards, but remains as useful today as it was in 1979.

For these reasons and more, the 8-bit Atari remains a popular alternative in today's home computer marketplace.

---

Subject: 1.3) What are the some of the performance features of the 8-bit Atari?

Some of this text by mailto:bill@newbreedsoftware.com (Bill Kendrick).

CLOCK SPEED:
NTSC machines: 1.7897725 MHz
PAL machines: 1.773447 MHz

SCREEN REFRESH RATE:
59.94 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

ANTIC AND THE DISPLAY LIST:

| ANTIC Mode # | CIO/BASIC Graphics # | Type | Display Resolution (full screen) | Colors |
|---|---|---|---|---|
| 2 | 0 | Char | 40 x 24 | 1 * |
| 3 | - | Char | 40 x 19 | 1 * |
| 4 | 12 | ++ Char | 40 x 24 | 5 |
| 5 | 13 | ++ Char | 40 x 12 | 5 |
| 6 | 1 | Char | 20 x 24 | 5 |
| 7 | 2 | Char | 20 x 12 | 5 |
| 8 | 3 | Map | 40 x 24 | 4 |
| 9 | 4 | Map | 80 x 48 | 2 |
| A | 5 | Map | 80 x 48 | 4 |
| B | 6 | Map | 160 x 96 | 2 |
| C | 14 | ++ Map | 160 x 192 | 2 |
| D | 7 | Map | 160 x 96 | 4 |
| E | 15 | ++ Map | 160 x 192 | 4 |
| F | 8 | Map | 320 x 192 | 1 * |
| F | 9 | + Map | 80 x 192 | 1 ** |
| F | 10 | + Map | 80 x 192 | 9 |
| F | 11 | + Map | 80 x 192 | 16 *** |

* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16 luminances x 16 hues = 256 colors. (Four registers are for player-missile graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video incarnation, are totally redefinable.

PLAYER-MISSLE GRAPHICS:
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available. A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display List - a program which is executed by the ANTIC graphics chip every screen refresh:

All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

---

Subject: 1.4) What is the internal layout of the 8-bit Atari?

The following four paragraphs were written by Chris Crawford and appear in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. The text been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

CTIA ("Color Television Interface Adapter") / GTIA ("George's Television Interface Adapter") is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

While the 400/800 models contain a generic 6502 CPU, all of the XL/XE models contain Atari's customized 6502C chip. Alan Manuel K. Gloria, mailto:mani@pworld.net.ph writes:

The difference goes something like this: On the Atari, there are two microprocessors, ANTIC and the 6502 or 6502c. To allow them to coexist, ANTIC must shut off the 6502/6502c, a process called DMA. The 6502 supports DMA, but in Atari's implementation, it required 4 chips. The 6502c has this additional circuitry built-in.

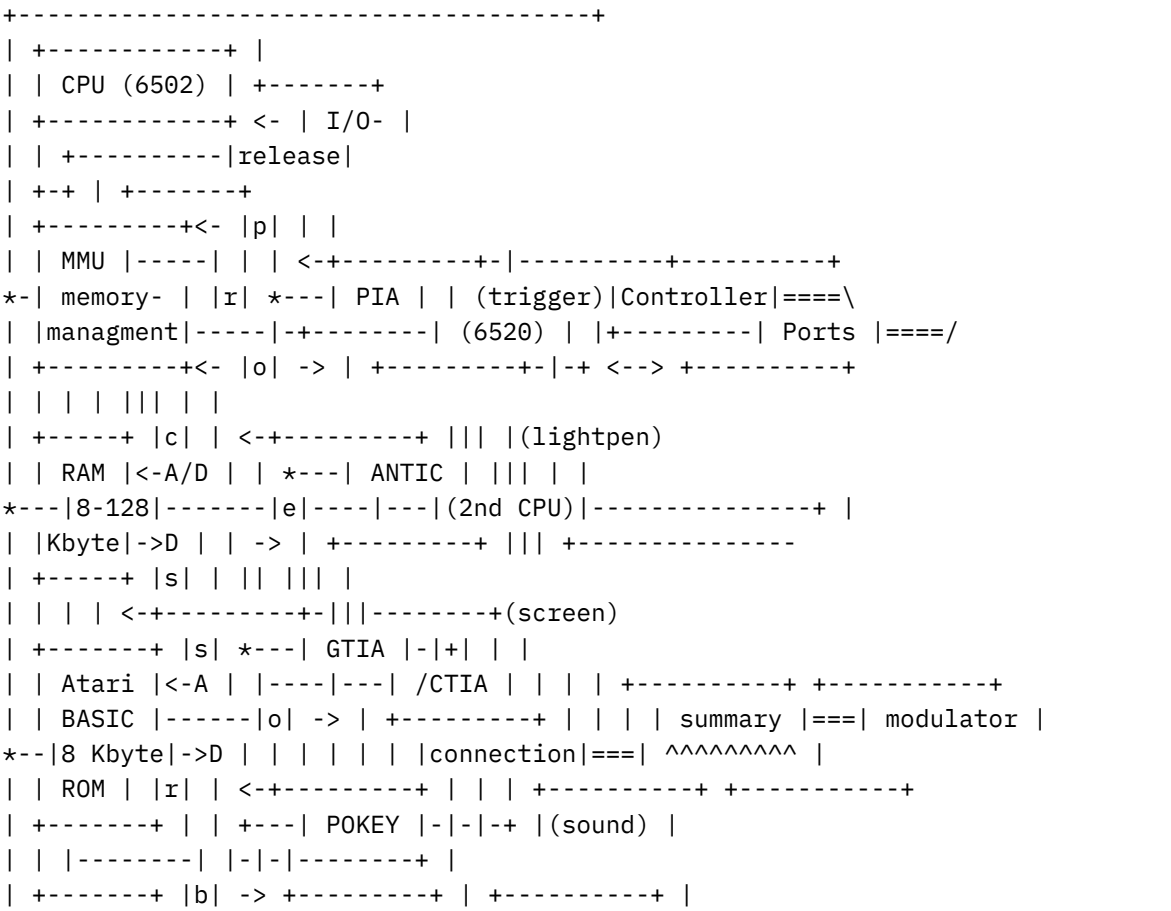
More on this from James Bradford, mailto:sup8pdct@mail.cth.com.au :
The 6502c in all PAL atari's, late 400/800, XL, XE NTSC atari's have A special 6502. This 6502 has an extra line called HALT. It is controlled by ANTIC which it uses whenever it needs the data/address bus. The HALT line is on pin 35 of the atari 6502 and must be pulled high for the chip to work (I think) . Early 400/800 NTSC atari's used a standard 6502 and a couple of chips to stop the processor when antic needed the busses

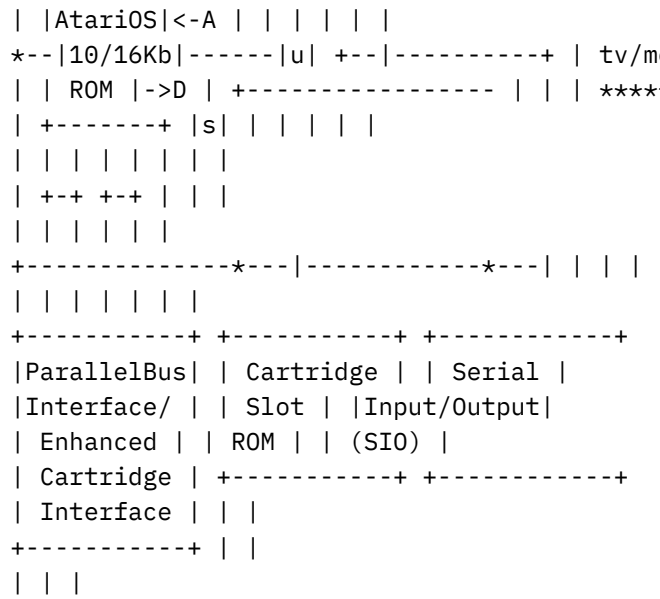
The 130XE and XEGS contain a small additional LSI called FREDDY, a RAM address multiplexer. According to mailto:sup8pdct@mail.cth.com.au (James Bradford), "FREDDY is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDY also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDY

but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDY, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDY for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDY does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDY) and an extra 8 RAM chips."

And more recently James Bradford has written:
Freddy is just a memory decoder and timer. It replaces several chips in the 800xl The small chip near freddy does all the bank selection. CO25953. One line from freddy , Ras (or is it cas?) goes to this chip, Halt and the bank /processor select lines go into this same chip and ras (cas?) comes out. a pin for each bank. If i remember correctly, refresh also goes into this small chip. It would be quite easy to make an 800xl work just like a 130xe with this chip since Ras (Cas?) is required by ALL dynamic ram.

Hardware Arrangement (With thanks to mailto:twh@bigfoot.de (Thomas Havemeister))






- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos ) - modem

NOTES
* RAM: 400/800: 8K, 16K or 48K standard
600XL:16K standard
1200XL/800XL/65XE/800XE/XEGS: 64K standard
130XE:128K standard
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE only

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Subject: 1.5) How did Atari get it's name?

Graham Thornton, mailto:dangermouse@prodigy.nospam.net types:

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official mouthpiece of Atari UK. The article was not attributed to any one person. The words are thiers, not mine.

How Atari Got It's Name
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The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong(r).

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

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Subject: 2.1) What is comp.sys.atari.8bit?

news:comp.sys.atari.8bit is the unmoderated Usenet newsgroup for discussion about the Atari 8-bit family of computers, including the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE and the XE Game System!

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st.

Large binary posts do not belong in unmoderated discussion groups like comp.sys.atari.8bit. If you wish to share PD/freeware/shareware, use alt.binaries.atari and alt.binaries.atari.d or upload the software to the University of Michigan Atari Archive.

To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

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Subject: 2.2) What other Usenet newsgroups cover the 8-bit Atari?

news:comp.sys.atari.advocacy
Attacking and defending Atari computers. Unmoderated.

news:comp.sys.atari.announce
Announcements of Atari-related hardware and software, Web sites and other Internet resources, and events
Moderated by Kevin Savetz, mailto:savetz@northcoast.com
Archived at http://www.savetz.com/csaa/

news:comp.sys.atari.programmer
Programming on the Atari computer. Unmoderated.

news:rec.games.video.classic
Orphan home video game systems. Unmoderated.

news:comp.emulators.misc
Emulating one kind of computer on another. Unmoderated.

news:comp.emulators.announce
Announcements related to computer emulators.
Moderated by Qualcomm, mailto:emulators-request@qualcomm.com

news:alt.binaries.atari
uuencoded software for Atari computers. Unmoderated.

news:alt.binaries.atari.d
Descriptions/discussions on software posted on alt.binaries.atari. Unmoderated.

news:alt.binaries.comp.atari8bit
uuencoded software just for the 8-bit Atari. Not widely available.

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Subject: 3.3) What is ATARIPL?

From: Wojciech Hartman <harti@waw.pdi.net>
Date: Saturday, March 15, 1997 3:51 AM

I am proud to announce that there is a mailing list "ataripl" for all
polish-speaking Atari users and enthusiasts.

To subscribe the lists you have to send an email to
mailto:majordomo@piwo.bl.pg.gda.pl containing a line "subscribe ataripl".

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Subject: 3.4) What is ATARI8-L?

maciej grzeszczuk, mailto:krap@zwieracz.ideefixe.nom.pl writes:

i'd like to invite all of you to atari8-l mailing list.

it's probably the biggest atari 8 bit related mailing list in the world -
- connected bidirectionally to old list at MARIST, and gatewayed to the
FidoNet(tm) international ATARI8-L echo.

for now it has about a 100 subscribers, from all around the world. the list
is free from all the F/S messages, and other off-topic discussions, so
you can find there pure atari8 related stuff... all the messages comes right
to your email account, so there is no need to contact a newsserver, there
is no old-messages deleting, and so on... my wish is that every atari user
would be subscribed, so the atari community stay together and grow in
strenght.

to subscribe, please send the message to majordomo@zwieracz.ideefixe.nom.pl
with the following line in the body (not the subject) of your message:

subscribe atari8-l

the language we use is, of course, english. the list is fast, reliable,
regularly maintained.

there is also mail2news gateway that translates all postings on the list to
easy to read usenet articles, available read-only to everyone at:
news://zwieracz.ideefixe.nom.pl/listserv.atari8-l

the atari8-l mailing list is available as well as a newsgroup listserv.atari8-l
on public newsserver zwieracz.ideefixe.nom.pl .

there is also archive of all postings that appeared on the list (well, in fact
almost all - about first hundred is missing).

(There's an old list called INFO-ATARI8 which is actually still alive. But
knowing about it is no longer necessary, as 100% of its postings are cross-
posted with atari8-l.)

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Subject: 3.5) What is ATARI8PL-L?

any atari 8bit related threads are welcome. Polish language only.

to subscribe, please mail a message to
mailto:majordomo@zwieracz.ideefixe.nom.pl

containing a line:

subscribe atari8pl-l <mailing address you'd like to receive the list to>

in the body (not the subject) of your message

if you get any problems, please report to
maciej grzeszczuk, mailto:krap@zwieracz.ideefixe.nom.pl

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Subject: 4.0) What is XL Search?

XL Search is a new and growing search engine created and maintained by mailto:bill@newbreedsoftware.com (Bill Kendrick), designed to provide much-improved access to the various PD/freeware/shareware Atari 8-bit software archives available on the Internet.

XL Search is located at: http://xlsearch.atari.org/

You can also access XL Search via e-mail! Send a blank e-mail to: mailto:xlsearch@newbreedsoftware.com

XL Search now contains an index of 7 sites, totalling over 17,000 Atari 8-bit programs and files!

(By the way, the UMich site is also indexed at http://shareware.com/.)

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Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of files for many computing platforms, including the Atari 8-bit computers. For more information:

Bill Kendrick, mailto:bill@newbreedsoftware.com (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading
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There are numerous methods available for downloading files from the UMich Archive. The Archivists request you use these mechanisms in this order of preference:

1) The number one way to get into the UMich archives is via AFS. If you have AFS, all our files are kept in the directory

"/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT!
Specifically, use:

file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software
Archives" choice. Specifically, use:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/
Specifically, use:

http://www.umich.edu/~archive/atari/8bit/

Mirror web sites:
http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
http://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory.
Specifically, use:

ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are
several mirror sites which are all updated from the home site regularly:
ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
ftp://barnone.citi.umich.edu/atari/8bit/
ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
ftp://pmftp.cs.vu.nl/pub/atari8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How do
I access Usenet, FTP, Gopher, and WWW by e-mail?

Uploading
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General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You
might also suggest what permanent 8bit subdirectory you'd like your file to
end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file and mail it to mailto:bill@newbreedsoftware.com
(Bill Kendrick).

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Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by mailto:eyvind@stud.unit.no
(Eyvind Bernhardsen). PVV stands for ProgramVareVerstedet, or The Software
Workshop, a student society at the University of Trondheim, Norway.

ftp://ftp.pvv.unit.no/pub/atari/8bit/ (129.241.210.232)

Uploads go to /incoming/atari/8bit; Eyvind will move them to the appropriate
directory. Please include a readme file with each upload, so people know
what they're downloading.

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Subject: 4.4) What is the ClarkNet Archive?

A mirror of Kevin Atkinson;s ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

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Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari
8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The
Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

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Subject: 4.6) What is the Polish Demo Archive?

It's a place when you can get all Polish (not only) demos (not only)
on a Atari 8-bit.
If You have any comments, write to:
mailto:LukSoft@hipokrates.am.lublin.pl

ftp://hipokrates.am.lublin.pl/sys/pub/atari8/

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Subject: 4.7) What is the Atari 8bit FTP Archive in Slovakia?

This FTP site contains demos, games, utilities, zines and other useful stuff from all the world. Also, you can download big amount of slovak and czech programs for 8bit Atari only from this archive. And finally, because this site is created and supported by slovak computer group GMG, most of our products can be found right here.

If you want to place here your program, just send it to me (with some comment) by e-mail and I will do the rest.

If you have some problems or questions, please contact me at this address:

mailto:mchorvat@econ.umb.sk (Marek Augustin Chorvat)

ftp://svs.scsss.sk/pub/atari

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Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

Internet access to the Cleveland Free-Net (Cleveland, Ohio, USA):

telnet://freenet-in-a.cwru.edu or
telnet://freenet-in-b.cwru.edu or
telnet://freenet-in-c.cwru.edu

Type "go atari" at any menu.

Contact:
mailto:xx004@cleveland.freenet.edu (Atari SIG)

The Cleveland Free-Net now has a home page:
http://cnswww.cns.cwru.edu/net/easy/fn/

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Subject: 5.2) What is the National Capital FreeNet Atari Users SIG?

Internet access to the National Capital FreeNet (Ottawa, Ontario, Canada):

telnet://telnet.ncf.carleton.ca (Type "go atari" at any menu) or
gopher://gopher.ncf.carleton.ca or
http://www.ncf.carleton.ca/

Contact:
mailto:ac382@freenet.carleton.ca (Jack Kitowicz) or
mailto:aa728@freenet.carleton.ca (Blair Dea)

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Subject: 5.3) What is the Victoria Telecommunity Network Atari Users SIG?

Internet access to the Victoria Telecommunity Network (Victoria, British Columbia, Canada):

telnet://freenet.victoria.bc.ca (Type "go atari" at any menu)

Contact:
mailto:ua558@freenet.victoria.bc.ca (Gordon Hooper) or
mailto:ud264@freenet.victoria.bc.ca (Ted Skrecky)

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Subject: 6.1) What is FidoNet?

[We're not quite sure of the source of the following two paragraphs, but they may have been orginally written by Alan Sharkis.]

FidoNet is a system not unlike the Internet in that it consists of BBSs linked together. Each discussion group (there are nearly a thousand) may or may not be carried by an individual BBS as the sysop chooses. Discussion groups are called echoes, and each echo must be moderated. There is an Atari National Echo which is 8-bit, and several (I believe) ST echoes. BBSs are also free to have local discussion groups that may or may not be echoed nationally.

To access FidoNet, you need to find a FidoNet BBS that carries the echo or echoes you wish to read, and then abide by the rules of both that BBS and the echo. Some of these BBSs require annual membership fees. Some are supported by voluntary donations. One such that can also be reached by telnet is Doc's Place BBS. I'm not even sure of its location, but I think it's Clearwater, FL. If you're coming in via an ordinary ISP and either Netscape or IE, you simply type:

telnet://bbs.docsplace.org

mailto:krap@zwieracz.ideefixe.nom.pl (maciej grzeszczuk) adds:

all fidonet backbone echoes are carried by zwieracz.ideefixe.nom.pl, and they are available read-only via any newsreader. zwieracz itself (2:480/70, 2:48/70, 2:48/700, 2:2/3009) is the main polish fidonet-internet gateway. i gateway many usenet groups onto fidonet echoamil bidirectionally, so fidonet users here in poland can easily read and post articles. this group is also available at my system via EMSI over TCP or standard modem dial-up connection (emsi over tcp ports are 60177 - for telnet, and 60179 for raw socket).

try url: news://zwieracz.ideefixe.nom.pl/fido.atari and you'll reach national ATARI group.

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Subject: 7.1) What is the Atari 8-bit Computer Web Ring?

A WebRing is a set of web pages that have been linked to each other. Basically the first page in the ring has a link to the second one, the second one to the third, the third to the fourth... with the last page linking back to the first. This is all done by adding a small piece of HTML code to your page, which will automatically keep track of where your page lies in the WebRing. In this way pages from all over the world dealing with similar subjects can be linked together. In our case the subject is Atari 8-bit computers, so all pages in this WebRing are about the Atari 8-bit.

The home page of the Atari 8-bit Computer Web Ring is at:

http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

and the ring is maintained by Raphael Espino, mailto:rje@co.umist.ac.uk

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Subject: 7.2) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

VENDORS/DEVELOPERS/PUBLISHERS:
See my companion vendor/developer list

USER GROUPS:

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Wolfgang Burger, mailto:wburger@cityweb.de
http://www.atari-computer.de/abbuc/

Atari Boise User Group (ABUG)
Ron Whittam, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus (ACEC)
Michael Steve, mailto:steve.2@osu.edu
http://hcgl1.eng.ohio-state.edu/~steve/ATARI/acec.html

The Atari Exchange of Louisville (AEL)
http://ourworld.compuserve.com/homepages/rlink/

Central Atari Information Network (CAIN)
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Edmonton Atari Computer Hobbyists (EACH)
Leslie Hartmier, mailto:leslieh@tibalt.supernet.ab.ca
http://www.compdirect.com/each/

Long Island Atari User Group (LIAUG)
Mark Glicksman, mailto:mglicksm@suffolk.lib.ny.us
http://liaug.com

Queensland Atari Computer Enthusiasts (QACE)
mailto:qace@closer.brisnet.org.au
http://www.closer.brisnet.org.au/atari/atari.html

St. Paul Atari Computer Enthusiasts (SPACE)
Michael Current, mailto:mcurrent@carleton.edu
http://www.library.carleton.edu/space/

Toronto Atari Federation (TAF)
Stephen Christian, mailto:schrist@interlog.com
http://www.interlog.com/~schrist/taf/

Atari Users of North Texas (AUNT)
http://www.atariusers.com/aunt/

BBS HOME PAGES:

Beco Tel
Bernard Kok, mailto:webmaster@becotel.demon.nl
http://www.becotel.demon.nl/

Atari Inside
Marius Diepenhorst, mailto:pokey@dds.nl
http://huizen.dds.nl/~pokey/

The Last Hope
Ryan Goolevitch, mailto:ryang@trideja.com
http://www.trideja.com/lasthope/

ALTERNATE REALITY PAGES:

Original 8-bit Alternate Reality Homepage
Robert Hagenstrom, mailto:robert.hagenstrom@ebox.tninet.se
http://user.tninet.se/~lan318o/alternate-reality/

Alternate Reality The Classic Role Playing Game
Matt Roller, kirk.webb@m.cc.utah.edu
http://myst.slcc.edu/~AR/

Alternate Reality on the Web
Sean Noble, mailto:seaner@exo.com
http://www.pacificone.com/sean/

Alternate Reality - The Star Wizard's Guild
mailto:halifax1@usa.net
http://www.geocities.com/SiliconValley/Haven/1438

OTHER HOME PAGES:

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html
http://www.atari-computer.de/resort/ (mirror)

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Atari XL/XE-System
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de

http://rzserv2.fh-lueneburg.de:8080/Atari_2

ATARI XL/XE - Homepage
Stefan Lausberg, mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/atari.html

Sacha's Homepage
Sacha Hofer, mailto:hofer@iam.unibe.ch
http://www.iam.unibe.ch/~hofer/

Beyond...The Black Stump Atari Page
Peter Garriga, mailto:lions@mira.net
http://www.blackstump.com.au/atari.htm

Reminiscing: 8-Bit Atari Games
John V. Goodman, mailto:jgoodman@tiac.net
http://www.tiac.net/users/jgoodman/atari/atarienter.html

Classic Home Video Games Museum
Dennis Brown, mailto:dgb@owlnet.rice.edu
http://www.owlnet.rice.edu/~dgb/museum/

La cueva de los 8 bits
Mariano Domnguez Molina, mailto:mariano@ce.fciencias.unam.mx
http://www.geocities.com/TelevisionCity/Set/4826/atari.html

Atari 8-bit Emulator Page
Tony Smolar, mailto:asmolar@ma.ultranet.com
http://www.ultranet.com/~asmolar/atari8/

Atari 8-bit Utilities (emulators/SIO2PC/APE)
Preston Crow, mailto:crow@cs.dartmouth.edu
http://www.cs.dartmouth.edu/~crow/atari/

BRiTiSH Underground Atari 8bit
Craig Lisowski, mailto:clisowsk@mcs.kent.edu
http://aegis.mcs.kent.edu/~clisowsk/8bit.html

Homepage Nyman: Atari 8 bit
Peter Nyman, mailto:N94PetNy@Midgard.Liu.Se
http://www.geocities.com/SiliconValley/2741/8bit.html

Atari 8-bit Emulator utilities
Ivan Mackintosh, mailto:ivan@dales.rmplc.co.uk
http://dales.rmplc.co.uk/ivan/atari/

Draco's Atari area
Konrad M. Kokoszkiewicz, mailto:draco@mi.com.pl
http://www.orient.uw.edu.pl/~conradus/atarieng.html

8-Bit Atari Emulation and Games
David Grieve, mailto:DavidG@bagend.otago.ac.nz
http://www.otago.ac.nz/Web_menus/User_Homepages/david/

Cartridge List for the Classic Atari 800/XL/XE Computers
Andrew Krieg, mailto:krieg@execpc.com
http://www.execpc.com/~krieg/VidGames.htm

The M*U*L*E Web
David L. Tucker, mailto:dtucker@dtucker.ultranet.com
http://www.ultranet.com/~dtucker/

The Digital ANTIC Project
Kevin Savetz, mailto:savetz@northcoast.com
http://www.atarimagazines.com/

Exploring the Arabic Atari 65 XE
Kevin Savetz, mailto:savetz@northcoast.com
http://www.savetz.com/vintagecomputers/arabic65xe/

TIGHT group - Atari 8-bit stuff
Michal Franczak, mailto:mfranczak@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~mfranczak/atari/

The Atari 400/800 and OSS
Paul Laughton, mailto:paul@laughton.com
http://www.laughton.com/paul/abps/oss/oss.html

Atari Planet
Trevor Holyoak, mailto:infoman@poboxes.com
http://www.holyoak.com/atari/

BKproductions 8bit Power!
Will Fisher, mailto:blackat@direct.ca
http://www.ogopogo.com/blackat/8bit/

Atari Gaming Headquarters
Keita Iida, John Hardie & Les Caron, mailto:editor@atarihq.com
http://www.atarihq.com/

Phoenix Atari Connection
John Collins, mailto:bosco@inficad.com
http://www.inficad.com/~bosco/

ATARI XL/XE Computer - Welcome / Willkommen / Bienvenue
Ulf Petersen, mailto:ulf@antic.cls.de
http://members.aol.com/upetersen/atari.htm

Nordic Atari Show (NAS) and Convention
Rolf Johansson, mailto:rojo@tripnet.se
http://www.tripnet.se/sak/nas/

Atari 8-Bit
Marcus Phillips, mailto:marcusphillips@geocities.com.
http://www.geocities.com/RainForest/4677/Atari8.html

Computer Trading Zone
Sean Noble, mailto:trader@pacificone.com
http://www.pacificone.com/trader/

FM Atari 8bit Info
Fred Meijer, mailto:webmaster@meijer.demon.nl
http://www.meijer.demon.nl/

Unfinished Projects Page
David Wyn Davies, mailto:ansawdd@compuserve.com
http://ourworld.compuserve.com/homepages/Ansawdd

Planet Irata...World of Atari
Tony Cervo, mailto:tcervo@slip.net
http://www.geocities.com/SiliconValley/Vista/3015/

Atari XL/XE Demos Page
Sven Gleich / CubE, mailto:sven.gleich@mb1.tu-chemnitz.de
http://www.tu-chemnitz.de/~sgl/atari/demosind.htm

HeAvEn's Demo-Homepage
mailto:k_nadj@s-direktnet.de
http://www.s-direktnet.de/homepages/k_nadj/main.html

The Video Game High Score Page
Sam Hartmann, mailto:pbjurman@aol.com
http://members.aol.com/pbjurman/highscores.html

Atari 8-bit Projects & Stuff
Sidney Cadot, mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/

Atari Historical Society
Curt Vendel, mailto:webmaster@atari-history.com
http://www.atari-history.com/

Atari Preservation Society (APS)
mailto:ShelShock@aol.com (Dave Bell)
http://www.geocities.com/SiliconValley/Vista/1863/main.html

Atari 8-bit & Linux
mailto:pavel@atrey.karlin.mff.cuni.cz (Pavel Machek)
http://atrey.karlin.mff.cuni.cz/~pavel/atari/

Atari Pub / Masters of Electric City official page
Dhor, mailto:Dhor@iko.zakopane.top.pl
http://dhor.zakopane.top.pl/

Atari Technical Information
mailto:trevin@xmission.com (Trevin Beattie)
http://www.xmission.com/~trevin/atari/atari.html

Chris's Home Page (Cobra Team)
Krzysztof Sieniawski, mailto:chris@se.com.pl
http://chris.se.com.pl/

"Break Movie" Warehouse (ATASCII movies)
Tom D'Ambrosio, mailto:ambrosia@flash.net
http://atascii.atari.org/

Atari B.A.S.I.C. Emulation
http://free.prohosting.com/~atari/

Atari Reference Desk
Terry Ross, mailto:tross3@hamtel.tds.net
http://personalpages.tds.net/~tross3/ard/atari001.htm

I.C. When - The Chronology of Video Games and Computers
Donald A. Thomas, Jr., mailto:curator@icwhen.com
http://www.icwhen.com/

Giant List of Classic Game Programmers
James Hague, mailto:jhague@dadgum.com
http://www.dadgum.com/giantlist.html

Toute la Collection Atari
Patrice Muller, mailto:pamuller@imaginet.fr
http://wwwusers.imaginet.fr/~pamuller/

Undead Games: Classic Video Games and Classic Computers
Gregory L. Miller, mailto:gmiller@iswt.com
http://www.classic-games.com

Kilka slow o komputerze Atari...
Waldi, mailto:wbolesta@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~wbolesta/atari/atari.pl.index.html

Atari Internet Magazyn
http://www.cuprum.com.pl/~service/atari

Tomasz Pecko - ATARI
http://bossx.boss.com.pl/~pecus/atari.html

Project: ATARI
Andy Leininger, mailto:akablinky@msn.com
http://www.geocities.com/SiliconValley/Pines/8493/

Atari Hardware Showcase
Eric Parent, mailto:eparent@shaysnet.com
http://equinox.shaysnet.com/~eparent/atari/

Atari-Computer
Matthias Faust, mailto:matzi@atari-computer.de
http://www.atari-computer.de/

Star Raiders Tribute Page
Bill Kendrick, mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/star-raiders/

Atari 8-bit Docs, Hints and Solutions
Larry Richardson, mailto:larryr@cyou.com
http://www.cyou.com/~richard/atari-docs.htm

Eric's Atari Stuff
Eric Cron, mailto:ericcron@pcc.net
http://www.pcc.net/dzone/atari8.htm

Mac/Atari Fusion
Mark Simonson, mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/

Steve's handy Atari vs. C64 comparison chart
Stephen L. Judd, mailto:judd@stratus.esam.nwu.edu
http://stratus.esam.nwu.edu/~judd/fridge/atari.compare

Russ Gilbert's Home Page
Russ Gilbert, mailto:russg@en.com
http://www.en.com/users/russg/

Clarence's Atari 8bit page
Clarence Dyson, cdyson@redshift.com
http://www.redshift.com/~cdyson/atari.html

Rate Atari Products and Prototypes
Glenn Bruner, mailto:brunergs@pcisys.net
http://www.pcisys.net/~brunergs/Atari/

Fujiman's Atari Homepage
Rory McMahon, mailto:mcmahom@inil.com
http://www.fujiman.com/

Rick Cortese's Atari Page
mailto:ricortes@netmagic.net
http://www.netmagic.net/~ricortes/

Atari 2000
(also the site for the Phoenix web browser project)
mailto:Morloc@acd.net
http://members.tripod.com/~morloc/

The Atari-to-PC joysticks interface
Emmanuel Fernandes, mailto:fernandes@agel.ucl.ac.be
http://gauss.math.ucl.ac.be/~manu/Atari/joystick.html

A simple monitor cable for Atari computers
Emmanuel Fernandes, mailto:fernandes@agel.ucl.ac.be
http://gauss.math.ucl.ac.be/~manu/Atari/monitor.html

ATARI XL/XE and MIDI (also:Music in Chaos Music Composer,Upgrade 130XE->320XE)
Ireneusz Kuczek, mailto:ixkuczek@kki.net.pl
http://friko6.onet.pl/lu/ixkuczek/

Atari 8-bit Page (includes Turbo 2000 description, File Formats, File Systems,
Atari DOSes, SIO, 6502 Opcodes)
Jindrich Kubec, mailto:kubecj@asw.cz
http://www.asw.cz/~kubecj

www.6502.org
Mike Naberezny, mailto:mnaberez@nyx.net
http://www.6502.org/

CK Computer Kontakt CD-ROM page
Rene Achter, mailto:rachter@rhein-zeitung.de
http://www.atari-computer.de/rachter

Twin Galaxies Atari Scoreboards
Ron Corcoran, mailto:sniper75@mindspring.com
http://www.snipercade.com/atari/

Raf's Atari 8-bit page
Raphael Espino, mailto:rje@co.umist.ac.uk
http://www.geocities.com/SiliconValley/Lakes/7953/atari.html

Digital ANALOG Archive
CyberRoach, mailto:reutter@w-link.net
http://www.cyberroach.com/analog/

Atari 8-bit developers page
Freddy Offenga, mailto:F.Offenga@student.kun.nl
http://www.student.kun.nl/f.offenga/atari.htm

Atari related homepage
Thomas Havemeister, mailto:twh@bigfoot.de
http://members.tripod.de/twh1st

Wes Newell, mailto:wnewell@ticnet.com
http://users.ticnet.com/newell/

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Subject: 8.1) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

Paul Clark offers this tip:

I think Dalnet carries #atari8, do the following;

telnet://telnet.dal.net

At the login prompt, type;

dalnet

If prompted for a password, just hit enter. You should
be able to navigate to #atari8 from there.......

==> #rgvc - Classic Games and Systems Collectors. "Rec.Games.Video.Classic"

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by
typing irc at your shell prompt and jumping on an EFnet server
(irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there,
and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download
mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if
they have gotten that far -- are familiar with IRC, :) and select one of
the servers and join #atari8. There is many IRC servers on EFnet, chances
are the one your on is on EFnet.

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Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

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Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

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Subject: 9.3) What are the .DCM, .ATR, and .XFD file formats?

These are all filename extensions used to name files containing entire 8-bit
Atari floppy disk images.

DCM - Disk Communicator format. Invented by Bob Puff,
mailto:audioguy@cheerful.com for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.

ATR - Atari disk image format. Invented by Nick Kennedy,
mailto:nkennedy@cswnet.com for his SIO2PC project.
Used when working with non-Atari hardware.

XFD - Xformer disk image format. Invented by Emulators Inc,
mailto:emulators@msn.com for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used when working with non-Atari hardware.

PRO - APE ProSystem format. Invented by Steven Tucker,
mailto:classics@nacs.net for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

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Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load
files. Like .xmo, use of .bin is discouraged.

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Subject: 9.5) How can I make my commercial boot disk (tape, cart) into a load
file or disk image?

Russ Gilbert, mailto:russg@en.com writes:

The disk image part is a matter of taking a copyable boot
disk and making an atr, xfd, dcm or other disk image type
file out of it, usually for use with an emulator. Before
emulators, the Bob Puff .dcm format was used to
store/archive/retrieve boot disk images.

Almost all commercial software for the A8 is/was copy
protected. For boot disks, this usually involved a large
number of special formatting that couldn't be copied using
ordinary sector copiers. Usually the boot process involved
checking to see if a certain sector error occurred, then
proceeding. If the error did not occur, the disk was a copy
and would not work.

For carts, usually the method of protection was to write to
the cart area of memory and see if the value changed. If the
value changed, the cart program was in RAM, not ROM and
would fail to operate.

For tapes, again a fair number of schemes were used. Some
varied the speed at which the tape loaded. I'm not familiar
with tape protection schemes.

With all software media (cart, tape, disk), there may be program encryption, which must be decrypted before the program can run. This to make more difficult disassembly of the program.

There were/are a number of products to defeat copy protection/allow copying of protected software for the A8. The most common way to defeat copy protection was to disassemble the software and revise sections of code so that the copy protection was defeated. A software with defeated copy protection is called a 'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk, including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are a sector editor and disassembler. Carts are usually most easily dumped using a special OS, like Omnimon, to interrupt the cart and dump memory to disk. There are a few pd cart copiers that have the user plug the cart in when the program is running, I don't believe these pd cart copiers are very good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy protected commercial software' is don't bother. Find it on the net.

There is one exception, in that this 'solution' involves a minimum of effort and is relatively safe. I refer to 'Chipmunk' and 'Black Patch' software to make cracked boot

disk copy of commercial disks. HOWEVER, even if you use
these two commercial archival tools, be sure you write
protect your originals, and be careful not to accidentally
write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product.
The APE Pro system, by Steven Tucker, in the registered
version of this shareware allows making disk images called
'Pro' images. APE (Atari Peripheral Emulator) requires a
cable, called the SIO2PC cable, that connects the A8 13 pin
serial port to a serial port on the IBM PC clone. To make
'Pro' images, a special adapter cable is needed, not just
the 'standard' SIO2PC cable. The 'Pro' image can 'capture'
the copy protection of an original commercial disk. The
'Pro' image can then be loaded into an A8 using the APE
registered version software, thus backing up your original
disk software. Note the 'Pro' image will only be of use to
person(s) owning registered APE software and 'Pro' adapter
cable.

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Subject: 9.6) How can I convert my commercial boot tape into a cassette
image file?

mailto:ernest@pi.net (Ernest R. Schreurs) writes:

For those of you that like ALL classic Atari software, there is now a
way to store all software that has been recorded on cassette tapes on
the hard disk of your PC. I have written a program that is similar to
the SIO2PC utility written by Nick Kennedy. But this one is intended
for use with cassette software. You will need the following items:

Any PC equipped with a sound card and about 50 to 100 Megs of free
disk space to work with. The sound card should be able to sample sound
at a sample rate of 44.100 Hz mono. The sample must be recorded into
a .wav file.
You need the wav2cas program to convert the .wav file to a .cas file.
The .cas file is a digital cassette image file that only contains the
data that is on the cassette tape. Once you have that, you can throw
away the .wav file. The .cas files are typically 16 to 64K, so they
are relatively small.

To load cassette files into your Atari (i.e. boot a digital cassette
image) you do not need a sound card. You do need a SIO2PC cable or
similar device. You also need the cas2sio program.

The wav2cas and cas2sio programs should be available from the archives
of Umich by now. They have been put together in one zip file
wav2cas.zip, along with the documentation and the 'C' source code.
You can download it through the web interface at the URL
http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
Note the capital in Emulators and in Peripherals.

Thanks to William Kendrick for helping me get it uploaded there!
You can also try the gopher stuff:
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Emulators/Peripherals/

Steven Tucker, the author of APE, has added support for this file
format as of version 1.15 of APE. It looks real neat, so try that out
too! Thanks to Steven for adding a nice user interface for these
cassette images. He did a nice job. I am hoping other using are
willing to write some programs to get more enjoyment out of this
underrated storage medium.

My stuff is available totally free for personal use, so I hope you
enjoy it. Read the docs about the conditions.

Keep those XL's/XE's humming.
If you have any questions feel free to E-mail me: mailto:ernest@pi.net

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Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel, mailto:itayc@hotmail.com
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)
Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
http://www.sitcom.co.il/users/itayc/

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing

filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

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Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz, mailto:draco@mi.com.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,

and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo, mailto:ssilicon@lax.net sums it up this way:
So a basic rule of themb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Apparently 2.07 is buggy.
Anadisk 2.06 is available at: http://ch.twi.tudelft.nl/~sidney/atari/

Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:crow@cs.dartmouth.edu (Preston Crow),
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

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Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 11.5), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to read

720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software Services (see the companion vendor/developer list), allows both low density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard floppy drives to be used on the Atari. A utility is included to read/write MS-DOS formatted floppies in all supported densities.

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Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (Russ Gilbert)

Q: How do I connect two cmputers using a null modem cable?

A: You need a term program and RS 232 ports on both computers. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 baud, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25 pin port. 25 pin #2 goes to Atari #4 (XMT to RCV), 25 pin #3 goes to #3 on Atari (RCV to XMT) and #5 of 850 goes to #7 of 25 pin (GND to GND).

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go to the left 1 to 13 then #14 is under #1 and left again so that #25 is under #13.

Most term programs allow a null connection, without a carrier detect. Notably, 'Express 850' does not. I have only used 'Procomm 2.4.3' (the last shareware version of Procomm) on the PC and Bob Term on the Atari, but other term programs may work.

To check your null modem connection, start both PC and Atari term programs, set baud to 2400 or 4800 on both computers. No parity, 8 data bits, 1 stop bit on the PC. Be sure to use the correct COM port on the PC. Go to 'terminal' mode and you should now be able to type on either computer and see it on the other screen. To accomplish a file transfer, use Y-modem probably from Bob Term, rather than X-modem. X-modem will often append bytes to a file transfer, an undesirable event. There is also a very nice Z-modem recieve program for the Atari, called AtarZmodem by Larry Black for the Atari.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors (Radio Shack) some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modems and plugging in the null modem cable into the two modem cables. This also avoids the confusion of variations in the computer ports. Most computers connect into the modem end via a standard RS232 DB25 connection. With this both ends 25 pin cable, you would cross pins 2 and 3 and connect the #7s together to make a null modem cable.

The SIO port on the Atari cannot be used directly. An 850, P:R: connection, MIO, Black Box or similar device that provides an RS232 port must be used.

Following are pin assignments for a DB25 pin RS 232 C port.
1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

For higher speed connections, above 4800 or 9600, you need the flow control lines and Atari term software that has flow control built in. You also need an MIO or Black Box, which uses the PBI (parallel bus). A high speed cable would need not only XMT, RCV, and GND, but also flow control lines. I suggest a commercial null modem from computer store to ensure correct lines. A null modem is a small adapter with the correct lines already crossed. I don't know how to correctly connect the CTS, RTS, DTR, DSR, CRX lines for a high speed null modem. With a null modem, you just plug it into the 25 pin connectors of the two modem cables you might already have connected to your Atari and PC or Mac. You may need a straight thru 25 pin gender changer also.

Following is in this FAQ elsewhere, but I summarize here: (Figure out or look for pin numbers on the ports.) Note that these are pin assignments, and NOT null modem connections with the XMT, RCV crossed and GND straight thru.

Atari 8-bit PC AT 25 PC AT 9 pin
---
1. DTR 20 4*
2. CRX 8 1*
3. XMT 2 3

4. RCV 3 2*
5. GND 7 5
6. DSR 6 6
7. RTS 4 7
8. CTS 5 8
9. No connect? shield RI
22 RI

Note: * above indicates the difference between an AT 9 pin
and a Atari 8-bit 9 pin cable connector. eg. If you check
continuity from pin 3 of 25 pin end and it goes to pin
4 of nine pin end, you have an Atari serial cable. If pin
3 of 25 pin goes to pin 2 of 9 pin end, you have a PC
serial cable.
(updated 3/1/99)
(DTE = Data Terminal Equipment ie. your computer.
DCE = Data Communications Equipment ie. your modem.)

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Subject: 11.5) What is SIO2PC?

From the SIO2PC home page, written by Nick Kennedy:

SIO2PC is a hardware & software package interfacing the 8-bit Atari to PC
compatible computers.

The original idea was to have the PC emulate Atari disk drives so Atari
programs could be stored on the PC's hard (or floppy) drives. It turned out to
be quite successful. About 95% of my work was in the software, but a hardware
device to convert logic levels was also necessary. This device is now commonly
referred to as an SIO2PC cable.

Features:

Emulates 1 to 4 Atari disk drives

Store your Atari files on PC hard or floppy drives

Boot from the PC, real drive not needed to start-up

No software or drivers required for the Atari;
no conflicts: use your favorite DOS

Twice as fast as an Atari 810 drive and more reliable

Co-exists with real drives in the Atari daisy chain

Compatible down to the hardware level: use sector copiers, etc.

Print-Thru captures Atari print-out and routes to PC's printer

Convert Atari files to PC files and vice versa

1050-2-PC version connects PC directly to Atari disk drive

Nick Kennedy
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/

Another source for building SIO2PC cables is Clarence Dyson's page at
http://www.redshift.com/~cdyson/atari.html

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Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:sup8pdct@mail.cth.com.au (James Bradford)
mailto:draco@mi.com.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed 52k

==> Micro MainFrame - made by a company in Rancho Cordova, CA
?????

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> 1050 US Doubler Created by ICD, now sold by K-Products
SS SD/ED/DD UltraSpeed 52k.

==> Happy 1050
SS SD/ED/DD Warp speed 52k ; track buffering

==> Cheer-Up 1050 Clone of "Happy" 1050

==> Super Archiver 1050
SS SD/ED/DD UltraSpeed 50+K

==> Speedy 1050
SS SD/ED/DD 55-57k bps

==> Super Speedy 1050
SS SD/ED/DD Like the Speedy 1050, but enough RAM on board to
hold the contents of an entire disk

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k UltraSpeed
by Super Products. Compatiable with SuperDOS and K-Products US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ K-Products
US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38400 burst mode usable only with SpartaDOS X,

SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now considered "standard".

More data on the XF551 compiled by Marco Antonio Checa Funcke, mailto:mcheca@li.urp.edu.pe :

Processor: 8040/8050AH at 8.3333MHz (docs say 18.33, but it's a mistake)
Disk controller: WD 1772 02-02 (I opened my drives and looked at the complete code)
SIO data rate: normal: 19040bps (NTSC)/18866bps (PAL)
high speed: 38908bps(NTSC)/38553bps (PAL)
Rotaton rate: 300RPM
Power source: external power adapter, 9V AC, 31VA, 60Hz (NTSC)/50Hz (PAL)

Operating modes: Single Dual Double Density
Number of sides 1 1 2
Total tracks 40 40 80
Sectors per track 18 26 18
Bytes per sector 128 128 256
Total bytes 92160 133120 368640
Encoding method FM MFM MFM
Transfer rate 125000bps 250000bps 250000bps
Acces time: (maximum)
track to track 40ms 40ms 40ms
motor start 1000ms 1000ms 1000ms

==> CSS XF551
SS/DS SD/ED/DD K-Products US Doubler compatible. Updates drive to work better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

Master and slave models

All Percom RFD drives support double density.

==> Percom AT-88
SS SD

==> Percom AT88 S1 PD
SS SD/DD, plus built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in parallel printer interface. 2k printer buffer (expandable). Optional Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOS XL only. 72k under SpartaDOS X, 37k bps under DOS XL.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- UltraSpeed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- UltraSpeed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.

ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 67000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2001 "California Access"
SS SD/ED/DD 19200 bps or 38400 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2002 "California Access"
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European
Sysop Fox-1 writes:
The HDI drive is, like all other I mentioned, connected to the atari 8-bit
SIO-bus. It's a PCB on where you can connect up to 4 PC-mechanics, no matter
it's 360, 720, or 1440Kb, nor 3.5" or 5.25". It's (partial?) developed by
Erhard Puetz (aka Floppy-Doc, aka Sysop Atreju), but is not available anymore
due the lack of the hard-to-get high-speed floppy-controller.

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB

= 'cylindric' DS/DD 360 KB (XF551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: MYDOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
What's Top Drive? Konrad M.Kokoszkiewicz, mailto:draco@mi.com.pl writes:
the command is sent as 19200, but all other communication (acknowledge,
data block, completion) is done at 72000 (IIRC).
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatible with the SDX)
- UltraSpeed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF551.
288 RPM

==> XFD-602B
The two XFD-601B drives in the one unit.

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Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades (CSS)
- Floppy Board (CSS)
- Percom drive upgrades

==> Atari XF351 or XC35
3.5" system Unreleased

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Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need to obtain one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Rare.
Fast but still relatively slow I/O, kludge through joystick ports for 800.

==> KPI Hard Disk Drive Interface (formerly Supra)
from K-Products (bobkla19@mail.tcd.net - Bob Klaas)
Some limitations on drive type and size and total number of drives in sys.

==> Multi I/O (MIO) (formerly from ICD)
from Fine Tooned Engineering (FTe) (ftooned@crl.com - Mike Hohman)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2K bps

==> Black Box
from Computer Software Services (CSS) (mailto:audioguy@cheerful.com - Bob Puff)
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the
only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface
from Konrad M. Kokoszkiewicz and Jacek Zuk
(see http://www.orient.uw.edu.pl/~conradus/docs/ide_eng.html )
o Maximum drive capacity: 16777215 physical blocks on each device.
o Maximum number of partitions: 16
o Maximum capacity of a partition: 16777215 logical sectors
o Logical sector length: 256 or 512 bytes
o Average speed (in kilobytes per second, WDC 130AB drive):
- Native mode, sequence of sectors (R): 75
- Emulation mode, sequence of sectors (R): 43
- Emulation mode, back sequence (R): 28
- Emulation mode, random sectors (R): 13
- Emulation mode, same sector (R): 29
- Emulation mode, DOS file (W): 7
- Emulation mode, DOS file (R): 36
o Booting from any partition (on the standard XL OS)
o Write protection capability
o 8 jumpers to set the device number for the operating system
o Sweet 16 compatibility

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

==> MSC IDE-Harddisk-Controller
created by Steve Birmanns and Matthias Belitz in Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/

* real device for the parallel-port of the Atari XL-Series
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at
one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* access of ATAPI-CDROM with additional software

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Subject: 12.4) What kinds of monitors can I use with my Atari?

In general, you either need a Composite Video monitor, or a standard TV.

Television:
You'll need a video cable (not detachable on the 400/800), and a TV Switch Box. Used with VHF Channel 2 or 3.

Monitor:
The 8-bit Atari produces a color Composite Video signal, plus separate chroma (color) and luminance (brightness) signals which the best composite video monitors can take advantage of. Popular examples of such monitors include the family of monitors produced by Commodore.

Gotcha's:

-the 400 and North American 600XL lack a monitor port entirely. They can only be used with a TV.

-the XE Game System provides an RCA-style jack in place of the Monitor port; so it provides Composite Video but lacks separate chroma\luma signals

-the 600XL, 800XL and 1200XL lack separate chroma signal (can be added via hardware modification)

-the XEP80 Interface Module produces a monochrome Composite Video signal via an RCA-style jack. This higher-resolution signal produces crisp, clear 80 column text on 80-column monochrome composite video monitors.

The pinout of the Monitor port is in the pinout section of this FAQ list. The monitor connector on the back of the Atari can be utilized using a 4-pin DIN to RCA converter. You don't need to build a separate cable.

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

"The best monitor for an Atari 8 bit that is readily available today would be a television with an S-video input---these tend to be large and high-quality, so the s-video input is the deciding factor there. You'll have to build the cable yourself, and if you have an XL you'll want to do the Super Video upgrade that Ben Poehland published in Atari Classics a few years ago---this puts the chroma signal back on the pin that it should be and cleans up the

video signal enormously. It's really more of a fix than an upgrade.

I use a commodore split-video monitor. They work great and are
cheap-to-reasonable when you can find them."

mailto:bryede@emi.net (Bryan Edewaard) writes:

"Yes, the best choices are monitors that support "Separated Video"
(sometimes called Commodore video on Commodore monitors), or S-Video.
These monitors have separate color and luminance video inputs, which
give a sharper picture without cross-color artifacts - such as the
colored fringes on text when viewed on a TV (although some games use
these artifacts to get additional colors). If you have an XL
computer, then it needs an upgrade to support these monitors due to
the omission of chroma from the monitor port. the 800 and XE
computers don't have this problem.

The 2nd best choice is a TV or monitor that has a "Composite Video"
(usually called just "Video" or "Aux") input. This is a signal that
has the color and luminance information combined into one signal. The
picture will be a little less sharp, but still much better than using
the "Channel 3" output.

>Where might I find one?

I've seen them a flea markets, garage sales, swap meets, ham fests,
and in newsgroups like this one. Plus, many new TV's support S-Video
and Composite video inputs.

>What are the advantages of using one of these rather than a TV?

Well, it's all a matter of how many stages the signal must go through.

1. The Atari generates video as a color signal and a brightness
(luminance) signal. These are passed to the monitor port as Chroma and
Luma signals (XL's have no Chroma output from the factory).

2. The signals are mixed together to make a standard video signal
which is also passed to the monitor port as Composite Video.

3. Then the mixed video signal (along with audio) goes through the
process of being "modulated" into a TV radio signal (channel 3 or 4).
This step involves removing high frequencies from the video (blurring
it) and sending it to the TV in a fragile broadcast form that's
suseptable to all kinds of interference. Then the TV must (1) extract
the video signal from the radio signal, (2) separate the Chroma and
Luma components as best it can, then (3) divide the Chroma in R, G,
and B. Any of these steps that you can eliminate will help your
picture.

>Are there any other composite video monitors that anyone would recommend
>(and where might I find one)?

Maybe the 8-bit FAQ mentions these monitors. The most common one is probably the Commodore 1702 which has a very good picture and is quite reliable.

If you plan to use an XL (which I do), upgrading the video circuitry makes as big a difference as what monitor you choose. Ben Poehland has some excellent articles in Atari Classics magazines for improving the quality of the XL's video, as well as restoring the missing Chroma output."

Lonnie McClure mailto:lmcclure@ibm.net has the last word on Commodore monitors:

Comodore models: 1701, 1702, 1802, CM-141, 1080, 2002, 1902, 1902A*, 1084**, 1084S**.

* The 1902A used a DIN connector for chroma/luma, which makes cabling a bit more of a problem. The composite and audio connectors are standard RCA jacks, however.

** The 1084 and 1084S had more than one version. Some used the a DIN connector for chroma/luma connections, like the 1902A, while some used standard RCA jacks.

The 1902 and 1902A are very different in appearance. The original 1902 shares the same slightly rounded front case design as the 1080 and 2002, while the 1902A is has a rather square case design, and was manufactured by Magnavox (as were some of the 1084 and 1084S versions).

Jerry Jessop, mailto:jjessop1@home.com explains why French Ataris produce fewer colors:

"I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible."

---

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8 drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit

sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum. Complete documentation about the disk formats and commands, as well as the source code, is available.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g and 3.2gx are disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS 3.3a and 3.3b were rewritten by Stephen J. Carden for use with BBS Express PRO!. SpartaDOS 3.3c is produced on disk or in a 16K ROM cartridge from K-Products.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2g)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek.
BW-DOS 1.30 and all other versions are available via:
http://atari.boss.com.pl/files

Any other versions of DOS all 8-bit Atari users should be aware of??

---

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Home Computer (1979) 8/16K, membrane keyboard, 400/800 OS
800 Home Computer (1979) 8/16/48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI (Europe: includes ECI)
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missile Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions. 410a - Taiwan version
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 40-Column Printer -
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, w/ Telelink I. =Novation 'CAT'
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige & black metal versions
1010 Program Recorder -Sanyo and Chelco versions

1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
mailto:rrs0059@ibm.net (Frank McKenney) writes:
The printer/plotter mechanism for the Atari 1020 is
(I believe) the same one used in the Tandy/Radio
Shack CGP series and the Commodore 1520(?), and
was
made by a company named ALPS.
1025 80-Column Printer -7-pin dot matrix. =Okidata ML80. 40cps
1027 Letter-Quality Printer-80 col letter quality =Mann-Tally Riteman LQ. 20cps
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software. 2 SIO ports
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, w/ XE Term software. Permanent SIO cable
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package.
SIO & DB25 RS232 serial ports.external power supply

For definitive information on unreleased Atari products, see:

Atari Historical Society, http://www.atari-history.com/
(Curt Vendel, mailto:webmaster@atari-history.com )

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
600 early 600XL, all black case, joyports on the left, missing PBI
800XL brown prototype
800XLF late 800XL with a redesigned motherboard, plus the FREDDY chip
800XLD low-cost 1450XLD, no modem&speech, include disk drive
controller&FREDDY
1250XLD Earlier name for the 1450XLD
1400XL brown prototype
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" drives (controller not included)
1450XLD 1400XL plus 5.25" floppy drive (Epson SD521 360K disk drives)
1600XL Amiga/Amiga-like.Now appears that 1850XLD was the model name for this
1650XLD to use 1450XLD case and 1200XL keyboard
1850XLD "Mickey" Atari clone of the Amiga Lorraine
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE/AMY sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
816 ????
1053 -looks like a 1050, but supports DS/DD 360K format
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -"SweetPea" Z-80 CPU, 64K RAM, CP/M 2.2, 80 col display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -XE Thermal Color Printer

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Subject: 13.3) What are the power-supply requirements for my Atari components?

Thanks to Matthias Belitz, mailto:matz@kawo2.rwth-aachen.de for the European data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have.

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)
VA=VoltAmps

N O R T H A M E R I C A: INPUT = 115-120 V AC, 50/60Hz
==========
9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030
9 V AC 4.5 VA (500 mA) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551

9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027,1090XL
20 V AC 7 VA (330 mA) Atari#CO60479/CA060535 transformer:
835
24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
600XL,65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814 adapter:
600XL,800XL,65XE,130XE,XE Game System
6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P" (vaporware)
9 V DC 200 mA (1.8 W) adapter:
MPP1000C (the modem from MPP, interfaces via a joystick port)
9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CO10472/CX261 adapter:
XEP80,SX212,2600 (center positive)
9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200
5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450 adapter:
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220 V AC, 50 Hz, 26 VA
==========
5 V DC 1,8 A, #CO61763-107: 800XL
5 V DC 1,5 A (7,5 W) #CO61763-34 : 800XL (U.K., 240 V AC in)
5 V DC 1.5 A (7.5 W) #CO61763-11 : 65XE,800XL,800XE (Germany)
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA
9 V AC 27 VA (3.0 A) CO60592-34/TM 7498 : 1050 (UK)
9V AC 0,5 A, CO#61516/34 : 1010 (UK)
9,3V AC, 1,66 A CO# (not printed), FW 6799: 800

These draw their power from the SIO +5 V:
XM301 (60 mA),XC11,XC12,ICD/FTe P:R:Connection,Wizztronics MidiMax,RVerter

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

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Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
CX22 trackball meanings from Steve
Wallace:
1. (Joystick) Forward Input X Direction
2. (Joystick) Back Input X Motion
3. (Joystick) Left Input Y Direction
4. (Joystick) Right Input Y Motion
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND

43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port DB9P (850 Interface Module):
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module) DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4

5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

---

Subject: 13.5) What BBS software can be used on the Atari?

This section mostly by mailto:winston@merk.com (Winston Smith)
Credit for AMIS to MACE by Steven Sturza, mailto:cordata@ameritech.net

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
The AMIS BBS was written in BASIC by people from the
Michigan Atari Computer Enthusiasts. It included designs for a ring-detector.
You needed a sector editor and had to allocate message space by hand, hex byte
by hex byte.

Steven Sturza adds:
The AMIS BBS was written by people from the Michigan Atari Computer
Enthusiasts.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which

it refers to as "OASIS PAL modules". This OASIS demo module comes with an excellent message system. The OASIS file system is one of the most complicated that I have ever seen. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing, as it discourages file hogs). There is a commercial version of OASIS called "OASIS IV" that performs networking. There was an OASIS network between Boston, Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank Walters wrote it.

o Carina BBS -- a shareware product of Shadow Software.

o BBS Express! Professional -- a product of K-Products. See Vendor List.

o OASIS IV -- a product of ???

o Forem-XE Pro -- by Len Spencer. http://members.aol.com/lenspencer/

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Subject: 13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?

Atari BASIC:

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Freddy Offenga, mailto:F.Offenga@student.kun.nl adds:

there's another good answer (IMO):

You can also take a look at the part numbers on the IC's
inside your Atari and compare them with the numbers from
the following table:

Part# Version
~~~~~~~~~~~~~~~~~~~~ ~~~~~~~~
CO12402 + CO14502 A
CO60302A B
CO24947A C

CTIA or GTIA installed?

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Clay Halliwell, mailto:earl.halliwell@dyess.af.mil provides this tidbit:
~~~~~~~~~~~~~~~~~~~~

A bit of trivia: CTIA 400/800s artifacted in blue/green, GTIA 400/800s
artifacted in green/blue, and all XL/XEs artifact in red/blue.

---

Subject: 13.7) Which versions of the Operating System (OS) are there?

This section also kept at http://www.student.kun.nl/f.offenga/osroms.txt

Atari 8-bit Operating Systems
~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Version 3.2, 6/23/1999.
By Freddy Offenga (mailto:F.Offenga@student.kun.nl)

| Rev. | System(s) | Found in | Size | CRC-32 | Part Nr(s) |
|---|---|---|---|---|---|
| A | NTSC 400/800 | 10kB | ? | CO12499B, CO14599B, 12399B (*) | |
| A | PAL 400/800 | 10kB | 0x72b3fed4 | CO15199, CO15299, CO12399B | |
| B | NTSC 400/800 | 10kB | 0x0e86d61d | ? | |
| B | PAL 400/800 | 10kB | ? | ? | |
| 10 | NTSC/PAL 1200XL | 16kB | 0xc5c11546 | CO60616A, CO60617A | |
| 11 | NTSC/PAL 1200XL | 16kB | ? | CO60616B, CO60617B (*) | |
| 1 | NTSC/PAL 600XL | 16kB | 0x643bcc98 | CO62024 | |
| 2 | NTSC/PAL XL/XE | 16kB | 0x1f9cd270 | CO61598B | |
| 3 | NTSC/PAL XE | 16kB | 0x29f133f7 | C300717 | |
| 4 | NTSC/PAL XEGS | 16kB | 0x1eaf4002 | C101687 | |

(*) these versions should exist, although I've not seen them.
If you have one (or more?) of these, please contact me.

NOTES:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).
The 1200XL contains two ROMs (8k each) and all other models use
a single 16k ROM.

Origins
~~~~~~~
400/800 rev.A PAL Found in my Atari 400 and my Atari 800
400/800 rev.B NTSC ???? don't remember ????
1200XL rev.10 PAL/NTSC Found in my Atari 1200XL
XL/XE rev.1 Found in my 600XL
XL/XE rev.2 Found in my 800XL (130XE/65XE/800XE?)
XL/XE rev.3 ???? don't remember, one of my XE's ????
XL/XE rev.4 Found in my XE Game System

O.S. Authors and dates
~~~~~~~~~~~~~~~~~~~~~~
Revision A (400/800)
D.Crane / A.Miller / L.Kaplan / R.Whitehead

Revision B (400/800)
Fix several problems.
M.Mahar / R.S.Scheiman
~~~~~~~~~~~~~~~~~~~~~~

Revision 10 (1200XL)
Support 1200XL, add new features.
H.Stewart / L.Winner / R.S.Scheiman /
Y.M.Chen / M.W.Colburn 10/26/82

Revision 11 (1200XL)
Fix several problems.
R.S.Scheiman 12/23/82

Revision 1 (600XL/800XL)
Support PBI and on-board BASIC.
R.S.Scheiman / R.K.Nordin / Y.M.Chen 03/11/83

Revision 2 (600XL/800XL)
Fix several problems.
R.S.Scheiman 05/10/83
Bring closer to coding standard (object unchanged)
R.K.Nordin 11/01/83

References
~~~~~~~~~~
- The modified september Atari 400/800 computer operating system
listing, revision B, (c)1982 Atari.
- The Atari O.S. source code rev.2, (c)1984 Atari.
- Atari XL addendum Atari home computer system operating system
manual: supplement to Atari 400/800 technical reference notes.

Credits
~~~~~~~
Special thanks to Nir Dary for the rev.2 source code and the 1200XL
he send me. It's in good hands.

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Subject: 13.8) What games support 4 simultaneous players on the 400/800?

contributors to this section:
mailto:jlodoen@shell.portal.com (Jeff M Lodoen)
mailto:olavese@online.no (Vidar \"Hawk\" Olavesen)
mailto:pmulvey@erols.com (Pat Mulvey)
mailto:stevenposey@usa.net (Steven E. Posey) (Party Quiz controllers descr)

The following games support 4 player head-to-head play. Remember, only the
400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor,
Thorn EMI Soccer, Major League Hockey

The following support 8 players on the 400/800 or 4 on the other computer
models, using the 2 controllers-per-port CX30 Paddle controllers:

Super Breakout, Worms?

The following supports 4 players on all machines, using special 4-button keypad
controllers linked together with RJ-11 jacks (standard phone jacks) to a box

with 2 joystick port connectors.

Party Quiz by Suncom

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Subject: 13.9) Why should I disconnect the 810/1050 power supply before connecting or disconnecting SIO cables?

Rich Mier writes:

You've been plugging and unplugging the SIO cable with the 1050 power pack plugged in, right? That's a no-no. Most of the time it's Okay, but about 1 in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right, rear of the main board. A 14 pin DIL chip. Actually it is an array of 5 transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be ON on the CPU. The problem has to do with the secondary winding of the Power Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it 'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

---

Subject: 13.10) What is Omnimon?

--This section was written by Scott Charles, mailto:scharles@blast.net

Omnimon is a add in board for the Atari 400/800 series of computers and a replacement OS chip for the xl/xe series of computers. The original Omnimon board fit onto the OS board in the 800 series and had a switch attached to it to disable the board. The 400 series required you to bend the circuit board into a right angle for it to fit inside the 400's case. (It was designed to do this.). The Xl/Xe version replaces the OS Rom chip inside the computer with one that contains the Omnimon code, and a revised OS to make the XL more compatible (no translator disks needed).

Omnimon itself is a machine language monitor residing from $C000-$CFFF, with a few variations. It was designed in 1981 by David C. Young (who also wrote Cartcopy, a copier for the right slot of the 800) of CDY Consulting in Texas. The first software revision of Omnimon had a few basic commands and was only 4K long, only for the 400/800. The second revision required the addition of a bank select switch, and was 8K long. Since it was addressed by the 400/800 as 4K, when you needed to use the code in the other bank, all the text on the screen flips upside down, you flip the switch and hit any key. The Xl and Xe versions of Omnimon do their bank selecting through the normal XL port for this function, so it is seamless.

So what can you use Omnimon for? Its main claim to fame is its ability to interupt any running program by pressing and holding the SELECT-OPTION-RESET keys. Depending on the sequence you press determines what kind of warm boot the Atari does. SELECT+RESET does NO warm boot, preserving the stack and flag values of the 6502. OPTION+RESET allows a warm boot (as if you had just pressed RESET) and interupts the vector at $C (initialation vector).

I think you can see where we are going with this - Omnimon was developed as a machine language developer's tool, much in the same way that the Happy modification was developed for legitimate backups. I.E. far more people use both products for software piracy. If you have an Omnimon! in your machine and you try to boot up an Electronic Arts program, for example, you will get a message that says "REMOVE ROM AT $C000", and the program hangs. (Hence,the need for the disable switch on the 400/800 version. There is no way to disable the xl/xe version, just switch it to an alternative OS.) The 400/800 version, since the disable switch just deselects the mapping of Omnimon to $c000 area, can be switched on and off at will.

I myself did not know what Omnimon was used for until I was using a sector editor on a program called Pharaoh's Pyramid, from Master Control Software. On it is a sector that reads, "REMOVE OMNIMON YOU DIRTY PIRATE". This got me to thinking, what does that mean? After about 5 months of playing around with the Omnimon board, I figured out how to use it to pirate software. In fact, it can be used to make most boot disks into binary files, and remove copy protection from countless more.

At the risk of sounding melodramatic, I can safely say that Omnimon hastened the demise of the Atari 8 bit computer by 2-3 years, because of its power.

---

Subject: 13.11) What is the difference between NTSC and PAL machines?

Software written for NTSC (North America) will always work on PAL machines, but software designed on PAL machines (Europe) won't necessarily work on NTSC machines.

Wayne Booth, mailto:trek@ihgp15.ih.att.com writes:

The differences with PAL and NTSC have to do with the number of lines displayed on the screen and whether they are using 50 or 60 Hertz.

If I remember correctly, I believe PAL has 625 lines/screen and they refresh the screen 50 times a second doing 1/2 the lines each refresh so they effectively repaint the screen 25 times a second. NTSC is 525 lines/screen with a 60 times a second refresh - again only half the lines each refresh so a 30 times a second frame rate. This would change the amount of time available during vertical sync pulse, and the number of lines that need to be redrawn each time.

Graham Thornton, mailto:nero@chicagonet.net adds:

I use both a real PAL Atari 800 and a PAL-ANTIC 1200XL here in the US.

Replacing the ANTIC chip with a PAL version changes the screen refresh rate to 50Hz which allows most of the PAL-only European software to run. Your system will still report itself as a NTSC machine, unless you change the ROM (see the Nir Dary upgrade), but most software doesn't care.

The one problem you might run into is your monitor. Replacing the ANTIC will mean your North-American Atari is now generating an NTSC signal at 50Hz, instead of the usual 60Hz. Some people will tell you that modern TVs and monitors don't care but that isn't actually true. My brand-new Sony Trinitron 15" colour TV/monitor goes bezerk with the upgraded 1200XL, but my 15-year old 10" Texas Instruments color monitor (designed for the TI-99/4A) is fine.

You can also use real European equipment here in North America, provided that you have a PAL-compatible TV/monitor. The frequency of the power system is irrelevant, as I use my 800 with a 110V/60Hz 1050 power supply.

---

Subject: 13.12) Is the software for the Atari 8-bit computers "TV-standard dependent?"

{some PAL demos flicker, or won't run at all on NTSC machines}

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

This is because PAL machines have a vertical refresh frequency of 50hz (NTSC use 60hz) which translates into more vertical blanking time for demos and other computation-intensive graphics software. So PAL demos that won't work on NTSC machines are usually returning from a VBI (vertical blanking interrupt) too late. Some also attempt to use more vertical resolution ("longer" display lists) than an NTSC display can handle.

mailto:thor@math.tu-berlin.de (Thomas Richter) adds:

Yes, it is. Mostly because the frequency of the vertical blank interrupt is different (60Hz for NTSC, 50Hz for PAL). The old OS A was not clever enough to notice the difference, so all system timings like the keyboard auto-repeat function depend on the TV system. These parts of the OS have been corrected with OSB and the XL versions of the OS. However, as most games install a VBI, their timing does still depend on the frequency -> they will run slightly slower for PAL versions.

Another point is that the popular pseudo-colors used in the Antic-F (Graphics 8) mode are not colorful at all when displayed on a PAL TV, because of differences in the color encoding for the TV. The schematics of the Xl computers include however a hack how to change the PAL version to the NTSC version (the PAL versions include two crystals, one with 5/4th of the frequency of the other. One is used for the system clock, the other for the color clock), but I never dared to apply it.

---

Subject: 13.13) What programming languages are available for the Atari?

This section also kept at http://www.student.kun.nl/f.offenga/lang13.txt

Revision : 1.3
Date.... : 4/19/1999

==========
!!!! This section is under construction - HELP WANTED !!!!
----------
The goal is to give information about all available languages
for the Atari 8-bit computer. This information will include:
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Freddy Offenga, mailto: F.Offenga@student.kun.nl
==========

There are quite a lot! To get some structure in this section it's
divided into the following categories;

a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

The following format is used:

- Language titel (medium)
version, year : version, year
author/company : author/company
available..... : where/how to get it
package....... : programs, documentation
features...... : main features
Description.

The question marks (?) indicate that more information is
required about that topic.

Definitions:
umich University of Michigan Atari archive

Some resources:
- The Multi-lingual Atari, Analog magazine 45, August 1986
- A bunch of manuals
- Some copy-pasted lines from the Atari 8-bit newsgroup

a) ASSEMBLER

- 130XE+ Makro Assembler (disk)
version, year : 2.2, 1992

author/company : Torsten Karwoth
available..... : freeware, ?
package..... : assembler, editor, menu, monitor,
batch enhancement, linker/packer
features..... : macros
Two pass 6502 assembler with integrated menu, editor
and monitor shell. Needs extra RAM banks. Source
format is derived from Atmas Makroassembler.

- A65 (disk)
version, year : ?, 1989
author/company : Charles Marslett, WORDMARK Systems
available..... : freeware, ?
package..... : assembler, manual
features..... : source include
Two pass 6502 assembler. Source format is based on the
Atari Macro Assembler. Assembler source included.

- Alfasm, Turbo-Assembler/16 (disk)
version, year : 1.0, 1990
author/company : Jeff Williams, DataQue Software
available..... : ?
package..... : assembler, docs
features..... : source include
Two pass 6502/65816 assembler.

- Atari Assembler/Editor (cart)
version, year : ?, 1981
author/company : Atari
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : -
Two pass 6502 assembler with integrated editor/monitor

- Atari Macro Assembler (disk)
version, year : 1.0C, 1981
author/company : Atari, APX
available..... : ?
package..... : assembler, editor, debugger, manual
features..... : macros, source include
Two pass 6502 assembler.

- Atmas Makroassembler (disk)
version, year : 2, 1985
author/company : Peter Finzel, Hofacker
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : macros
Two pass 6502 assembler with integrated editor/monitor.

- Bibo Assembler (disk)
version, year : ?, 1986

author/company : Compy-shop
available..... : ?
package....... : assembler, editor, monitor
features...... : source include, data include
Two pass 6502/65c02 assembler with integrated editor/
monitor.

- Datasm/65 assembler (disk)
version, year : 2.0, 1981
author/company : DataSoft Inc.
available..... : ?
package....... : assembler, editor, menu, manual
features...... : -
Two pass 6502 assembler.

- EASMD (disk)
version, year : 1.0, 1981
author/company : OSS
available..... : ?
package....... : assembler, editor, monitor
features...... : ?
Two pass 6502 assembler with integrated editor/monitor.

- Fast Assembler (disk)
version, year : 1.5, 1995
author/company : MMMG Soft
available..... : ?
package....... : assembler, editor, disassembler
features...... : ?

- Kasm65 (disk)
version, year : 2.41, 1994
author/company : Ken Siders
available..... : shareware, umich
package....... : assembler, editor, linker, docs
features...... : macros, relocation, source include,
conditional assembly
Two pass 6502 assembler. Relocatable object files are
compatible with ra65. Source format is derived from
the Atari Macro Assembler.

- MAC/65 Macro Assembler (disk|cart)
version, year : 2.00, 1982
author/company : Stephen D. Lawrow, OSS
available..... : ?
package....... : assembler, editor, monitor, manual
features...... : macros, source include
Two pass 6502 assembler with integrated editor/monitor.
Mac/65 is a direct descendant of the Atari Assembler/
Editor (via EASMD).

- MAE (disk)
version, year : .96, 1996
author/company : John Harris
available..... : umich
package..... : assembler, menu, editor, monitor, docs
features..... : macros, source include, data include,
conditional assembly
Two pass 6502/65816 assembler with integrated editor/
monitor. Extra RAM supported.

- NASM65 (disk)
version, year : ?, 1992
author/company : Nat!
available..... : ?
package..... : assembler, linker, librarian
features..... : macros, relocation, source include
One pass 6502 portable cross assembler (initially for
the ST). Highly compatible with MAC/65.

- PC-65 (disk)
version, year : 1.0 beta, 1996
author/company : Jan Feenstra & Freddy Offenga
available..... : mailto: F.Offenga@student.kun.nl
package..... : assembler
features..... : macros, source include, data include,
boundary directive
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.

- Quick Assembler (disk)
version, year : 1.0, 1990?
author/company : JBW, Avalon?
available..... : ?
package..... : assembler, editor, menu, debugger
features..... : source include
Two pass 6502 cross assembler with integrated editor.
Very user friendly menu environment.

- Ra65 (disk)
version, year : 1.0, 1989
author/company : John R. Dunning
available..... : public domain, umich
package..... : assembler, linker, librarian
part of cc65 (c-compiler)
features..... : ?

- Synassembler (disk|cart)
version, year : ?, 1982
author/company : Steve Hales, Synapse Soft
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : source include
Two pass 6502 assembler.

- ST-65 (disk)
version, year : ?, 1991
author/company : A. Stauffenberg, F. Offenga
available..... : mailto: F.Offenga@student.kun.nl
package..... : assembler, menu shell, manual
features..... : macros, conditional assembly,
source include, data include,
boundary directive
Two pass 6502/65c02 cross assembler for the Atari ST
written in 68000 assembly. As far as I know this is
the first assembler with the boundary directive.

b) BASIC

- A BASIC Compiler (?)
version, year : 1.03, ?
author/company : Monarch Data Systems
available..... : ?
package..... : BASIC compiler
features..... : ?

- Advan BASIC (disk)
version, year : ?, ?
author/company : Advan Language Designs
available..... : ?
package..... : BASIC compiler
features..... : ?

- Atari 800 Basic (disk)
version, year : 1.0, 1981
author/company : Microsoft
available..... : ?
package..... : ?
features..... : ?

- Atari BASIC (cart)
version, year : Rev.C, 1983
author/company : Atari
available..... : standard ROM in Atari XL/XE
package..... : BASIC interpreter, manual
features..... : pretty plain BASIC implementation

- Atari Microsoft BASIC II (cart)
version, year : ?, 1991
author/company : Atari
available..... : ?
package..... : BASIC interpreter
features..... : ?

- BASIC A+ (disk)
version, year : 3.05, 1981
author/company : OSS
available..... : ?

package..... : BASIC interpreter
features..... : ?

- BASIC XL (cart)
version, year : ?, ?
author/company : OSS
available..... : ?
package..... : BASIC interpreter
features..... : ?

- BASIC XE (cart)
version, year : ?, 1985
author/company : OSS
available..... : ?
package..... : BASIC interpreter
features..... : ?

- Turbo Basic XL (disk)
version, year : 1.5, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package..... : BASIC interpreter, compiler (V1.1)
features..... : ?
Published in the German magazine "Happy Computer".

c) C

- ACE C (disk)
version, year : ?
author/company : John Palevich & Ralph Walden
available..... : ?
package..... : ?
features..... : ?
This is a newer version of 'Deep Blue C'.

- C/65 (?)
version, year : ?
author/company : OSS
available..... : ?
package..... : ?
features..... : ?
Probably derived from Dr.Dobbs "Small C". Compiles to 6502
code which emulates the 8080 instruction set.

- C65 (?)
version, year : ?
author/company : Keith Ledbetter
available..... : ?
package..... : ?
features..... : good macro assembler
This compiler does not support structs.

- CC65 (disk)
version, year : 1989
author/company : John R. Dunning
available..... : ?
package..... : compiler, linker, assembler, librarian
features..... : ?
Public domain compiler. Also used as cross compiler.
Relocatable object linkage files, and the most thorough
K&R C for the 8-bit. Comes with an relocatable assembler.

- CC8 (disk)
version, year : 2.3
author/company : John Palevich & Steve Kennedy
available..... : ?
package..... : Compiler
features..... : ?
ACE C with more "real" C support (e.g. arrays of pointers
to structs). Requires ACE C runtime libs and linker.

- Deep Blue C (disk)
version, year : 1.2, 1982
author/company : John Palevich, APX
available..... : ?
package..... : Compiler, Linker
features..... : ?
Deep Blue C was originally an independent product, but it
then became available from APX. It converts C to pseudo-
code and then interprets the pseudo code (8080 instruction
set emulation).
Drawn from Ron Cain's public domain C-compiler (Small-C).

- DVC C (disk)
version, year : 1.05, 1985
author/company : Ralph E. Walden
available..... : ?
package..... : Editor, Compiler, Optimizer, Linker
features..... : Quite user friendly program
The compiler generates special object files (.CCC)
which can be optimized and linked. The package uses a
special DOS called DVC DOS which contains runtime stuff.

- LightSpeed C (disk)
version, year : 1.08, 1986
author/company : Clearstar Softechnology
available..... : ?
package..... : Compiler, Optimizer, Linker
features..... : ?
Runs under CLI DOS's and MENU DOS's.

- Tiny-C
version, year : ?
author/company : OSS
available..... : ?

package..... : ?
features..... : ?
First sold C compiler by OSS. This compiler was used to
compile itself! First true language "bootstrap" on any
8-bit machine (it was also available for Apple and CP/M
machines). Derived from Dr.Dobbs "Small C". Compiles to
6502 code which emulates the 8080 instruction set.

d) PASCAL

- Atari Pascal (disk)
version, year : 1.0, 1982
author/company : APX
available..... : APX-20102
package..... : ?
features..... : ?

- Draper Pascal (disk)
version, year : 2.1, 1989
author/company : Norm Draper
available..... : ?
package..... : ?
features..... : ?

- Kyan Pascal (disk)
version, year : 1986
author/company : Kyan Software, APX
available..... : ?
package..... : editor, compiler, linker, macro-assembler
and manual
features..... : ?
Kyan Pascal would run off a single floppy. The Atari (APX)
version needs two drives. A version which runs entirely in
128k should be available too.

e) LISP

- INTER-LISP/65 (disk)
version, year : 2.1, 1981
author/company : Special Software Systems, DataSoft
available..... : ?
package..... : ?
features..... : ?

f) FORTH

- ValForth (?)
version, year : ?
author/company : Valpar International
available..... : ?
package..... : ?
features..... : ?

- Extended fig-Forth (?)
version, year : ?
author/company : APX
available..... : APX-20029
package....... : ?
features...... : ?

- fig-Forth (disk)
version, year : 1.4s
author/company : ?
available..... : ?
package....... : ?
features...... : ?

- fun-Forth (?)
version, year : ?
author/company : APX
available..... : APX-20146
package....... : ?
features...... : ?

- Grafik-FORTH
version, year : ?
author/company : ?
available..... : ?
package....... : ?
features...... : ?

- QS Forth (?)
version, year : ?
author/company : Quality Software
available..... : ?
package....... : ?
features...... : ?

g) PILOT

- Atari PILOT (cart)
version, year : 1980
author/company : Atari
available..... : ?
package....... : ?
features...... : ?

h) LOGO

- Atari LOGO (cart)
version, year : 1983
author/company : LCSI, Atari
available..... : ?
package....... : ?
features...... : ?

i) All the rest

- Action! (cart)
version, year : 1983
author/company : OSS
available..... : ?
package..... : compiler, editor, monitor and library
features..... : fast compiler which generates good code
Needs cartridge for runtime procedures. A PD runtime
library is also available.
All variables are static, so recursive routine calls
are not possible. No floating point type (though a
PD library should make this possible). No arrays of
objects (arrays of POINTERS to objects are possible).

- Quick (disk)
version, year : 2.0, 1990
author/company : Raindorf Soft
available..... : ?
package..... : ?
features..... : ?
This is the "poor man's Action!". Same restrictions as
Action! apply also to Quick. Further restrictions are:
only simple assignment expressions, no records and no
pointers.

- Test Computer Language (disk)
version, year : 2.2, 1985-1990
author/company : D.Firth
available..... : public domain, ?
package..... : compiler and editor
features..... : ?

---

Subject: 13.14) What is the Atari XEP80 Interface Module?

This section written by: mailto:raukamp@dame.de (Thomas Raukamp)

Since the development of the Atari 8-bit line of computers in 1979, users
wanted better text displays than the default 40x24. There has been some
attempts to satisfy this need, like the Austin-Franklin board or the Ace
80/80xl cartridge. For more informations about these modifications read The
Atari 8-bit Hardware Upgrade FAQ from mailto:david_p@storm.ca (David A.
Paterson)

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It
lets a XL, XE, 400 or 800 computer system display a full 80 columns across
your monitor screen. The XEP80 provides a 256-character wide by 25-line
display window. Up to 80 characters are displayed horizontally at once, and
you can scroll horizontally all the way to the 256th character, depending on
the application you're running. The XEP80 is connected to your system via a
joystick port.

The XEP80 Module interprets commands from the computer for screen display or
output to a printer. The module is supplied with an industry-standard 8-bit

parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;) ).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
**********
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by mailto:slackey@slackey-sun.cisco.com (Stan Lackey)
MAE and its previous standalone editor ED

---

Subject: 13.15) What makes some XL/XE software incompatible with the 400/800?

Konrad M.Kokoszkiewicz, mailto:draco@mi.com.pl writes:

XL/XE software won't work on 800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

---

Subject: 13.16) What games run only on the 400 and 800 models?

The following are reported as incompatable with models other than the original Atari 400/800. Most probably do work on XL/XE's if you use a translator to run the original 400/800 OS on your XL/XE.

Apple Panic Broderbund
Aquatron Sierra On-Line
Atlantis Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bandits
BearJam Chalkboard Inc.
Boulders And Bombs CBS
Chicken Synapse
Disk 50

Dreadnaught Factor, The Activision
Drelbs Synapse
Forbidden Forest Cosmi
Galahad And The Holy Grail APX
Go Hayden
Gorf Roklan
Jet Boot Jack English
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS Software
K-razy Kritters K-Byte
Kangaroo Atari
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard Inc.
Leo's Links Chalkboard Inc.
LogicMaster Chalkboard Inc.
Lunar Leeper
Mario Bros. ('83) Atari
MicroMaestro Chalkboard Inc.
Monster Maze Epyx
M.U.L.E.(early release only)Electronic Arts
Nautilus Synapse
Picnic Paranoia Synapse
Pool 1.5 IDSI
Protector II
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius

---

Subject: 13.17) What games make use of the Light Gun?

mailto:jmouchmino@aol.com (Bertrand M. (LEXX)) writes:

Bug Hunt, Barnyard Blaster, Crossbow, Crimebuster, Operation Blood, Operation Blood II - Special Forces (not completely sure about that one), Light Gun Blaster (PD), Gangsterville (Italian game written in BASIC), maybe a couple more...

Bertrand M. (LEXX)

---

Subject: 13.18) How do I type a tilde (common character in Web URL's) on my Atari?

The Shadow, mailto:The_Shadow@spnt.com writes:

The question is: "How do I type the tilde or squigly line which is in most web addresses? I don't have a key for it..."

Answer: The tilde is an inverse backspace on the Atari 8-Bit which can be very hard to type depending on the term program you are using, however you can insert the hex equivalent very easily, which is %7e in place of the tilde and it will work just perfectly. Do not put a space either before or after the %7e.

I (Michael) add:

Some advanced Atari software supports the tilde character natively. E.g., you can type a tilde in Ice-T with the Atari Logo/Inverse Video key.

---

Subject: 13.19) What's the difference between ASCII and ATASCII?

David Moeser -- erasmus att iglou dott com -- produced this nice translation table.

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
==========

SECTION ONE: CONTROL CHARACTERS
==========

DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ========== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header
2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (8:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell
8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed
13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)
22 16 SYN ^V short - left | Synchronous idle
23 17 ETB ^W base-V-arrs.low T End of block

24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute
27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator
31 1F US E^* DN triangle R arrow Unit separator
32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
==============================
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line
(only at end of paragraphs or last column for data)
13,10 EOL ENTER ^M^J IBM end of line
(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
====================
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
==================================

DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 ( S9 ( 88 58 X X X X
41 29 S0 ) S0 ) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z
43 2B S= + + + 91 5B [ [ S, [
44 2C , , , , 92 5C \ \ S+ \

```
45 2D - - - - 93 5D ] ] S. ]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c
52 34 4 4 4 4 100 64 d d d d
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f
55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i
58 3A S; : S; : 106 6A j j j j
59 3B ; ; ; ; 107 6B k k k k
60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o
64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x
73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[ { ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant
```

---

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." Available via:

http://www.faqs.org/faqs/atari-8-bit/vendev/

and Usenet FAQ archives everywhere.

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Trevor Holyoak, mailto:trevor@holyoak.com maintains the "Atari BBS List."

http://www.holyoak.com/atari/

---

Subject: 14.4) I'm new to the Atari. How do I use this thing?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:bill@newbreedsoftware.com (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms.

See: http://www.sonic.net/~nbs/new_and_emu.html

If you'd like a text-only copy, simply send e-mail to mailto:bill@newbreedsoftware.com with the subject:

send emulator faq

---

Subject: 14.5) Can I use an emulator to run my old Atari software on my new computer?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:bill@newbreedsoftware.com (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms.

See: http://www.sonic.net/~nbs/new_and_emu.html

If you'd like a text-only copy, simply send e-mail to mailto:bill@newbreedsoftware.com with the subject:

send emulator faq

---

Subject: 14.6) What hardware upgrades, modifications and add-ons are available?

The Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ is maintained by David A. Paterson, mailto:david_p@storm.ca or see:

http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

---

Subject: 14.7) What is the HARD-Interlacing-Picture (HIP) format?

HIP is a new method to displaing pictures on small atari...

HIP stands for HARD-Interlacing-Picture and was found by Members of HARD Software, Hungary in June, July 1996...

It enables to display 160 x 240 Pixels with 30 shades without
nearly all flickering (depends on the source-picture you use)...
HARD stands not for HARD or HEAVY Interlacing, just for the
inventors...

For more information, see the HIP-FAQ, located at:
http://www.uni-karlsruhe.de/~Marek.Tomczyk/Atari8/hipfaq.html

or contact HeAvEn at mailto:k_nadj@s-direktnet.de

---

Subject: 14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

The Accessing the Internet by E-Mail FAQ is maintained by "Doctor Bob" Rankin,
mailto:BobRankin@MHV.net or see:

http://www.faqs.org/faqs/internet-services/access-via-email/

==========
End of atari-8-bit/faq
==========

# 1757. eBay auction: 1027 Printer and SX212 modem

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: Thomas Main <thomasmain@my-deja.com>
Message-ID: <7r3546$gh0$1@nnrp1.deja.com>
Source record: 50292

I have a couple of auctions up at ebay for some Atari items. Check out
the links below for pics and the bid page.

First, there's a 1027 Letter Quality Printer:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=157982234

And I also have an SX212 modem:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=157984760

Thanks for taking a look.
--
Thomas Main
main@appstate.edu
http://members.xoom.com/brickenplate/index.html

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 1758. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_936701841@rtfm.mit.edu>
Source record: 50293
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

# 1759. Re: ECTS Show in London

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <7r33h0$7ul$1@plutonium.compulink.co.uk>
Source record: 50294

In article <37d6ea7c.877152@news.freeserve.net>,
mclane@dellos.freeserve.co.uk (Paul Irvine) wrote:
> But sod all freebies this year..An Atari shirt would have been nice.
Yeah and it wasn't for want of trying either - Hasbro were helpful but
wouldn't spit out the goods :-(

> Yep, Jeff Minters new toy machine...Sadly although Jeff has done some
> cracking titles over the years he has the kiss of death rep these days.
It's odd but now you mention it he does seem to drift towards things that
die doesn't he! First one was the Konix console then the Panther, the Jag
and now system X. Still, he has his sheep so he's happy.

System X must be 3 years old now anyway? The only things which had any
kind of wow factor for me was the Playstation 2 demo. Even the Dreamcast
stuff just looked like a good PC game. I'm told the NVidia demo was rather
tasty but alas I wasn't prepared to hang around for another hour waiting
for it. Unless it was at the stand with all the Japanese girls in slinky
dresses ;-)

**********************************************
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**********************************************
* Analyst Programmer/ Freelance IT writer *
**********************************************

# 1760. Re: ECTS Show in London

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37db5506.2203119@news.freeserve.net>
Source record: 50295

The other Day ilaskey@cix.compulink.co.uk wrote:

>In article <37d6ea7c.877152@news.freeserve.net>,
>mclane@dellos.freeserve.co.uk (Paul Irvine) wrote:
>> But sod all freebies this year..An Atari shirt would have been nice.
>Yeah and it wasn't for want of trying either - Hasbro were helpful but
>wouldn't spit out the goods :-(

Tell me about it....
>
>> Yep, Jeff Minters new toy machine...Sadly although Jeff has done some
>> cracking titles over the years he has the kiss of death rep these days.
>It's odd but now you mention it he does seem to drift towards things that
>die doesn't he! First one was the Konix console then the Panther, the Jag
>and now system X. Still, he has his sheep so he's happy.

Mr Llama to be exact (Hence Llamasoft) :)

Mind you, these people owning those other machines must have renamed him
Grim Reaper!
>
>System X must be 3 years old now anyway? The only things which had any
>kind of wow factor for me was the Playstation 2 demo. Even the Dreamcast
>stuff just looked like a good PC game. I'm told the NVidia demo was rather
>tasty but alas I wasn't prepared to hang around for another hour waiting
>for it. Unless it was at the stand with all the Japanese girls in slinky
>dresses ;-)

PSX2 looked V nice, DC looked as you say like a top end PC and very
little looked like it would give me a better buzz than finishing
Spelunker :)

# 1761. Re: ATARI-DIN to S-Video Cable Pinout or Source ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37d56b8e.421649345@news.earthlink.net>
Source record: 50296

On Sat, 4 Sep 1999 10:23:56 -0700, "Atari Guy"
<atariatari@hotmail.com> wrote:

>Does anyone have pinout information for an ATARI-DIN to S-Video output
>cable? Does anyone sell prefabs?
>
>Thanks!
>

I think the pinouts are in the FAQ. The XLs have to be modified to
provide s-video. 400/800 & XEs already have s-video support. It's
really as simple as a DIN to RCA. I think all of the outer conductors
of the RCA male ends are tied to a single ground pin on the DIN side.
The inner RCA conductors are each tied to a certain pin which is a
certain signal.

I have a prefab cable if you want to pay say like $5 to cover my time
and shipping costs.

Let me know.

# 1762. Re: Atari 2 PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37d67ee8.426603681@news.earthlink.net>
Source record: 50297

On 07 Sep 1999 01:37:03 GMT, rhamiiton5@aol.comedy (RHamiIton5) wrote:

>Dose anyone know a way to connect a PC modem to an Atari modem without 2 phone
>lines?
>
>Above average intelligence has always run in my family. Ambition, however, has
>always walked with a limp....

I think the phone line has to be "live" in order for the modems to
talk to each other. So just putting a phone cord between them might
not work. I don't know if crossing green and red would make it work.
Good question. Anyone know?

## 1763. Atari conversion

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: kblkv@aol.com
Message-ID: <19990907173441.01069.00000202@ng-fj1.aol.com>
Source record: 50298

Manuscript created on AtariWriter-Plus and saved on Floppy Disks must now be converted to microsoft Word Processor. Any suggestions. KBLKV@aol.com

# 1764. Re: Atari 2 PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rtb2eerq8os91@corp.supernews.com>
Source record: 50299

Jon Melbo <ssilicon@earthlink.net> wrote in message
news:37d67ee8.426603681@news.earthlink.net...
> On 07 Sep 1999 01:37:03 GMT, rhamiiton5@aol.comedy (RHamiIton5) wrote:
>
> >Dose anyone know a way to connect a PC modem to an Atari modem without 2
phone
> >lines?
> >
> >Above average intelligence has always run in my family. Ambition,
however, has
> >always walked with a limp....
>
> I think the phone line has to be "live" in order for the modems to
> talk to each other. So just putting a phone cord between them might
> not work. I don't know if crossing green and red would make it work.
> Good question. Anyone know?
How about used to know but forgot?<grin>

I thought it was by just putting ~9 V DC across the lines. You get a 2 wire telephone extension cord and the center 2 should be GREEN and RED.

It would be a good idea to check this out with a VOM before anyone tries it as I managed to burn out a 1031 figuring it out. I thought it was something non obvious like the RED is Ground.

But my understanding of phones is the 'ring' is ~85 VAC and there is a holding voltage that indicates the phone is off the hook somewhere around 8 volts.

I bought one of the plastic phone/wall jacks with 2 sockets and wired a 9 V battery into the mix. If you don't do this, the modems tend to think the line has been hung up or the phone is not present to dial. A redundant type check to go with dial tone before dialing. Probably depends on the modem too.
>
>

## 1765. Re: Atari conversion

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: rezarf@aol.com
Message-ID: <19990907195522.08352.00006306@ng-cc1.aol.com>
Source record: 50300

Are they on single density? If you can convert to double density, save as an ascii rather than atascii file, you can use util.com on the MS box to convert the files. Check on the emulators.com site...it's a free download.

## 1766. Re: Greatest Atari 8-bit computer ever?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: rezarf@aol.com
Message-ID: <19990907195643.08352.00006307@ng-cc1.aol.com>
Source record: 50301

Check the faq's at atari.org. They have files for all of the upgrades. I have a 512K 130XE, mod is in the files.

# 1767. Re: ATARI-DIN to S-Video Cable Pinout or Source ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37D55F10.84230608@sisna.com>
Source record: 50302

I still have a few of the Atari 5pin Video cables. Price $8.00 ea
shipping included.

bob

# 1768. F/S Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37D560FB.CBB22CF4@sisna.com>
Source record: 50303

2 ea, Atari 130XE's Stock 128k, video cable and power supply shipping is included in the price. $35.00 ea.

2 ea, Atari 800XL's Stock 64k, video cable and power supply shipping included in the price. $30.00ea

4 ea Atari 1050 Disk Drives, power supply, sio cable and a Dos disk shipping included in the price $20.00 ea.

Atari XM301 direct connect modem 300b, comes with clean box and instructions, software. $15.00 shipping inclueded, has been turned on twice to test.

bob

# 1769. Re: Clarence Dyson is pulling the plug on his 8-bit page.....

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: GAREEE <gareee@earthlink.net>
Message-ID: <7r4i3h$mnj$1@fir.prod.itd.earthlink.net>
Source record: 50304

David Hopcroft <davidh@cdex.ericsson.se> wrote in message
news:01bef914$1c268060$60cb30a4@etlcolpc23.ericsson.se...
>
> GAREEE <gareee@earthlink.net> wrote in article
> <7r1nse$ea8$1@birch.prod.itd.earthlink.net>...
> > um, where is your link, clarence?
>
> try reading the mail you replied to again and if you still cannot find it
> try
>
> > > > >http://www.redshift.com/~cdyson/atari.html
>
> ;-)
>
> it's a most excellent site! a sort of one-stop-shop for all things
> hardware, glad to see it back.
>
Well the original post was not still available here, and his link was not in
his followup. That's why I asked.. ;)

thanks though!

--
Gary Tabar Jr, @ Da Mouzzz...
EMAIL: GAREEENOSPAM@earthlink.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info ):
http://www.fortunecity.com/tattooine/ellison/86/index.html

## 1770. Re: Atari conversion

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: bob klaas <bobkla19@sisna.com>
Message-ID: <37D5DBE8.5CADE311@sisna.com>
Source record: 50305

Pull it up in Atari Writer Plus and do a Control S save it back to disk
transfer it to the Ibm and M/S can read it, you can edit and fix the
doc.

bob

# 1771. Re: ATARI 8 has a GUI interface? What?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-07 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <37d550cd.999602@news.netunlimited.net>
Source record: 50306

Diamond OS was the American GUI but good luck finding a copy.

VS

On Sat, 11 Sep 1999 11:44:36 CET, guenther@cabal.shnet.org (Thorsten
Guenther) wrote:

>In <86mC3.649$uq1.29556@typhoon-la.pbi.net> "Atari Guy" wrote:
>>Was it just my imagination, or did I see the beginnings of an ATARI GUI
>>interface on someone's webpage? Seemed like an eastern European thing..
>
>The German SAM GUI isn't exactly from eastern Europe, and it's long
>finished (IIRC '89 or '90).
>
>Thorsten
>
>
>--

To email me just remove the Xs and underline marks from my email address.

# 1772. Re: Greatest Atari 8-bit computer ever?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-08 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7r48u7$on2@freenet-news.carleton.ca>
Source record: 50307

Nach4321 (nach4321@aol.com) writes:
> I am very interested in hacks to the 8-bit and was wondering what kind of
> modifications people have done to their xl/xe's.

I have a 130XE with 576kb memory, APE Warp+ 4-in-1 OS setup,
and the SuperVideo upgrade.

This computer also has a one of a kind upgrade, an Epson battery
backed Real Time Clock module, which is mapped just above Pokey with
another circuit to complete the Pokey address decode.

> Who has the greatest 8-bit out there?

Probably Bob Puff :) Long live the king.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 1773. Re: Greatest Atari 8-bit computer ever?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-08 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7r49k4$p0c@freenet-news.carleton.ca>
Source record: 50308

Steven J. Tucker (ai123@FreeNet.Carleton.CA) writes:
>
>> Who has the greatest 8-bit out there?
>
> Probably Bob Puff :) Long live the king.

Actually I think I meant Bob Wolley, but they both have done some
amazing things :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 1774. GOOD Home wanted for Atari 1200XL and friends

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-08 00:00:00 UTC
From: Kchula-Rrit <kchularrit@home.com>
Message-ID: <8vkB3.6699$Vi5.71487@news1.frmt1.sfba.home.com>
Source record: 50309

I have the following in the San Francisco Bay Area. Best offer by September
7 takes the whole thing.

Hardware: Still in original boxes, still worked when packed away 3-4 years
ago.
Atari 1200XL Home Computer
Atari 1050 Disk Drive
Atari 1025 Printer
MPP 1150 Parallel Printer Interface

No Boxes:
2 Joysticks (Unknown Functionality)

Software:
Atari DOS 2
Atari ProofReader
AtariWriter Word Processor (Still sealed)
Astro Chase Game Cartridge (Atari 400/800)
Claim Jumper (Atari 400/800)
Games including
Crystal Raider
DeadLine
Sourcerer
Jumpman
Summer Games
MorLock's Tower (Atari 400/800)
Ten floppy disks (don't know what's in them)

Books:
Atari DOS 3 Manual
Basic Fun With Graphics the Atari Way
I Speak BASIC to My Atari (Atari 400/800/1200)
Atari XL User's HandBook

Respond to
kchularrit@home.com

# 1775. Re: Where Can I Buy Diamond OS?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-08 00:00:00 UTC
From: Christpher DaCosta <sracer3@erinet.com>
Message-ID: <37D5F12C.D1504A00@erinet.com>
Source record: 50310

Hello,

I have a complete Diamond OS Kit for sale.
It contains:
1 Diamond OS Cartridge
1 Diamond OS Disk
1 Diamond GOS Utilities Disk
1 Diamond Paint Disk
1 Diamond OS Manual
1 Diamond GOS Programers Manual
1 Diamond Paint Manual
1 Atari ST mouse and manual (works on the 8-bit)

Make an offer if you are interested.

Here is my address and contact information:

Chris DaCosta
5454 Woodgate Dr.
Huber Heights, OH 45424-2744

(937)236-4587 voice/computer
(937)236-5786 voice

sracer3@erinet.com

Thanks,
Chris DaCosta

Velcro SPY wrote:

> Is there anyone left on Earth who has a Diamond OS cart and
> instructions etc for sale?
>
> Thanks,
>
> VS

# 1776. FS/T Atari Manuals, Books, Magazines and Comics

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-08 00:00:00 UTC
From: Jim Lazarenko <jim_l@tNOSPAM.elusplanet.net>
Message-ID: <9PmB3.1485$Y6.185717@news1.telusplanet.net>
Source record: 50311
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.2600,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Last Updated 09/07/99
- Items added

I have the following Atari Manuals, Books, Magazines and Comics (which are all in good to mint condition) which I am looking to sell or trade. If you have any questions in regards to style. language, or cover art, etc., please feel free to ask. I am open to reasonable offers, please make all offers in U.S. Funds (buyer pays shipping). I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800, Colecovision, Intellivision, Classic Computer, Vectrex or Handheld games) sent to you, please specify system.

This list covers the following categories:
- Atari Force Comics
- Atari 2600 Manuals
- Atari 8bit Books and Manuals
- Atari ST Books and Manuals
- Atari related Magazines

**Atari Force Comics**
==========
All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #9 - September 84
- Issue #11 - November 84
- Special Issue #1 - 1986

**Atari 2600 Game Manuals** Please make an offer
==========
- Artillery Dual by XONOX - Full color French (Canadian) variation 1983 (rare)
- Asteroids - Full color 5 language variation 1979
- Atari Game Catalog (49 Games) Full Color English variation 1982 -Breakout - Full color 5 language variation 1978
- Centipede - Full color 5 language variation 1982
- Chuck Norris Superkicks by XONOX - Full color French (Canadian) variation 1983 (rare)
- Combat - Full color 5 language variation 1978
- E.T. - Full color 5 language variation 1982

- Jungle Hunt - Full color english variation 1983
- Kangaroo - Full color 5 language variation 1983
- Maze Craze - Full color english variation 1978
- Missle Command - Full color 5 language variation 1980
- Mouse Trap by Coleco - 3 color English/French (Canadian) variation 1982 -Night Driver - Full color english variation 1980
- Outlaw - Full color English/French (Canadian) variation 1978
- Outlaw - Full color english variation 1978
- Pole Position - Full color 5 language variation 1983
- Popeye by Parker Bros. - 3 color English variation 1983
- RealSports Baseball - Full color 5 language variation 1982
- Star Raiders - Full color english variation 1982
- Street Racer - Full color 5 language variation 1978
- Yars' Revenge - Full color 5 language variation 1981
- Yars' Revenge - Full color english variation 1982

**8-Bit Books** Please make an offer
==========
- Compute's "The Atari Basic Source Book"

**ST Books** Please make an offer
==========
- Atari ST Volume One VDI
- Atari ST Volume Two AES
- Atari Volume Three TOS
- Atari ST GEM Programmers Reference
- Atari ST Tips & Tricks
- Atari ST Internals
- Programmers Guide to GEM
- MC68040 32-Bit Microprocessor Users Manual - by Motorola
- MC68000 8/16/32-Bit Microprocessor Users Manual (eighth edition) - by Motorola

**Manuals/Tech Guides (software status specified)** Please make an offer
==========
The majority of the ST/TT manuals are of the binder variety
- Atari 800XL Manual and connection guide - by Atari
- Atari 1050 Manual - by Atari
- Portfolio Technical Reference Guide (Third Edition June 1991) - by Atari (with software)
- Atari 800XL Manual and connection guide - by Atari
- Atari 1050 Manual - by Atari
- Portfolio Technical Reference Guide (Third Edition June 1991) - by Atari (with software)
- Micro C Shell - by Beckemeyer Devlopment Tools (without software)
- LDW Power Spreadsheet - by Logical Design Works (without software)
- Superbase Personal - by Precision Software (without software)
- dBMan - by Atari (without software)
- 1st Word Plus - by Electric Distribution (without software)
- HyperPaint - by Atari (without software)
- Easy Draw - by Migraph (without software)

- Regent Base/ Regent Base 2 - by Regent (without software)
- Publishing Partner Professional / PageStream -by Soft Logic (without software)
- Publishing Partner - by Soft Logic (without software)
- Touch-Up - by Migraph (without software)
- Microsoft Write - by Atari (without software)
- Codekeys The Macro Tool - by CodeHead Software (without software)
- Degas Elite - by Intregal Sollutions (without software)
- Brataccas - by Psygnosis (without software)

**Magazines and Specification sheets** Please make an offer
==========
- Start - Spring 1988
- Start - November 1990
- Start - December 1990 (with disk)
- ST-Log - January 1987
- Antic - February 1986

**Electronic Games Magazine memorabilia** Please make an offer
==========
- Order Form Insert (Vectrex Version) - Mint Condition. This was the original full color order form insert that was packaged in with many companies cartridges to help promote sales of 'Electronic Games' magazine. It is a three page foldout which covers all the regular articles that 'Electronics Games' ran. The front cover is purple and offers Vectrex players a 44% discount.

**Trades**
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar and Jaguar CD
- A CD64 Nintendo 64 Backup Unit
- A working Vectrex controller
- A working DSS Satellite Receiver (with card)
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

# 1777. Re: Clarence Dyson is pulling the plug on his 8-bit page.....

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-08 00:00:00 UTC
From: David Hopcroft <davidh@cdex.ericsson.se>
Message-ID: <01bef9d8$ee8b20a0$60cb30a4@etlcolpc23.ericsson.se>
Source record: 50312

<PUZZLED>
What a strange news reader you have, the link I gave came from your
posting, requesting the URL.

From what I can see the URL has been in every posting (up until now).
</PUZZLED>

HaHo at least you have the URL now.

Have fun

# 1778. Re: Atari 2 PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-08 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7r5n8l$jan$1@winter.news.rcn.net>
Source record: 50313

I vaguely remember that there has to be a series resistor in there, too. A few years ago I posted a question on a BBS asking what the value of the resistor was, and the answer I got was:

$.33 at Radio Shack.

Smart a--es abound. I'm still curious, although I use a null-modem connection myself with no problems.

Alan
Richard Cortese <ricortes@netmagic.net> wrote in message news:rtb2eerq8os91@corp.supernews.com...
> Jon Melbo <ssilicon@earthlink.net> wrote in message
> news:37d67ee8.426603681@news.earthlink.net...
> > On 07 Sep 1999 01:37:03 GMT, rhamiiton5@aol.comedy (RHamiIton5) wrote:
> >
> > >Dose anyone know a way to connect a PC modem to an Atari modem without
2
> phone
> > >lines?
> > >
> > >Above average intelligence has always run in my family. Ambition,
> however, has
> > >always walked with a limp....
> >
> > I think the phone line has to be "live" in order for the modems to
> > talk to each other. So just putting a phone cord between them might
> > not work. I don't know if crossing green and red would make it work.
> > Good question. Anyone know?
> How about used to know but forgot?<grin>
>
> I thought it was by just putting ~9 V DC across the lines. You get a 2
wire
> telephone extension cord and the center 2 should be GREEN and RED.
>
> It would be a good idea to check this out with a VOM before anyone tries
it
> as I managed to burn out a 1031 figuring it out. I thought it was
something
> non obvious like the RED is Ground.
>
> But my understanding of phones is the 'ring' is ~85 VAC and there is a
> holding voltage that indicates the phone is off the hook somewhere around
8
> volts.

>
> I bought one of the plastic phone/wall jacks with 2 sockets and wired a 9
V
> battery into the mix. If you don't do this, the modems tend to think the
> line has been hung up or the phone is not present to dial. A redundant
type
> check to go with dial tone before dialing. Probably depends on the modem
> too.
> >
> >
>
>

## 1779. Holme's sit is back

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-08 00:00:00 UTC
From: David Hopcroft <davidh@cdex.ericsson.se>
Message-ID: <01bef9fc$2d9a14e0$60cb30a4@etlcolpc23.ericsson.se>
Source record: 50314

Incase any one is interested Holme's site came back up on the 2nd Sep '99

url:
http://homepages.ihug.co.nz/~aaronat/atari.html

# 1780. Re: 800XL to CBM 1084 cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-08 00:00:00 UTC
From: Jpc <jpc@innernet.net>
Message-ID: <37D679AA.5EE01ED1@innernet.net>
Source record: 50315

Hello there,

It has been awhile since I dabbled in Atari but I purchased the audio/video
from Radio shack back then for my 1702 monitor. .. maybe they still sell
it. The picture is superior using the Audio/video cable then the RF
output as well.

Jeff C.
jpc@innernet.net

Thomas Main wrote:

> I recently got a Commodore 1084 composite/rgb monitor and want to hook
> my 8-bit up to it. The RF to composite video connection doesn't work.
> I guess I need a cable from the 800XL's monitor port that has composite
> video and l/r audio rca plugs on the other end. Does anyone know where
> I might be able to get this sort of cable or any method of converting
> the RF output to composite video in so I can use this monitor with my
> Atari? Any help would be appreciated.
>
> --
> Thomas Main
> main@appstate.edu
> http://members.xoom.com/brickenplate/index.html
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

## 1781. Re: Atari conversion

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-08 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <37D6BE65.83CE9E41@ix.netcom.com>
Source record: 50316

KBLKV wrote:
>
> Manuscript created on AtariWriter-Plus and saved on Floppy Disks must now be
> converted to microsoft Word Processor. Any suggestions. KBLKV@aol.com

Open each file and resave it as an RTF (Rich Text Format). Winword can
read this directly including the format. The other thing is getting the
files from the Atari disks to the PC. If you have A.P.E. or SIO2PC and
the SIO2PC cable, you can copy the files directly to the PC.

# 1782. Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-08 00:00:00 UTC
From: atari@spam-not.ehrich.com
Message-ID: <luAB3.672$y51.71313@news3.voicenet.com>
Source record: 50317

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Ape Face Model XLP Digital Device..... $14
Atari XMM801 printer..... $15
Atari 410 Tape Deck..... $15
Atari 1020 Printer..... SOLD
Hot Stuff Joystick (rough)..... $ 4
Joysticks (square) (3)..... $ 8 each
DVE Printer Power Supply Model DV-2412A..... $ 8
50 5-1/4 diskettes ..... $10
50 3-1/2 diskettes..... $12.50
Orders & Questions

Diskette Software for Atari Computers
$4 each (6 for $16)
Most have box & docs

ALA Software - G-Men
ALA Software - Assasins Cove
SOLD - Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
SOLD - DeBug by Childware
SOLD - Enhancer
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Master Diskette 3 (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
SOLD - Reading Skills
Sesame Street Astro-Glover (3-6)
SOLD - Sesame Street Print Kit for Atari & Commodore
Spinnakers Alphabet Zoo (3-8)
Spinnakers Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)

Spinnakers Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
SOLD - Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
The Big Math Attack
The Jar Game & Chaos
Tinks Adventure (4-8)
Tuk Goes to Town (4-8)
The Halley Project - A Mission in Our Solar System (no box)
Tonk in the Land of Buddy-Bots (4-8)
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)
Orders & Questions

Diskette Software for Atari Computers
$2.50 each (7 for $10) diskette only

Analog Disk #57
Analog Disk #73 June 1989
Astro Grover
Cardware High Tech Expressions
SOLD - Compute Disk October-December 1986
SOLD - Compute Disk January-March 1987
Crypto Cube (2)
International Hacker
Jingle Disk High Tech Expressions
Match Up
Memory Mania & Maxwells Demon
Micro Addition
Micro Division
Micro Multiplication
Monkey See, Monkey Spell
Moon Shuttle
My First Alphabet
Paint Master Diskette
Sea Bandit
Shape Up
Tetrad
T.G,I,F.
Threshold
Touchdown Football
Trapazoid
Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Computer Crosswords for Atari or Commodore
Orders & Questions

Antic Diskettes from Atari
$2 each (5 for $8) (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
Orders & Questions

Cartridges for Atari Computers
$6.50 each (5 for $25)

Atari 400/800 Defender Cartridge w/box
Ms Pacman Cartridge for all Atari Home Computers
Atari 400/800 Missile Command Cartridge w/box
Basic Language Computing (2)
Demon Attack
Donkey Kong
Galaxian
Millipede
Music Composer (2)

Orders & Questions

Tape Software for Atari Computers
$3 each (4 for $8) (10 for $16)

Andromeda Conquest
Atari Program Exchange - Midas Touch
Atari Program Exchange - Counter (3-8)
Canyon Climber for Atari 400/800 (16k)
Clowns & Balloons for 400/800
Figure Fun
Ghost Hunter w/docs
SOLD - Gulp!!
Hangman
Hickory Dickory Dock/Baa, Baa Black Sheep
Introduction To Graphics
Joystick Sketchpad
Jungles Rainbow w/docs
Juggles Rainbow
List, General List, List Customizer
Moon Shuttle
Sea Bandit
Spelling Genie
Sargon II --
Star League Baseball
States & Capitals
Talk & Teach Business Communications 4 tapes (counts as two)

Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
Orders & Questions

Atari Books $5 each (6 for $20)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Basic Reference Guide for Experienced Programmers
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Star Raiders DOC
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

http://www.voicenet.com/~generic

## 1783. Atari Collection For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-08 00:00:00 UTC
From: David Gibson <jsdummy@idcomm.com>
Message-ID: <37D722C3.A9BB914C@idcomm.com>
Source record: 50318

Large collection of Atari computers, software, books, mags, games etc.
for sale on ebay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=159417289

# 1784. Wizztronics 256K memory upgrade...

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-08 00:00:00 UTC
From: Marshall Walker <mwalker@mc.net>
Message-ID: <7r78e3$7fi$1@ffx2nh3.news.uu.net>
Source record: 50319

Hey all,

I was having problems with my Wizztronics 256K upgrade, and I figured out the problem... the resistor was the wrong value... It should have been a 33 ohm, and I had a 33K ohm. Last time I trust the Radio Shack salesman... I'll make sure to verify the right resistor...

anyway, this memory upgrade works flawlessly now...

A great big PLUG for Steven Tucker and his APE project... Excellent system! I built a PC with spare parts I had around... bought the cable and the APE OS+ for my 800XL and WOW! what a super fast machine! Images load in extremely fast! and I can create 16meg hd's for the 8-bit with this thing! If anyone has a older 486 or higher PC laying around, and you want to add a hard drive to your 8-bit this is the way to do it!

Thanks again Steven!

Marshall Walker
mwalker@mc.net

# 1785. Re: ATARI-DIN to S-Video Cable Pinout or Source ???

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-08 00:00:00 UTC
From: Atari Guy <atariatari@hotmail.com>
Message-ID: <xiIB3.1629$j11.39435@typhoon-la.pbi.net>
Source record: 50320

jon-

well shoot, i should have bought yours for $5. as it is, i built one for a little bit more than that. works great with my Jam!! s-vhs to vga converter.

thanks for the offer and info!

Jon Melbo wrote in message <37d56b8e.421649345@news.earthlink.net>...
>On Sat, 4 Sep 1999 10:23:56 -0700, "Atari Guy"
><atariatari@hotmail.com> wrote:
>
>>Does anyone have pinout information for an ATARI-DIN to S-Video output
>>cable? Does anyone sell prefabs?
>>
>>Thanks!
>>
>
>I think the pinouts are in the FAQ. The XLs have to be modified to
>provide s-video. 400/800 & XEs already have s-video support. It's
>really as simple as a DIN to RCA. I think all of the outer conductors
>of the RCA male ends are tied to a single ground pin on the DIN side.
>The inner RCA conductors are each tied to a certain pin which is a
>certain signal.
>
>I have a prefab cable if you want to pay say like $5 to cover my time
>and shipping costs.
>
>Let me know.
>
>

# 1786. Re: Jam!! - Need info on Atari-DIN to S-Video cable.

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-08 00:00:00 UTC
From: Atari Guy <atariatari@hotmail.com>
Message-ID: <LIIB3.1634$j11.39674@typhoon-la.pbi.net>
Source record: 50321

thanks again for the link to clarence dyson's site. i built an s-video + sound cable tonight, and except for the artifacting, it works like a charm. guess the super video 2.1 mod is next :)

BGarvey355 wrote in message <19990905025422.12557.00002107@ng-fp1.aol.com>...
>>== Subject: Re: Jam!! - Need info on Atari-DIN to S-Video cable.
>>isaac:
>>
>>you inspired me man. i bought a couple of jam!!'s the other week after
>>reading your post, but now i'm scrambling for an s-video cable for my atari
>>(130xe, 65xegs). what kind of cable are you using? does anyone sell or
>>have a pinout for atari din to s-video?
>>
>>=======================
>>
>>Wow, I'm inspiring. That's a first. I am running it with a 800 and a 800XL. I
>>
>>am using the 5 pin din that provides standard rca output. Not too technical,
>>but it's what I have been using since the early 80's. The lack of artifacting
>>is
>>more noticeable on the 800 than the 800XL. I too would be interested, but
>>I will not hack the insides of my Atari's. If it's a simple fix like swapping
>>a couple
>>of wires in the din connector than I will do it, otherwise I will just live
>>with it. I am
>>pretty sure that most of my problem is my crappy monitor anyway. My Viewsonic
>>
>>burnt up about a month ago, and boy do I miss it. One of these days I will
>>try to
>>fix it. I find myself playing the atari when I am waiting for something on
>>the pc.
>>I just switch the jam!! on and fire up the old atari. Makes a slow pc worth
>>having.
>>If I run across it, I will send you a copy.
>>Isaac Davis

>>idavis@my-deja.com
>>On a side note, I will probably post the Basic SMTP program tonight or
>>tomorrow so
>>everyone can try it out.
>>
>>
>
>http://www.redshift.com/~cdyson/svideo.html
>
>bg

# 1787. PBI Modification/Addon for the 65XEGS??

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-08 00:00:00 UTC
From: Atari Guy <atariatari@hotmail.com>
Message-ID: <PmIB3.1638$j11.39631@typhoon-la.pbi.net>
Source record: 50322

I heard someone sold one or had plans for one?

# 1788. Re: 800XL to CBM 1084 cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-08 00:00:00 UTC
From: "Sean..." <sean@thegate.d3m0n.co.uk>
Message-ID: <936865283.29138.0.nnrp-03.c1ed29b0@news.demon.co.uk>
Source record: 50323

Composite to RF won't and can't work....

I use my 800XL with a 1084s but they're all in storage at the moment:( due to a company relocation. If you don't get it sorted in the next month/6 weeks or so I can give you details of how to make a cable for connecting the video port (Atari) to the 1084s. Mail me if you're interested.

Sure you can work my mail address from this posting;-)

Sean...

Thomas Main <main@appstate.edu> wrote in message news:7r3k59$sj5$1@nnrp1.deja.com...
> I recently got a Commodore 1084 composite/rgb monitor and want to hook
> my 8-bit up to it. The RF to composite video connection doesn't work.
> I guess I need a cable from the 800XL's monitor port that has composite
> video and l/r audio rca plugs on the other end. Does anyone know where
> I might be able to get this sort of cable or any method of converting
> the RF output to composite video in so I can use this monitor with my
> Atari? Any help would be appreciated.
>
> --
> Thomas Main
> main@appstate.edu
> http://members.xoom.com/brickenplate/index.html
>
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

## 1789. Re: Atari 2 PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-08 00:00:00 UTC
From: "Sean..." <sean@thegate.d3m0n.co.uk>
Message-ID: <936865285.29138.1.nnrp-03.c1ed29b0@news.demon.co.uk>
Source record: 50324

Is your Atari's modem connected via a serial port? If it is, you could use a null-modem.

Sean...

RHamiIton5 <rhamiiton5@aol.comedy> wrote in message news:19990906213703.02103.00002915@ng-ca1.aol.com...
> Dose anyone know a way to connect a PC modem to an Atari modem without 2 phone
> lines?
>

## 1790. Re: Atari conversion

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-09 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990908231928.29660.00006860@ng-fk1.aol.com>
Source record: 50325

>Manuscript created on AtariWriter-Plus and saved on Floppy Disks must now be converted to microsoft Word Processor. Any suggestions.>

this site : http://www.newbreedsoftware.com/xlsearch/ has a PC file called MYUTIL.EXE that can read Atari files from MyDos SSDD type Double Density disks; it will even translate the ATASCII to ASCII carriage returns & line feeds for you. They claim to have another that reads SpartaDos SSDD disks but I have not tried it. If you don't have a DD drive nor an SIO connector w/software for PC then about all that is left is possibly modem transfer to a friend with a PC who can give it back to you on a suitable floppy. Good luck

Above average intelligence has always run in my family. Ambition, however, has always walked with a limp....

## 1791. Re: Atario or Util.exe

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-09 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990908232440.29660.00006863@ng-fk1.aol.com>
Source record: 50326

> allow the PC to read Atari 8-bit double density
>diskettes?

Hate to answer my own post... but this site:
http://www.newbreedsoftware.com/xlsearch/
had MYUTIL.EXE which can read Atari MyDos type SSDD disks (maybe even DSDD) and copy files to the PC. The .zip even had one for SpartaDos SSDD files.
Above average intelligence has always run in my family. Ambition, however, has always walked with a limp....

## 1792. Atari 1050 drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-09 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <7r94n6$26i$1@epos.tesco.net>
Source record: 50327

Thannks to all for the info re 1050 IS plate drive, still looking for the mahnual, but getting better with this, next question, has anyone seen a "Bit copier" mod for the 1050? Are they still available?

Thanks again

Richard

# 1793. Atari 8-bit emulator question

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-09 00:00:00 UTC
From: Rob Lent <Antiwolf@USFamily.net>
Message-ID: <37D828D8.9E614599@USFamily.net>
Source record: 50328

Can anyone recommend a good Atari 8-bit emulator?

I've tried a couple. One was good in that it supported using a directory of my hard drive as an Atari hard drive. It was bad in that it was waaaay to fast. It was very difficult to type, because the key repeat rate was so high, that even a very fast peck would cause multiple letters to appear. I tried slowing it down, but it didn't run when I did this.

Another worked great, except that I had to use floppy images. It worked well with windows, but it was just too much of a pain to try to move files to floppy images.

Can anyone recommend a good emulator that is a windows program, works at the correct speed, and lets you use a hard drive directory as an atari hard drive?

Thanks

Rob Lent

# 1794. Re: Atari 2 PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-09 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1dxtcfx.10plq2f1qqdxwuN@[192.168.0.4]>
Source record: 50329

<idavis@my-deja.com> wrote:

> I was able to do it with a standard telephone cable hooked between the
> atari and the pc modems. Connecting is pretty tricky. The thing that I
> found necessary was a terminal program on the pc side that would allow an
> atdt command without getting a dialtone from the modem.

There should be a modem register that you can adjust to have the modem
ignore the dialtone. I don't have a manual with me right now, but you
should be able to look at all the ATS commands and find the one that
will tell the modem not to listen for a dialtone.

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

# 1795. ATTN: Atari Meeting in Portland, Oregon. USA

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-09 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7r9v5a$bh0$1@user2.teleport.com>
Source record: 50330
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale
Body handling: HTML body converted to readable text

Please direct all replies through E-Mail at bensmith@teleport.com or atari@benjamin.net instead of NewsGroups as I don't regularly check NewsGroups.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, September 14th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974 DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST! http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 1796. More Atari! FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-09 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7r9urp$jmv$1@user2.teleport.com>
Source record: 50331
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. And remember if you cant come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

Click for WebSite!

***FREE*** Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, September 14th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 1797. Re: Typesetter 130

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-09 00:00:00 UTC
From: Michael & Dina Miller <enercom@unidial.com>
Message-ID: <Yh1C3.462$8Q.28815@news.ntr.net>
Source record: 50332

I have this program. I would like the upgraded version of ape and it is yours. I would also like full tech support.
Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote in message news:7qrsj2$6l1@freenet-news.carleton.ca...
|
| Anyone know where I can get a copy of thie program? I have a few
| files in this format that I would like to view/print.
|
| Thanks
|
| Steve
| --
| * * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
| * * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
| * * * Ape Homepage: http://www.nacs.net/~classics * *
*
| !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 1798. Re: Atari 2 PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-09 00:00:00 UTC
From: Atari Guy <atariatari@hotmail.com>
Message-ID: <d1mC3.648$uq1.29136@typhoon-la.pbi.net>
Source record: 50333

If the goal is to create an atari<->pc connection for data or program transfer, consider using either a null-modem cable or Steven Tucker's excellent APE program. MUCH simpler, MUCH faster.

RHamiIton5 wrote in message
<19990906213703.02103.00002915@ng-ca1.aol.com>...
>Dose anyone know a way to connect a PC modem to an Atari modem without 2
phone
>lines?
>
>Above average intelligence has always run in my family. Ambition, however,
has
>always walked with a limp....

# 1799. FS: Atari 800XL - MINT

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-10 00:00:00 UTC
From: forsale@mattsoft.com
Message-ID: <forsale-1009991439490001@182.251.14.120>
Source record: 50188

For sale:

Atari 800 XL in MINT condition with power supply, RF cable, and original styrofoam. No box, documentation, or TV box included. Looking $20 or best offer + shipping.

Thanks,

- Matt

# 1800. Re: Clarence Dyson is pulling the plug on his 8-bit page.....

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-10 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <37D99754.38FB392C@pacbell.net>
Source record: 50189

gee, it looks too nice to dump.... great job - I'll have to get off my
*** and do more stuff!!

Bob

Clarence Dyson wrote:
>
> After thinking on this most of last night, I realized I was somewhat
> to blame. Possibly things were taken at face value or things were said
> that where misleading. I guess I should have been more explicit as to
> what could be used. What ever. I no longer care. Life it too short.
>
> So for what it's worth, I put everything back up today. If anybody
> wants to use any of it for whatever purpose, fine. I have no original
> claim on the content. For me it was just fun and I guess I lost sight
> of that.
>
> Thank to all those that sent email.
>
> Clarence
>
>

# 1801. Re: ST Xformer Cable Blues...

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-10 00:00:00 UTC
From: Nurmix@socal.comSPAM-FREE
Message-ID: <7rc5lo$18iq@enews3.newsguy.com>
Source record: 50190

On 4 Sep 1999 21:48:53 -, "Richard Cortese" wrote:

>Yes, but isn't an STE 16 mHz?
>
>I know I had no trouble using with a STFM. I thought Derek used software
>timing loops which => the speed would be way off if the STE is faster.

Nope, not the 520 STE (or the 1040 STE for that matter) - both run at 8MHz.
You are probably thinking of the Mega STE, which ran at 16MHz.

>Anyway, I would give up the ghost on the Xformer cable and just build a
>sio2pc cable. I believe there is some software developed in GFA basic that
>works with the ST line.

Yes, I believe I have given up. I'm just running a null modem cable between my
800XL and Falcon now to do the transfers. And yes I've seen the software for
the ST that works with the SIO2PC cable, it's called 800XL DeeJay - I already
downloaded a copy. However, I'm not sure I want to put together my own SIO2PC
cable if they are already available pre-assembled from somone here in this news
group. Anyone??? 8*)

>You would need a real Atari 8 bit to transfer the files to the PC or ST
>unless you wanted to build a slightly more complicated cable.

That's not a problem. There's no shortage of 8-bit hardware here!

Anyway, thanks.

-Paul

--

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\\
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\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
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# 1802. WTD: SIO2PC (ready made)

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-10 00:00:00 UTC
From: Nurmix@socal.comSPAM-FREE
Message-ID: <7rc5sg$77l@enews4.newsguy.com>
Source record: 50191

I would like to buy an SIO2PC cable. I know there must be a couple of you here in the newsgroup that make them, right? 8*)

Anyway, I don't own a PC, but plan to use the SIO2PC interface with my Falcon/STE -running the program "800XL DeeJay". I'm not certain if the cable for a Falcon/STE is any different from one designed for a PC, but I'm sure someone here knows that answer as well.

And for the record, I live in California (USA) so hopefully there is someone also in North America who can help me obtain one.

Thanks in advance!

-Paul Nurminen (Atari 8-bitter since 1983)

--

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\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
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## 1803. ATARI 8 has a GUI interface? What?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-10 00:00:00 UTC
From: Atari Guy <atariatari@hotmail.com>
Message-ID: <86mC3.649$uq1.29556@typhoon-la.pbi.net>
Source record: 50192

Was it just my imagination, or did I see the beginnings of an ATARI GUI interface on someone's webpage? Seemed like an eastern European thing..

# 1804. XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-10 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <scZB3.1911$VR.35175@newse3.tampabay.rr.com>
Source record: 50334

Was a "special" floppy drive ever made to accompany the Atari XEGS game system (matching color, etc., I suppose...)?
I remember an Atari brochure claiming that an XEGS Floppy Drive would be released in the future...
--mb

# 1805. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-10 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <37D885BB.5C56B16E@worldnet.att.net>
Source record: 50335

Hi Mark,

Yes, a disk drive was released, its called the Atari XF551 5.25" disk
drive.

Curt

Bowling wrote:

> Was a "special" floppy drive ever made to accompany the Atari XEGS game
> system (matching color, etc., I suppose...)?
> I remember an Atari brochure claiming that an XEGS Floppy Drive would be
> released in the future...
> --mb

# 1806. Re: New Atari commercial?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-10 00:00:00 UTC
From: bilbo_baggins@my-deja.com
Message-ID: <7rbnju$s1s$1@nnrp1.deja.com>
Source record: 50336

In article <37D4F5BC.6E43A0B@asw.cz>,
Jindrich Kubec <kubecj@asw.cz> wrote:
> Hello!
>
> Yesterday I've seen on German music channel Viva Zwei some Atari
> commercial. It's white, with blue Atari logo and voice saying Atari
(in
> that 'Playstation' style).
>
> Anybody knows what is it for? What should it advertise?
>
Hasbro announced that they were going to bring classic Atari games over
to the new consoles, specifically playstation. I would imagine that is
what the commercial was for.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 1807. 1050 schematics

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-10 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-ddEFXrR8UKvb@di07-ks.cth.com.au>
Source record: 50337

I have scanned in the 1050 schematics. They are not the best but are
readable.
I even fixed a mistake I found on them.
Any one want them, please ask.

James B

# 1808. Re: Holme's sit is back

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-11 00:00:00 UTC
From: Aaron Wheeler <holmesw@hotmail.com>
Message-ID: <7rcdcs$r2l$1@newsource.ihug.co.nz>
Source record: 50193

Thanks for this David, I hadnt gotten around to posting here yet... :)

The site is under construction, thus half the links are not working, but
come
October, all will be finished.

Aaron Wheeler
aka. Holmes

David Hopcroft <davidh@cdex.ericsson.se> wrote in message
news:01bef9fc$2d9a14e0$60cb30a4@etlcolpc23.ericsson.se...
> Incase any one is interested Holme's site came back up on the 2nd Sep '99
>
>
> url:
> http://homepages.ihug.co.nz/~aaronat/atari.html
>

# 1809. Re: ATARI 8 has a GUI interface? What?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-11 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <JILLEBAHUP@cabal.shnet.org>
Source record: 50194

In <86mC3.649$uq1.29556@typhoon-la.pbi.net> "Atari Guy" wrote:
>Was it just my imagination, or did I see the beginnings of an ATARI GUI
>interface on someone's webpage? Seemed like an eastern European thing..

The German SAM GUI isn't exactly from eastern Europe, and it's long
finished (IIRC '89 or '90).

Thorsten

--

# 1810. Re: ATARI 8 has a GUI interface? What?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-11 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19990911120941.02091.00004306@ng-ba1.aol.com>
Source record: 50195

>Diamond OS was the American GUI but good luck finding a copy.
>
>VS

Some one on this newsgroup had sent me the rom image to the diamond os awhile back (early this year) when i inquired about the unique GUI, but when i upgraded my harddrive i lost it before i could try it out on an emulator. I'd really appreciate it if the kind individual that sent it to me remembers, and could please resend it, it would be greatly appreciated.

BG

## 1811. SX212

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-11 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990911124545.01175.00000746@ng-bg1.aol.com>
Source record: 50196

Someone inquired re: serial driver for this device during the last 2 months or so. I have located my copy of it along with the terminal program SX212Express. Please respond to this post if still wanting it.
Ron

Above average intelligence has always run in my family. Ambition, however, has always walked with a limp....

## 1812. Re:Jam!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-11 00:00:00 UTC
From: msmith@aol.com
Message-ID: <19990911132200.17430.00007875@ng-ck1.aol.com>
Source record: 50197

I bought mine right from AIMS Labs. They have a web site, but I forgot the URL.

Mark Smith

# 1813. Re: Where Can I Buy Diamond OS?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-11 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990911163023.02694.00005893@ng-cp1.aol.com>
Source record: 50198

> Diamond OS cart and
>instructions etc for sale?
>

I thought I had seen it on a web page a week or so before your post, but have been unable to re-locate it since... sorry.

Ron

Above average intelligence has always run in my family. Ambition, however, has always walked with a limp....

## 1814. Where can I find .....

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-11 00:00:00 UTC
From: PeterMail <cdelbi@tin.it>
Message-ID: <37DACCC5.9BCC885B@tin.it>
Source record: 50199

Where can I find photo & info of Atari 8 bit computer?

# 1815. Re: Are you my heart's desire? 58406

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-11 00:00:00 UTC
From: Tim Irvin <ziggy29@pacbell.net>
Message-ID: <110919991750454723%ziggy29@pacbell.net>
Source record: 50200

In article <07099918.3102@ultimateresponse.com>,
<TrueDate@ultimateresponse.com> wrote:

> Are you my heart's desire? I'm looking for someone who can take my breath
> away, leave me speechless and sweep me off my feet! I'm a very romantic,
> affectionate and passionate woman, extremely physical. I'm looking for the
> same in a partner.

Depends. Do you have a 1450XLD?

--
Tim Irvin, ziggy29@pacbell.net

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

## 1816. Get a lot of $$$ - it is easy!

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-12 00:00:00 UTC
From: s <js@micro.com>
Message-ID: <7remk7$lb7$1@inep.net>
Source record: 50201

Do you want get cash thru e-mail?
Go here:

http://www.sendmoreinfo.com/id/56837

Then
i) Click on "FREE sign up" and sign up.
ii) follow HELP istructions and get a lot of many.
:-)

# 1817. Re: Where can I find .....

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-12 00:00:00 UTC
From: Bernard Kok <bernard@the.world.com>
Message-ID: <937092465.19906.0.pluto.c29fe442@news.demon.nl>
Source record: 50202

Hello Petermail,

> You can look on http:\\www.becotel.demon.nl you can find some atari
pictures on the atari HardWare page....

Sorry... must be http//www.becotel.demon.nl ! ! !

> PeterMail <cdelbi@tin.it> wrote in message
news:37DACCC5.9BCC885B@tin.it...
> > Where can I find photo & info of Atari 8 bit computer?
> >
>
> Gtx. Bernard Kok (Sysop of Beco tel....)
>
>
>

# 1818. Re: Where can I find .....

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-12 00:00:00 UTC
From: Bernard Kok <bernard@the.world.com>
Message-ID: <937093951.20931.0.pluto.c29fe442@news.demon.nl>
Source record: 50203

Hello Petermail,

Sorry.... Is must be : http://www.becotel.demon.nl ! ! !

PeterMail <cdelbi@tin.it> wrote in message news:37DACCC5.9BCC885B@tin.it...
> Where can I find photo & info of Atari 8 bit computer?
>

Gtx. Bernard

# 1819. Need help with Atari 800XL!

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-12 00:00:00 UTC
From: Jon Erik Martinsen <je.martinsen@c2i.net>
Message-ID: <6FDC3.707$TZ3.73474@juliett.dax.net>
Source record: 50204

Hello!

I just bought a beautiful little machine on a car boot sale,
namely the Atari 800 XL. The problem is, that i don't know
very much about it... I have the machine itself, an Atari cassette
player/recorder, the power supply, a game called Fort Apocalypse,
and the cables. Do i need anything else to get the machine up and
running? Maybe there is a users manual anywhere on the net?
Do i need a cartridge in the machine?
I've tried some basic commands, and then presing Play on the
cassette player, but with no luck...
Please help!

Yours sincerely,

J.E.Martinsen.

## 1820. Info Tec 2600

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-12 00:00:00 UTC
From: cisano <cisanoc@libero.it>
Message-ID: <XJCC3.12839$qf3.65974@typhoon.libero.it>
Source record: 50205

Someone can tell me where I can find documentation on Atari2600 ?

# 1821. UK 8-bit users get-together 26th September '99

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-12 00:00:00 UTC
From: Brian <brian@spheroid.demon.co.uk>
Message-ID: <937121616.15690.0.nnrp-07.9e98ea3a@news.demon.co.uk>
Source record: 50206
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

The joint IEBA/WACCI event UK8 was cancelled when the WACCI half pulled out.

However, there *will* be an alternative event on the same day after all, to which all 8-bit users are welcome. This has been organised on a far less formal basis than the UK8 event by a couple of CPC enthusiasts with support from others, and the following is an extract from their recent press release.

CPC 99 will take place on Sunday 26th September in Peterborough.

The venue is the Copeland Community Centre, Bretton. The event will take place from 9am to 5pm, with extra room in an afternoon lounge. There is plenty of room for trade stands.

The rooms are on the ground floor, and there is a pub next door. Road and rail links are excellent: those arriving by train can get a bus or taxi from outside the station.

Tickets will cost 2 pounds, including buffet, and can be pre-booked from:

John Bowley
97 Tirrington
Peterborough
PE3 9XT

or paid on the door.

All are welcome - CPC users or users of other formats, British or European. For more details, e-mail John Bowley (john@wacci.demon.co.uk).

--
Brian Watson

# 1822. Re: Where can I find .....

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-12 00:00:00 UTC
From: GENE EHRICH <generic3@home.com>
Message-ID: <Y3NC3.608$FB4.51350@news.rdc1.pa.home.com>
Source record: 50207

I have a lot of items for sale for the machines on my web site.

--
http://members.home.net/generic3
On-Line Computer & Video Game Garage Sale
generic3@home.com
PeterMail <cdelbi@tin.it> wrote in message news:37DACCC5.9BCC885B@tin.it...
> Where can I find photo & info of Atari 8 bit computer?
>

# 1823. Re: setting up the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-12 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rtncjh891iv8@corp.supernews.com>
Source record: 50208

$8000 to $9FFF.

AFAIK: All the functionality of the right cart slot was built into xl on
series computer single slot. I don't have something like the monkey wrench
cart to test it with, haven't used my eprom burner in ages anyway, but I
would guess you could do something like burn a 16k cart that had both monkey
wrench and basic on it.

I have made my own right cart cartridges for use on an xl. Kind of esoteric,
I don't think anyone but myself cares about this kind of stuff, but you can
do things like have a ROM at $8000-$9FFF and either built in basic or RAM at
$A000-$BFFF.
<sam@greenaumARSE!ARSE!ARSE!.demon.co.uk> wrote in message
news:37e1a22b.2099753@news.demon.co.uk...
> Where does the right cartridge go in the machine's memory map? I
> thought it was to be used to expand the 800's memory (and the 400
> lacked the slot so you were stuck with 16K, cos it was cheap). Does
> the 800 have the full, er, 32K?
>
> ---------------------------------------------------------------------
>
> Why pamper life's complexity,
> when the leather runs smooth on the passenger seee-eee-aaat?
>
> http://www.greenaum.demon.co.uk/

# 1824. Re: HOW TO MAKE A LIGHTPEN MYSELF.

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-12 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990912101807.01615.00004687@ng-fs1.aol.com>
Source record: 50209

>
>I'm looking for make a lightpen myself.

Had been looking since first saw your post, and finally located 'Build Your Own...' in an old Creative Computing from 1983. It is a somewhat cryptic description of the process with six rough sketches of some steps and no photographs. It begins with Radio Shack part numbers for raw materials (phototransistor 276-130, penlight 61-2626, 0.5 watt 100K resistor 271-045, wire, cable, DE-9 plug) and instructions for the conversion to project components. The specifics may be hard to follow if exact parts are not available as there are no circuit schematics. It includes BASIC listings for the software, but no indication of compatibility to other light pen programs. Please repost for additional details.-
Ron
Above average intelligence has always run in my family. Ambition, however, has always walked with a limp....

# 1825. Re: Where can I find .....

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-12 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990912124249.07577.00004318@ng-fq1.aol.com>
Source record: 50210

>Where can I find photo & info of Atari 8 bit computer?
You can enter 'atari' into most search engines & sift thru the pages; here are
3 to start:

http://www.atari-history.com/computers/computers.html

http://werple.net.au/~lions/atarif3.htm

http://www.fament.com/dgmccool/page2.htm
Ron

Above average intelligence has always run in my family. Ambition, however, has
always walked with a limp....

# 1826. Re: setting up the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-12 00:00:00 UTC
From: cryorunner@aol.com
Message-ID: <cryorunner-1209991050590001@dt084n97.san.rr.com>
Source record: 50211

In article <37e1a22b.2099753@news.demon.co.uk>,
sam@greenaumARSE!ARSE!ARSE!.demon.co.uk wrote:

> Where does the right cartridge go in the machine's memory map? I
> thought it was to be used to expand the 800's memory (and the 400
> lacked the slot so you were stuck with 16K, cos it was cheap). Does
> the 800 have the full, er, 32K?
>

It's been a long tie since I thought about this, but I'll give it a try.
Correct me if (when) I'm wrong:

There're two sides to it, RAM and ROM:

The 800 originally came with 16k RAM, and had expansion 2 more expansion
slots for two aditional 16k RAM cartridges to make a total of 48k RAM [did
they also make a 8k?]. The RAM cartridge slots are behind the LEFT/RIGHT
slots, taking up the center section of the computer. I don't remember how
to open this section. There is also a slotted ROM card in this section
for the OS, which takes up the last 10k (54k - 64k). I'm assuming that
ths is if you needed to change OS versions. Later 800's came with 48k,
and did not need to have additional RAM cartidges added.

This makes locations 0k - 48k filled with RAM when the computer is full.

There are two program cartridge slots for additional, replacable ROMs:
LEFT and RIGHT.

The LEFT slot was used for nearly every cartridge made for the Atari. It
covers an 8k region from 40k - 48k. This means that with this cartridge
in place, you'll lose access to the top 8k of RAM, leaving 40k of RAM when
using something like BASIC.

The RIGHT cartridge allows additional ROM to be added, and was used
primarily to provide additional functions when already using a program in
the LEFT cartidge; these were usually utility functions. This 8k cartidge
covers 32k - 40k, which means that with both LEFT and RIGHT cartridges in
the computer you lose access to the top 16k of RAM, and only see a 32k
computer.

So:

RAM from 0k to 48k
LEFT from 40k to 48k (killing RAM)
RIGHT 32k to 40k (killing RAM)
OS ROM 54k to 64k

Hope this helps.

# 1827. Brian Watson is a bigger tosser than I thought

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-12 00:00:00 UTC
From: CS&E <sales@pc-software.com>
Message-ID: <7rhatt$j1m$1@epos.tesco.net>
Source record: 50212
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

Brian Watson. A man who turned down funding and a venue of the last event because 'he didn't want to be associated with CS&E'. He's one of those people who just has to run the show, unlike me whatever else you want to say. I'm sure a few people will turn up at this event from the C64 scene, probably Commodore Scene and Binary Zone but I don't know if anyone else will make it. They'll also probably do rather well out of it. This bloke has done nothing for 8BIT computers despite his self-apointed role as commander in chief. Finally the truth comes out it was a CPC event all the time, like I said it would be. He was doing it for himself all the time, like I said he did. If you're going to listen to me just once in your lifetimes people (pretty please) then mail Brian and tell him to rename his organisation. I don't need the hassle of people continually thinking he's associated with us since we get all the good coverage in the media and hes in charge of this poxy little organisation. The guy also likes Alan Sugar, a bit too much, call him and find out. Brian, I'm taking legal action on behalf of your slanderous words, you have 7 days notice, if you make a significant donation to charity we will not proceed. We have absolutely no association with Crystal Software, 100% private company funded by investors.

---

Our website address is www.csande.co.uk , this is so people can find out where to contact us, not spam Brian. Anybody is welcome to call me and discuss things. And yes you can pay for the printing if you like because it was sent by Parcelfarce who failed to deliver it. Make a donation of around £100 to a charity, if you don't do this may God punish you.

# 1828. Re: ATARI 8 has a GUI interface? What?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-12 00:00:00 UTC
From: Atari Guy <atariatari@hotmail.com>
Message-ID: <lZWC3.340$WI1.19724@typhoon-la.pbi.net>
Source record: 50213

ditto.

BGarvey355 wrote in message
<19990911120941.02091.00004306@ng-ba1.aol.com>...
>>Diamond OS was the American GUI but good luck finding a copy.
>>
>>VS
>
>Some one on this newsgroup had sent me the rom image to the diamond os
awhile
>back (early this year) when i inquired about the unique GUI, but when i
>upgraded my harddrive i lost it before i could try it out on an emulator.
I'd
>really appreciate it if the kind individual that sent it to me remembers,
and
>could please resend it, it would be greatly appreciated.
>
>BG

# 1829. Re: ATARI 8 has a GUI interface? What?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-12 00:00:00 UTC
From: Atari Guy <atariatari@hotmail.com>
Message-ID: <EZWC3.341$WI1.19724@typhoon-la.pbi.net>
Source record: 50214

that's very interesting! is an archive available?

Thorsten Guenther wrote in message ...
>In <86mC3.649$uq1.29556@typhoon-la.pbi.net> "Atari Guy" wrote:
>>Was it just my imagination, or did I see the beginnings of an ATARI GUI
>>interface on someone's webpage? Seemed like an eastern European thing..
>
>The German SAM GUI isn't exactly from eastern Europe, and it's long
>finished (IIRC '89 or '90).
>
>Thorsten
>
>
>--

# 1830. Re: 800XL to CBM 1084 cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-13 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <7rhjk6$2u9$1@athena.netset.com>
Source record: 50215

Sean... <sean@thegate.d3m0n.co.uk> wrote in <936865283.29138.0.nnrp-03.c1ed29b0@news.demon.co.uk>:

>Composite to RF won't and can't work....
>
>I use my 800XL with a 1084s but they're all in storage at the moment:( due
>to a company relocation. If you don't get it sorted in the next month/6
>weeks or so I can give you details of how to make a cable for connecting
the
>video port (Atari) to the 1084s. Mail me if you're interested.
>
>Sure you can work my mail address from this posting;-)
>
>Sean...
>
>
>Thomas Main <main@appstate.edu> wrote in message
>news:7r3k59$sj5$1@nnrp1.deja.com...
>> I recently got a Commodore 1084 composite/rgb monitor and want to hook
>> my 8-bit up to it. The RF to composite video connection doesn't work.
>> I guess I need a cable from the 800XL's monitor port that has composite
>> video and l/r audio rca plugs on the other end. Does anyone know where
>> I might be able to get this sort of cable or any method of converting
>> the RF output to composite video in so I can use this monitor with my
>> Atari? Any help would be appreciated.
>>
>> --
>> Thomas Main
>> main@appstate.edu
>> http://members.xoom.com/brickenplate/index.html
>>
>>
>> Sent via Deja.com http://www.deja.com/
>> Share what you know. Learn what you don't.
>
>
>

Hello!

MCM Electronics sells an RF DE-Modulator. Which converts RF into video and audio.

www.mcmelectronics.com

Regards,

Jim W. Krych

p.s. I am using mine with my 7800 and Bally Astrocade units and a Magnovox COlor Display 40 monitor.

## 1831. WTB: Survivor and Zeppelin carts

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-13 00:00:00 UTC
From: Bowling <mbowlin1@tampabay.rr.com>
Message-ID: <0%YC3.13012$VR.78821@newse3.tampabay.rr.com>
Source record: 50216

email with price, please.
--mb

# 1832. Re: setting up the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-13 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-RC9hRndlxJZC@di07-ks.cth.com.au>
Source record: 50217

On Sun, 12 Sep 1999 12:53:53, sam@greenaumARSE!ARSE!ARSE!.demon.co.uk wrote:

> Where does the right cartridge go in the machine's memory map? I
> thought it was to be used to expand the 800's memory (and the 400
> lacked the slot so you were stuck with 16K, cos it was cheap). Does
> the 800 have the full, er, 32K?
>

$8000, $9FFF. The ram is switched out to access the cart's.
The necessary signals to disable ram/select rom for the right cart are also in the left slot. So the right slot was made redundet from the start. The only reason it was put there from what I could findout was because ram/rom was so expencive when the 8-bit was first designed, thay made it expandiable so people could get bits when they could afford them. And also something about getting 8K rom chips which where not avilable at that time. Even the 400 could use 16K of cart space. The 400 only has 1 ram slot but it could access 32K as is. Atari only made 16K ram cards so the 400 only came with 16K. Other companies like Mosaic came out with a 32k board for the 400 and also a 48K ramboard for the 400, tho the 48K one required a bit of soldering to the Cart slot. Latter 800's came with 48K. If a cart was inserted, you would lose 8 or 16K depending on the size of the cart. or in the 800's case if 2 8K carts are inserted.
I hope that has cleared things up.

James B

# 1833. Re: setting up the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-13 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-Mi1EE2VM0FdB@di07-ks.cth.com.au>
Source record: 50218

On Sun, 12 Sep 1999 07:04:43, "Richard Cortese"
<ricortes@netmagic.net> wrote:

> $8000 to $9FFF.
>
> AFAIK: All the functionality of the right cart slot was built into xl on
> series computer single slot. I don't have something like the monkey wrench
> cart to test it with, haven't used my eprom burner in ages anyway, but I
> would guess you could do something like burn a 16k cart that had both monkey

Wrong. All signals to the cart slot didn't change from the 400/800 to
the xl/xe.
The left slot in the 800 that is. Only a minior change to the timing
of the R/W signal was done. All 16K carts and even the xe supercarts
work in all 8bits. The only thing that stops some supercarts from
working, is the amount of ram required. ie some need 64K.

James B

# 1834. Re: setting up the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-13 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-KzkEO3DQ0of3@di07-ks.cth.com.au>
Source record: 50219

On Sun, 12 Sep 1999 17:50:59, cryorunner@aol.com (Rhett James Barnes)
wrote:

> In article <37e1a22b.2099753@news.demon.co.uk>,
> sam@greenaumARSE!ARSE!ARSE!.demon.co.uk wrote:
>
> > Where does the right cartridge go in the machine's memory map? I
> > thought it was to be used to expand the 800's memory (and the 400
> > lacked the slot so you were stuck with 16K, cos it was cheap). Does
> > the 800 have the full, er, 32K?
> >
>
>
> It's been a long tie since I thought about this, but I'll give it a try.
> Correct me if (when) I'm wrong:
>
>
> There're two sides to it, RAM and ROM:
>
> The 800 originally came with 16k RAM, and had expansion 2 more expansion
> slots for two aditional 16k RAM cartridges to make a total of 48k RAM [did
> they also make a 8k?]. The RAM cartridge slots are behind the LEFT/RIGHT

They did but I have never seen one.

> slots, taking up the center section of the computer. I don't remember how
> to open this section. There is also a slotted ROM card in this section

usally 2 plastic catches which where visiable when the cart door was
open.
Latter 800's with 48K had 2 screws holding it closed. reason for this
is atari figured that noone would be looking in there because it was
fully expanded.

> for the OS, which takes up the last 10k (54k - 64k). I'm assuming that
> ths is if you needed to change OS versions. Later 800's came with 48k,
> and did not need to have additional RAM cartidges added.
>
> This makes locations 0k - 48k filled with RAM when the computer is full.
>
> There are two program cartridge slots for additional, replacable ROMs:
> LEFT and RIGHT.
>
> The LEFT slot was used for nearly every cartridge made for the Atari. It
> covers an 8k region from 40k - 48k. This means that with this cartridge
> in place, you'll lose access to the top 8k of RAM, leaving 40k of RAM when

> using something like BASIC.

No. it could cover 16K in 2 8K banks.

>
> The RIGHT cartridge allows additional ROM to be added, and was used
> primarily to provide additional functions when already using a program in
> the LEFT cartidge; these were usually utility functions. This 8k cartidge
> covers 32k - 40k, which means that with both LEFT and RIGHT cartridges in
> the computer you lose access to the top 16k of RAM, and only see a 32k
> computer.
>
> So:
>
> RAM from 0k to 48k
> LEFT from 40k to 48k (killing RAM)

and/or 32K to 40K

> RIGHT 32k to 40k (killing RAM)
> OS ROM 54k to 64k

It was not possiable in the 800 to turn off the os rom.
You will see an unused 4k from 48K to 52K. Some people used this with
a 3rd party ram card to bank switch ram in to there. others used it
for custom rom like omnimon or Supermon. The missing 2K is for
hardware chip area.

James B

# 1835. APE'98 Final Beta Now Available

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-13 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7rib2n$8tj@freenet-news.carleton.ca>
Source record: 50220

APE'98 Final Beta is now available. Registered users interested
in trying it out please e-mail me at the address below for the download
URL and installation password.

Enhancements in this version include keyboard commands,
a complete R: telnet server, a complete telnet R: telnet client,
windows shell extensions, bug fixes, and much more.

Thanks

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 1836. Re: APE'98 Final Beta Now Available

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-13 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37e2df13.3331731@news.freeserve.net>
Source record: 50221

The other Day ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:

> 
> APE'98 Final Beta is now available. Registered users interested
> in trying it out please e-mail me at the address below for the download
> URL and installation password.
> 
> Enhancements in this version include keyboard commands,
> a complete R: telnet server, a complete telnet R: telnet client,
> windows shell extensions, bug fixes, and much more.
> 
Steve, are you going to do a crippled demo version for us non regged
folks to try?
--
Paul Irvine

Wise men talk because they have something to say;
Fools talk because they have to say something.
Plato (429-347 BC)

## 1837. English docs

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-13 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-COdH7HIdI1Zi@draco>
Source record: 50222

does anyone have or can translate the docs from the FA assembler
package on draco's page located at
http://www.orient.uw.edu.pl/~conradus/downeng.html

thanks
Ken

# 1838. Re: 800XL to CBM 1084 cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-13 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990913113317.29235.00002860@ngol04.aol.com>
Source record: 50223

In article <7rhjk6$2u9$1@athena.netset.com>, J.W. Krych <jwkrych@n2net.net>
writes:

>Hello!
>
>MCM Electronics sells an RF DE-Modulator. Which converts RF into video and
>audio.
>
>www.mcmelectronics.com
>
>Regards,
>
>Jim W. Krych
>
>p.s. I am using mine with my 7800 and Bally Astrocade units and a Magnovox
>COlor Display 40 monitor.
>
>

But the 800xl already has video and audio signals, so an RF-demodulator would
be superfluous. (how's that for a 10 cent word....)

badbob1952@aol.com

# 1839. Re: APE'98 Final Beta Now Available

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-13 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990913113318.29235.00002861@ngol04.aol.com>
Source record: 50224

In article <37e2df13.3331731@news.freeserve.net>, mclane@dellos.freeserve.co.uk
(Paul Irvine) writes:

>Steve, are you going to do a crippled demo version for us non regged
>folks to try?
>--
>Paul Irvine
>
>

Come on, Paul. Get registered. Support Steve's work. It's been great.

badbob1952@aol.com

# 1840. Re: setting up the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-13 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rtq7ekhq1iv47@corp.supernews.com>
Source record: 50225

<sup8pdct@mail.cth.com.au> wrote in message
news:olg28mVLDrMR-pn2-Mi1EE2VM0FdB@di07-ks.cth.com.au...
> On Sun, 12 Sep 1999 07:04:43, "Richard Cortese"
> <ricortes@netmagic.net> wrote:
>
> > $8000 to $9FFF.
> >
> > AFAIK: All the functionality of the right cart slot was built into xl on
> > series computer single slot. I don't have something like the monkey
wrench
> > cart to test it with, haven't used my eprom burner in ages anyway, but I
> > would guess you could do something like burn a 16k cart that had both
monkey
>
> Wrong. All signals to the cart slot didn't change from the 400/800 to
> the xl/xe.
> The left slot in the 800 that is. Only a minior change to the timing
> of the R/W signal was done. All 16K carts and even the xe supercarts
> work in all 8bits. The only thing that stops some supercarts from
> working, is the amount of ram required. ie some need 64K.
How is this different from what I said?

What I said has nothing to do with super carts either.
>
>
>
> James B
>

# 1841. Re: APE'98 Final Beta Now Available

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-13 00:00:00 UTC
From: mclane@dellos.freeserve.co.uk
Message-ID: <37dd240e.3330591@news.freeserve.net>
Source record: 50226

The other Day badbob1952@aol.comspamx (BadBob1952) wrote:

>In article <37e2df13.3331731@news.freeserve.net>, mclane@dellos.freeserve.co.uk
>(Paul Irvine) writes:
>
>>Steve, are you going to do a crippled demo version for us non regged
>>folks to try?
>>--
>>Paul Irvine
>>
>Come on, Paul. Get registered. Support Steve's work. It's been great.
>
I agree 100% with your words, I never regged the old APE as the PC I was
running till a while ago meant that I dropped to DOS mode, pulled the PC
out and swapped around the mouse and APE lead..

Not fun when the PC is behind a desk :)

Now there's a nice 98 version and i'm on a new PC I am tempted but would
not mind seeing a heavily crippled version just to make sure it works on
my heap :)
--
Paul Irvine

Wise men talk because they have something to say;
Fools talk because they have to say something.
Plato (429-347 BC)

# 1842. Re: Info Tec 2600

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-13 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990913140911.17657.00005785@ng-fd1.aol.com>
Source record: 50227

>find documentation on Atari2600 ?

You might at these 2 sites...have links.

http://www.gamecenter.com/Consoles/Features/Atari/?dd.cn.txt.0617.06

http://videogames.org/2600Stuff/2600index.html

Ron

Above average intelligence has always run in my family. Ambition, however, has always walked with a limp....

# 1843. Re: APE'98 Final Beta Now Available

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-13 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7rjigb$77j@freenet-news.carleton.ca>
Source record: 50228

Paul Irvine (mclane@dellos.freeserve.co.uk) writes:
> The other Day ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:
>
>>
>> APE'98 Final Beta is now available. Registered users interested
>> in trying it out please e-mail me at the address below for the download
>> URL and installation password.
>>
>> Enhancements in this version include keyboard commands,
>> a complete R: telnet server, a complete telnet R: telnet client,
>> windows shell extensions, bug fixes, and much more.
>>
> Steve, are you going to do a crippled demo version for us non regged
> folks to try?

Paul,

The complete release version will be available as a less capable
demo download. I will post once it is available :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 1844. Re: Brian Watson is a bigger tosser than I thought

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-13 00:00:00 UTC
From: Mark Thurston <su5689@eclipse.co.uk>
Message-ID: <7rjsvd$fc$1@news1.cableinet.co.uk>
Source record: 50229
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

Someone has just called Talk Radio (James Whale) and advertised your £300 net pc!!! Lucky you, I bet that picks up trade.
MARKY T thurstonet@eclipse.co.uk

# 1845. Re: ATARI 8 has a GUI interface? What?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-13 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <JINWEGAWUP@cabal.shnet.org>
Source record: 50230

In <EZWC3.341$WI1.19724@typhoon-la.pbi.net> "Atari Guy" wrote:
>that's very interesting! is an archive available?

Sorry, I don't have the slightest clue whether it is still available anywhere. It was published in the ATARImagazin in the late 80s or early 90s, and was also shipped on disk for those too lazy to type several pages of hexadecimal codes.

I remember that the GUI was 80 characters per column, using 4x8 pixel characters, and that several additional programs were published in the same magazine.

Thorsten

--

# 1846. Re: APE'98 Final Beta Now Available

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-13 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1dy3d80.2xp4b5wz8i80N@[192.168.0.4]>
Source record: 50231

BadBob1952 <badbob1952@aol.comspamx> wrote:

> In article <37e2df13.3331731@news.freeserve.net>,
> mclane@dellos.freeserve.co.uk (Paul Irvine) writes:
>
> >Steve, are you going to do a crippled demo version for us non regged
> >folks to try? -- Paul Irvine
> >
> >
>
> Come on, Paul. Get registered. Support Steve's work. It's been great.
>

And I'll second that!

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

# 1847. Re: Digital Analog

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-14 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990914130726.01811.00000118@ng-fq1.aol.com>
Source record: 50088

>>Is there a site with scanned copies of Analog magazine?
>>
>>-Rick Heldmann
>
>http://www.cyberroach.com/analog/default.htm

Last time I checked Mr Roach had only done issues 1 & 2; are there any more out there...?

Above average intelligence has always run in my family. Ambition, however, has always walked with a limp....

# 1848. Re: setting up the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-14 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990914132231.01811.00000132@ng-fq1.aol.com>
Source record: 50089

>Is there any practical use for a non-programmer for right side carts?

Nope, I only ever heard of 3 right carts and I only remember the Monkey Wrench & an EPROM burner. There was one other????

On a 48K 800 you DID lose RAM when either the right or left cart were inserted. It was deselected when the cart ROM was mapped into the same address space.

Above average intelligence has always run in my family. Ambition, however, has always walked with a limp....

# 1849. Re: Where Can I Buy Diamond OS?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-14 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <37DE9DB1.19E19D44@worldnet.att.net>
Source record: 50090

www.reevesoft.com

Curt

RHamiIton5 wrote:

> > Diamond OS cart and
> >instructions etc for sale?
> >
>
> I thought I had seen it on a web page a week or so before your post, but have
> been unable to re-locate it since... sorry.
>
> Ron
>
> Above average intelligence has always run in my family. Ambition, however, has
> always walked with a limp....

## 1850. DOS II+ / 6.1

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-14 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <7rmduh$png@dfw-ixnews4.ix.netcom.com>
Source record: 50091

Anyone know where I can download a copy of DOS II+ ?

Thanks,

Rick Heldmann

# 1851. Swap & Sale in Columbus OH Sept. 18, 1999

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-14 00:00:00 UTC
From: "R. Wayne Arenz" <rwarenz@infinet.com>
Message-ID: <ISBD3.1999$34.236615@news.oh.voyager.net>
Source record: 50092

A reminder that there is a swap and sale of all things Atari, Columbus, Ohio, USA, Sept. 18, 1999. For details, respond to rwarenz@infinet.com, or go to www.icwhen.com, news and announcement pages (animated map).

# 1852. Re: Brian Watson is a bigger tosser than I thought

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-14 00:00:00 UTC
From: CS&E <sales@pc-software.com>
Message-ID: <7rk0ab$3ob$1@epos.tesco.net>
Source record: 50232
Cross-posted to: comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

I assume it was GOOD publicity :-)

# 1853. Re: setting up the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-14 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-wl9d8JV6yd1g@di05-ks.cth.com.au>
Source record: 50233

On Mon, 13 Sep 1999 06:11:28, "Richard Cortese"
<ricortes@netmagic.net> wrote:

> <sup8pdct@mail.cth.com.au> wrote in message
> news:olg28mVLDrMR-pn2-Mi1EE2VM0FdB@di07-ks.cth.com.au...
> > On Sun, 12 Sep 1999 07:04:43, "Richard Cortese"
> > <ricortes@netmagic.net> wrote:
> >
> > > $8000 to $9FFF.
> > >
> > > AFAIK: All the functionality of the right cart slot was built into xl on
> > > series computer single slot. I don't have something like the monkey
> wrench
> > > cart to test it with, haven't used my eprom burner in ages anyway, but I
> > > would guess you could do something like burn a 16k cart that had both
> monkey
> >
> > Wrong. All signals to the cart slot didn't change from the 400/800 to
> > the xl/xe.
> > The left slot in the 800 that is. Only a minior change to the timing
> > of the R/W signal was done. All 16K carts and even the xe supercarts
> > work in all 8bits. The only thing that stops some supercarts from
> > working, is the amount of ram required. ie some need 64K.
> How is this different from what I said?
>
Unless I miss read, You said that the right slot capibaly was built in
to the xl series on ie XL/XE's, there for the 400 and the left slot in
the 800 didn't.
I said the cart slot in all 8 bits (left for the 800) are the same.
You can drop the monkey wrench cart in to the 800 left slot if you
wish and it will work, tho without basic it won't do anything. Unless
someone comes up with a hack to put in an internal basic.

> What I said has nothing to do with super carts either.
I thought I would throw that in anyway for peoples information.

James B

# 1854. Re: setting up the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-14 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rtso3i311iv36@corp.supernews.com>
Source record: 50234

<sup8pdct@mail.cth.com.au> wrote in message
news:olg28mVLDrMR-pn2-wl9d8JV6yd1g@di05-ks.cth.com.au...
> Unless I miss read, You said that the right slot capibaly was built in
> to the xl series on ie XL/XE's, there for the 400 and the left slot in
> the 800 didn't.
You missread.

# 1855. Re: setting up the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-14 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rtsovfqo1iv15@corp.supernews.com>
Source record: 50235

Velcro SPY <X_velcro_X@netunlimited.net> wrote in message
news:37d63219.1753041@news.netunlimited.net...
> It seems like some people were saying you could put RAM in that right
> cartridge slot, but then some people said you LOSE RAM just by having
> something in there.
>
> Is there any practical use for a non-programmer for right side carts?
>
> VS
IMO: Could have been, but never really taken advantage of. The cartridge port is really just an extension of the buss, not quite as nice as the XL parallel buss but gives you access to most of the signals anyway. Only obvious things missing is the IRQ line.

At one time, I added things like an D/A converter and a 6551 serial chip to the cart port. Kind of disaster projects, worked but limitations on the things like no IRQ line for the serial chip doomed me. I frequently make bad design decisions and just move on. Seemed like a good idea when I started, but hit the wall with baud rate kind of thing and it knocked the stuffing out of me.

Maybe I am being too esoteric here, but people should have been able to add just about everything from 80 column cards to printer ports via carts. More like it should have been important to non programmers, just nobody made it important.

IMo: Even things like the old Corvus 10 meg<?> hard drive that interfaced through the 800's joystick ports would have been much better if they had used the a cartridge interface: Too much protection circuitry on the joysticks.

>
>
> To email me just remove the Xs and underline marks from my email address.

# 1856. Re: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-14 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990914125547.01811.00000113@ng-fq1.aol.com>
Source record: 50236

>old 800XL just gathering dust in my garage. I'd like to use it
>for some project, like to control lights, or a home security system or
>something

At one time there was a commercial module that you could buy; long gone since about '85. Antic, Anaolg, Compute, and Creative Computing magazines published miscellaneous articles on projects of this sort during the '80's. They all required building an Input/Output interface circuit for the joystick ports and some type-in software. Schematics were usually included, probably using a 7407 and relay.

Above average intelligence has always run in my family. Ambition, however, has always walked with a limp....

# 1857. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-14 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_937315337@rtfm.mit.edu>
Source record: 50237
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

# 1858. Brian Watson is a bigger tosser than I thought (allegedly)

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-15 00:00:00 UTC
From: Brian <brian@spheroid.demon.co.uk>
Message-ID: <937388016.25040.9.nnrp-07.9e98ea3a@news.demon.co.uk>
Source record: 50093
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

Sorry not to include header information on the posting to which this is a response, but this was forwarded to me by someone. I have included comp.sys.amstrad.8bit in the cross-posting as a number of people have posted there following this character's initial anonymous posting there.

Also, I don't read the other newsgroups on a daily basis.

Please trim follow-ups from other newsgroups as this conversation gets boring, which I rather think it will (or possibly already has).

In that one I seem to recall something along the lines of "This is a one time mailing only". Actually that is a direct quote from you. At the time I responded, "I doubt it."

>Brian Watson. A man who turned down funding and a venue of the last event
>because 'he didn't want to be associated with CS&E'.

Partly true. It was a jointly-taken decision not to proceed with the UK8 event when the WACCI CPC club pulled out. However you are correct to say that I didn't (and don't) wish to be associated with Crystal Software or anyone who uses their name.

> He's one of those people who just has to run the show

The event in Peterborough is being organised by a couple of CPC enthusiasts (John Bowley and Richard Fairhurst) and I posted information on their behalf having offered to help after I heard they were organising an alternative event to the cancelled UK8.

> unlike me whatever else you want to say.

Quote from me, "I did not, and do not, wish to be associated with anything this bloke is doing. It *may be* extremely noble, but I am not prepared to get involved with anything or anyone connected with Crystal Software and/or Alex de Vries."

> I'm sure a few people will turn up at this event from the C64 scene,
>probably Commodore Scene and Binary Zone

I certainly hope so. Richard and John have put a lot of work into organising the event and would welcome visitors from other formats.

> but I don't know if anyone else
>will make it. They'll also probably do rather well out of it.

They? Who's "they" in this context?

And would you like to say how you expect them to do rather well out of it? I think I may smell a libel coming.

> This bloke has done nothing for 8BIT computers

I'd like you to justify that, if you have a minute in your otherwise busy schedule.

> despite his self-apointed role as commander in chief.

Moi? Don't be silly.

> Finally the truth comes out it was a CPC event all the time, like
>I said it would be.

Then you got it wrong, sunshine. It wasn't.

> He was doing it for himself all the time, like I said he
>did.

When did you say this? I seem to have missed it.

> If you're going to listen to me just once in your lifetimes people
>(pretty please) then mail Brian and tell him to rename his organisation.

Which one? Protext Software (mine, as a partner) or IEBA (not mine)?

> I
>don't need the hassle of people continually thinking he's associated with
us

No danger of that.

:-)

>since we get all the good coverage in the media and hes in charge of this
>poxy little organisation.

Still not true, if you mean the IEBA. It has a committee, and I am only it's publicity officer.

> I'm taking legal action on behalf of your
>slanderous words, you have 7 days notice, if you make a significant
donation
>to charity we will not proceed.

See you in court, sunshine. Don't forget to sign the writ.

By the way, I think you'll find it is usual to give this "7 days' notice" you are so proud of declaring directly to the person you propose to take to court rather than plonking it in a newsgroup (or several).

> We have absolutely no association with
>Crystal Software, 100% private company funded by investors.

Yet you use their name. Curious.

>-----------------------
>Our website address is www.csande.co.uk , this is so people can find out
>where to contact us, not spam Brian.

It wouldn't be that you don't want people to contact me and hear my point of view, of course.

> Anybody is welcome to call me and
>discuss things. And yes you can pay for the printing if you like

Thank you for giving me the choice.

I prefer not to do so because of your attitude which, I might say, is about as misguided as that which I received from Alex de Vries. He later apologised for his. I hope you will have the courtesy to do the same.

> because it
>was sent by Parcelfarce who failed to deliver it.

Hang on a mo', you say "it was sent by Parcelforce who failed to deliver it."

How do you know I used Parcelforce if they failed to deliver it?

> Make a donation of around 100

apples?

> to a charity, if you don't do this may God punish you.

I tend to find people who call on God to do their dirty work are usually overlooking the passage in the Bible about "Thou shalt not tempt the Lord thy God" etc.

Pick your enemies carefully, whoever you are.

For my response to this person's previous anonymous posting to comp.sys.amstrad.8bit, e-mail me at 8bit@spheroid.demon.co.uk

As if anyone gives a damn.
--
Brian

# 1859. FS/T Atari 8-bit Games, Components and Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-15 00:00:00 UTC
From: Jim Lazarenko <jim_l@tNOSPAM.elusplanet.net>
Message-ID: <iJPD3.2321$Y6.278052@news1.telusplanet.net>
Source record: 50094
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.classic

Last Updated 09/15/99
- Sold/traded items removed

I have the following Atari 8bit components and cartridges for sale. All the equipment is cleaned and detailed, and in good or better condition, but without boxes unless noted. If you have any questions in regards to unit condition, please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800, Colecovision, Intellivision, Classic Computer, Vectrex or Handheld games) sent to you, please specify system.

**Hardware** Please make an offer
==========
- Atari 600XL - with power supply, RF cable
- Atari 800XL - with power supply, RF cable
- Atari Portfolio PC Card Drive - Complete with box, manual & software. Like New
- Best Data Smart One 2400X - 2400 baud modem

*Controllers* Please make an offer
==========
- Paddles (multiple sets) - for Atari & Commodore units
- 2x Suncom Tac Joysticks - for Atari & Commodore units
- 1x Spectravideo Joystick with suction cup base - for Atari & Commodore units

**8-Bit Cartridges** Please make an offer
==========
- Atari Writer
- Basic
- Final Legacy
- Megamania - In a sealed/shrink-wrapped box, box is slightly squashed.
- Missle Command
- Realsports Football
- Star Raiders
- Tennis

**8-Bit Books** Please make an offer
==========
- Compute's "The Atari Basic Source Book"

**Manuals & Technical Guides (software status specified)** Please make an offer
==========
- Atari 800XL Manual and connection guide - by Atari
- Atari 1050 Manual - by Atari
- Portfolio Technical Reference Guide (Third Edition June 1991) - by Atari (with software)

**Magazines and Specification sheets** Please make an offer
==========
- Start - Spring 1988
- Start - November 1990
- Start - December 1990 (with disk)
- ST-Log - January 1987
- Antic - February 1986

**Atari Force Comics**
All are in Mint Condition
==========
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

**Trades**
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar and Jaguar CD Unit
- A working Vectrex controller
- A working DSS Satellite Receiver (with card)
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

## 1860. Re: Re:Jam!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-15 00:00:00 UTC
From: lonniemcclure@prodigy.net
Message-ID: <MPG.1249a5353aa3149d989724@news.prodigy.net>
Source record: 50095

In article <19990911132200.17430.00007875@ng-ck1.aol.com>, msmith@aol.com
stated:

> I bought mine right from AIMS Labs. They have a web site, but I forgot the
> URL.

http://www.aimslab.com/Products/JAM!!/jamhome.htm

==========
lonniemcclure@prodigy.net

# 1861. Re: Brian Watson is a bigger tosser than I thought (I have proof )

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-15 00:00:00 UTC
From: CS&E <sales@pc-software.com>
Message-ID: <7rotjf$83e$1@barcode.tesco.net>
Source record: 50096
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

Brian wanted some replies, I will continue to reply to his questions but all sentiments expressed in the original mail still hold true.

> there following this character Brian <brian@spheroid.demon.co.uk>
>
> In that one I seem to recall something along the lines of "This is a one
> time mailing only". Actually that is a direct quote from you. At the time
I
> responded, "I doubt it."

I'm proving you right then Brian by answering your questions.
>
> >Brian Watson. A man who turned down funding and a venue of the last event
> >because 'he didn't want to be associated with CS&E'.
>
> Partly true. It was a jointly-taken decision not to proceed with the UK8
> event when the WACCI CPC club pulled out. However you are correct to say
> that I didn't (and don't) wish to be associated with Crystal Software or
> anyone who uses their name.

So despite being the head of an organisation which exists to promote 8BIT computing you would rather not promote it than let a group who might overshadow you fund the event and provide a venue. If you want to find Crystal Software go to www.crystal-software.com , we make a point of pointing out that we are not related to them. We are Crystal Software and Electronics Ltd.

>
> > He's one of those people who just has to run the show
>
> The event in Peterborough is being organised by a couple of CPC
enthusiasts
> (John Bowley and Richard Fairhurst) and I posted information on their
behalf
> having offered to help after I heard they were organising an alternative
> event to the cancelled UK8.

But you organised the event we were talking about Brian!
>

>
> Quote from me, "I did not, and do not, wish to be associated with anything
> this bloke is doing. It *may be* extremely noble, but I am not prepared to
> get involved with anything or anyone connected with Crystal Software
and/or

> Alex de Vries."

Alex de Vries is in Holland and works for a completely different company. We
both like the C64 that's it.
>
> > I'm sure a few people will turn up at this event from the C64 scene,
> >probably Commodore Scene and Binary Zone
> >
They'll also probably do rather well out of it.
>
> They? Who's "they" in this context? Commodore Scene and Binary Zone

>
> And would you like to say how you expect them to do rather well out of it?
I
> think I may smell a libel coming.

By selling their goods you doink.

>
> > This bloke has done nothing for 8BIT computers. I'd like you to justify
that, if you have a minute in your otherwise busy schedule.

You have wasted my time and money in promoting an event which was always
about Alan Michael Sugar and failed to do what was asked in return only
after I went to the trouble of getting around 2000 flyers printed by a
charity for the event. Your organisation has failed to reply to our mailings
before. We were on the radio yesterday on Talk Radio, your one claim was
that you were on Radio 4 in your lifetime.
>
> > despite his self-apointed role as commander in chief.
>
> Moi? Don't be silly.

You are heading the 8BIT organisation and doing nothing for the C64. This
gives us less room to promote the C64 because you've stuck in your oar just
enough to get noticed without doing anything constructive. We've been in all
of the newspapers and radio recently, challenge me to organise a national TV
apperance and I'll do it Brian.
>
> > Finally the truth comes out it was a CPC event all the time, like
> >I said it would be.
>
> Then you got it wrong, sunshine. It wasn't.

CPC'99 is the replacement, need I say more.
>
> > He was doing it for himself all the time, like I said he
> >did.
>
> When did you say this? I seem to have missed it.

I said it on this newsgroup 'I won't bother attending myself, I think it
will be cancelled'
>
> > If you're going to listen to me just once in your lifetimes people
> >(pretty please) then mail Brian and tell him to rename his organisation.
>
> Which one? Protext Software (mine, as a partner) or IEBA (not mine)?

IEBA, the one you do publicity for you cretin. Nobody's ever heard of
Protext and please God don't say we've tried to buy anything from you again
because IT WAS A DIFFERENT COMPANY (sorry, just shouting at Brian there).
>
> > I
> >don't need the hassle of people continually thinking he's associated with
> us
>
> No danger of that.
>
Rename your organisation to CPCBIT then. 8BIT implies C64, C64 implies us.
That's how people think when they have only heard of CS&E.
>
>
> I'm taking legal action on behalf of your
> >slanderous words, you have 7 days notice, if you make a significant
> donation
> >to charity we will not proceed.
>
> See you in court, sunshine. Don't forget to sign the writ.

You're not even prepared to make a donation to charity after I gave them a
job of printing 2000 flyers and you lost 300 of them.

>
> By the way, I think you'll find it is usual to give this "7 days' notice"
> you are so proud of declaring directly to the person you propose to take
to
> court rather than plonking it in a newsgroup (or several).

This was my seven days notice of seven days notice actually.
>
> > We have absolutely no association with
> >Crystal Software, 100% private company funded by investors.
>
> Yet you use their name. Curious.

Crystal Software
Crystal Software and Electronics
Not the same

God
Godfrey from Dad's Army
Not the same>
> >-----------------------

> >Our website address is www.csande.co.uk , this is so people can find out
> >where to contact us, not spam Brian.
>
> It wouldn't be that you don't want people to contact me and hear my point
of
> view, of course.

You are quite welcome to call Brian on +44 (0) 1353 777006
or to call Dom Pinter of CS&E on +44 (0) 1993 812685
Happy now Brian, Brian has this habit of leaving his answer phone on and not
replying to messages from us.
>
> > Anybody is welcome to call me and
> >discuss things. And yes you can pay for the printing if you like
>
> Thank you for giving me the choice.

Or go to court.
>
> I prefer not to do so because of your attitude which, I might say, is
about
> as misguided as that which I received from Alex de Vries. He later
> apologised for his. I hope you will have the courtesy to do the same.

We know roughly what happened with Alex de Vries but he is not related to
our company. It is your attitude that is misguided, based on your false
prejudice. You attacked us first remember, and you would do exactly the
same. Thanks very much for mentioning Alex de Vries because we know that you
printed several pages of dirt on him after he slagged you off privately.
Looks like what's good for the goose is good for the gander.

> > because it
> >was sent by Parcelfarce who failed to deliver it.
>
> Hang on a mo', you say "it was sent by Parcelforce who failed to deliver
> it."
>
> How do you know I used Parcelforce if they failed to deliver it?

You just confirmed it for me. They are the only courier not to ask for a
signature and deliver roughly about 10% of Parcels I booked with them
>
> > Make a donation of around 100
>
> apples?
>
> > to a charity, if you don't do this may God punish you.
>
> I tend to find people who call on God to do their dirty work are usually
> overlooking the passage in the Bible about "Thou shalt not tempt the Lord
> thy God" etc.

I can't believe you are stealing from a charity. You might as well go out into the street, find the nearest collecter, knock them over and steal their collecting box.
>
> Pick your enemies carefully, whoever you are.

Dominic Pinter on behalf of CS&E.
Brian, you've slagged us off and we're receiving legal advice to try and stop you immediately. Stop it. >
> For my response to this person's previous anonymous posting to
> comp.sys.amstrad.8bit, e-mail me at 8bit@spheroid.demon.co.uk
>
> As if anyone gives a damn.

Brian, you're effectively supposed to be running a campaign for the C64 with your self-appointed title of 8BIT. If you then go round insulting the only registered company in Britain supporting the C64 you can expect the worst. I'm just an honest guy and if you can't cope with the heat stop flaming me!
> --
> Brian
>
>

# 1862. Re: APE'98 Final Beta Now Available

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-15 00:00:00 UTC
From: Petr Liebl <lieblp@atlas.cz>
Message-ID: <7rp0gd$dkk$1@news.vol.cz>
Source record: 50097

--

Paul Irvine <mclane@dellos.freeserve.co.uk> p�se v diskusn�m
p��sp�vku:37e2df13.3331731@news.freeserve.net...
> The other Day ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:
>
> >
> > APE'98 Final Beta is now available. Registered users interested
> > in trying it out please e-mail me at the address below for the download
> > URL and installation password.
> >
> > Enhancements in this version include keyboard commands,
> > a complete R: telnet server, a complete telnet R: telnet client,
> > windows shell extensions, bug fixes, and much more.
> >
> Steve, are you going to do a crippled demo version for us non regged
> folks to try?
> --
> Paul Irvine

It's not fair to make the programs only for those, who have money......by
us, it's one new, very good game.....but he ATARI...is better (:-)))))

Make shareware please!!!!!!

Bye Petr.

# 1863. What masked PROMs are in Atari Carts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-15 00:00:00 UTC
From: cryorunner@aol.com
Message-ID: <cryorunner-1509991441470001@dt084n97.san.rr.com>
Source record: 50098

When I was a kid, I noticed that most of the Atari (400/800) cartridges had the same board inside with two 24-pin sockets, and that you could freely switch PROMs between most cartridges.

I'm guessing that these are 32kbit PROMs (4k x 8), but don't know what they are. Does anyone have any info about these chips, or more importantly what EPROM they could be replaced with (eg 2532 vs. 2732)?

It looks like I have at least one cartridge with only one chip (BASIC) so I'm assuming that they also had some 64kbit PROM boards too?

I haven't payed attention to the 2600 stuff much, but I guess I'd be curious about it too.

Thanks for any info!
-Rhett

## 1864. Operating System Manual?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-15 00:00:00 UTC
From: cryorunner@aol.com
Message-ID: <cryorunner-1509991449270001@dt084n97.san.rr.com>
Source record: 50099

I was going through some of my old Atari stuff, and found that one of the books that had been given to me was torn up, and missing the first three pages.

I don't know that much about it, but it was printed on a Dot Matrix printer, and was "Kinko's" bound, I think by Disney Electronics in San Diego (it matches another Disney thing I have). I don't have the title pages, but every page says:

REPRODUCTION PROHIBITED WITHOUT PUBLICATIONS DEPT. APROVAL
OPERATING SYSTEM, C016555

I'm guessing by the part number that it's an Atari pub? Does anyone know if this has made its way onto the web, or any other way I can get a couple pages to help repair my copy. I seem to have pages 5-214.

Thanks for any help!
-Rhett

# 1865. Re: Brian Watson is a bigger tosser than I thought (I have proof )

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-15 00:00:00 UTC
From: Craig Harrison <Craigster@amstech.screaming.net>
Message-ID: <7rp4j8$jj6$1@fu-berlin.de>
Source record: 50100
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

```
CS&E wrote ...
> Brian wanted some replies, I will continue to reply to his questions but
all
> sentiments expressed in the original mail still hold true.
>
> > there following this character Brian <brian@spheroid.demon.co.uk>
> >
> > In that one I seem to recall something along the lines of "This is a one
> > time mailing only". Actually that is a direct quote from you. At the
time
> I
> > responded, "I doubt it."
>
> I'm proving you right then Brian by answering your questions.

are you a plonker or what?

If you had stayed quiet you would have proved brian wrong!!!

> > The event in Peterborough is being organised by a couple of CPC
> enthusiasts
> > (John Bowley and Richard Fairhurst) and I posted information on their
> behalf
> > having offered to help after I heard they were organising an alternative
> > event to the cancelled UK8.
>
> But you organised the event we were talking about Brian!
>

So, The event now is CPC'99 and not UK8. It might stike you as odd but
CPC'99 is a CPC event and although we expect some non amstrad 8bit owners to
turn up, infact I would welcome them to come. it will not alther the fact
the CPC'99 is primarily a CPC event. Hey I have even invited some Speccy
owners!!

> >
> > Quote from me, "I did not, and do not, wish to be associated with
anything
> > this bloke is doing. It *may be* extremely noble, but I am not prepared
to
> > get involved with anything or anyone connected with Crystal Software
> and/or
> > Alex de Vries."
>
> Alex de Vries is in Holland and works for a completely different company.
```

We
> both like the C64 that's it.

That's not Brian fault is it, If you choose a company name that it only one word different then only you are to blame!!

WH Smiths & Smiths are the same!!!

>
> I said it on this newsgroup 'I won't bother attending myself, I think it
> will be cancelled'

That sounds like an great idea, you can stay away, you would not be really welcome anyway!!

> IEBA, the one you do publicity for you cretin. Nobody's ever heard of
> Protext and please God don't say we've tried to buy anything from you
again
> because IT WAS A DIFFERENT COMPANY (sorry, just shouting at Brian there).

What you mean Protext Software, as in the company responsible for.....
AMSDos Protext on Tape, Disc & Rom
AMSDos Promerge on disc & rom
AMSDos Prospell on disc & Rom/disc
AMSDos Maxam on disc & Rom
AMSDos Utopia on Rom

CP/M+ Protext suite

MS-DOS (PC) Protext
Amiga Protext
Atari ST Protext

Have I missed anything Brian! not bad for a company that "Nobody's ever heard of"

> Crystal Software
> Crystal Software and Electronics
> Not the same

See the point above!!!

> > >Our website address is www.csande.co.uk , this is so people can find
out
> > >where to contact us, not spam Brian.

Just a shame that the site cannot be found, advertising only works if the link is good!!!

when I said please do not attack us because we do not attack you, I mean't it. you obviously cannot grasp this simple concept so what will be, will be!!!

Regards

Craig Harrison

E-mail: Craigster@amstech.screaming.net
Craigster@AmsTech.freeserve.co.uk

AmsTech homepage

HTTP://members.tripod.co.uk/Craigster/index.html

PS. Don't let these plonkers get to you brian, we all know you are ace!!

# 1866. Re: Where Can I Buy Diamond OS?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-15 00:00:00 UTC
From: lafan@noplace.com
Message-ID: <37e013ff.19733121@news.west.net>
Source record: 50101

To be exact, the ReeveSoft page which SHOWS a picture
of the Diamond GOS Cartridge on the front cover of
ANTIC is located here:

http://www.reevesoft.com/history.htm

You can read a little history of it. I bought '2' Diamond carts
with Developer Kits back in 1989 and 1990. Still have them,
and have no plans to sell them. They work great, and work
absolutely perfect when used with an Atari ST mouse attached
to the joystick port.

Alan did a wonderful job and I wish he could of had the support
he deserved. It is an impressive product.

# 1867. Re: Brian Watson is a bigger tosser than I thought (I have proof )

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-15 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <dGYCrAA$RA43EwHL@cosine.demon.co.uk>
Source record: 50102
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

```
Dave Connolly:
> If you then go round insulting the only registered company in Britain
> supporting the C64 you can expect the worst.

The only registered company... Any reason you're not including Binary
Zone PD then, Dave...?
--
Jason =-)
```

# 1868. Re: What masked PROMs are in Atari Carts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-15 00:00:00 UTC
From: cryorunner@aol.com
Message-ID: <cryorunner-1509991508240001@dt084n97.san.rr.com>
Source record: 50103

In article <cryorunner-1509991441470001@dt084n97.san.rr.com>,
cryorunner@aol.com (Rhett James Barnes) wrote:

> When I was a kid, I noticed that most of the Atari (400/800) cartridges
> had the same board inside with two 24-pin sockets, and that you could
> freely switch PROMs between most cartridges.
>
> I'm guessing that these are 32kbit PROMs (4k x 8), but don't know what
> they are. Does anyone have any info about these chips, or more
> importantly what EPROM they could be replaced with (eg 2532 vs. 2732)?
>
> It looks like I have at least one cartridge with only one chip (BASIC) so
> I'm assuming that they also had some 64kbit PROM boards too?
>
> I haven't payed attention to the 2600 stuff much, but I guess I'd be
> curious about it too.
>
> Thanks for any info!
> -Rhett

I guess I may have answered my own question. I found a page "Schematic
ROM Cartridge" in my Disney hardware manual. It seems to be
pin-compatible with a 2532 EPROM (9332 PROM). But if anyone has more
information I'd love to hear it.

# 1869. Re: Brian Watson is a bigger tosser than I thought (I have proof )

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-15 00:00:00 UTC
From: CS&E <sales@pc-software.com>
Message-ID: <7rp7mv$rl2$1@barcode.tesco.net>
Source record: 50104
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

Binary zone are fantastic, brilliant smashing great and I love them (better stop there I'm scaring Jason Kelk). Erm, yes there was a reason why we weren't including BZPD, I didn't think they were registered (damn I'll have to fire that researcher) I'll take your word for it but you certainly kept it quiet. Are you the company secretary then Kelky :-)

# 1870. Re: Brian Watson is a bigger tosser than I thought (I have proof )

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-15 00:00:00 UTC
From: Craig Harrison <Craigster@amstech.screaming.net>
Message-ID: <7rp8ce$m6g$1@fu-berlin.de>
Source record: 50105
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

Why is this cross posted to csa8???

--
Craig
E-mail:
Craigster@AmsTech.freeserve.co.uk
Craigster@amstech.screaming.net

AmsTech Home Page
http://members.tripod.co.uk/Craigster/index.html

CS&E <sales@pc-software.com> wrote in message
news:7rp7mv$rl2$1@barcode.tesco.net...
> Binary zone are fantastic, brilliant smashing great and I love them
(better
> stop there I'm scaring Jason Kelk). Erm, yes there was a reason why we
> weren't including BZPD, I didn't think they were registered (damn I'll
have
> to fire that researcher) I'll take your word for it but you certainly kept
> it quiet. Are you the company secretary then Kelky :-)
>
>

# 1871. Re: Brian Watson is a bigger tosser than I thought (I have proof )

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-15 00:00:00 UTC
From: mskinner@callisto.acsu.buffalo.edu
Message-ID: <7rpnf8$sk5$1@callisto.acsu.buffalo.edu>
Source record: 50106
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.misc

In article <7rotjf$83e$1@barcode.tesco.net>,
CS&E <sales@pc-software.com> wrote:
>
> 8BIT implies C64, C64 implies us.

This is an absurd claim. (And a logical fallacy - possibly the implication
runs the other direction...)

ms
--
This post best read with [INLINE]etscape [LINK]

# 1872. SHAMUS, ALLEY CAT, ZAXXON...

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-15 00:00:00 UTC
From: "Luis P. Baeza Q." <lbaeza@yahoo.com>
Message-ID: <37E062EB.DB5EDA7C@yahoo.com>
Source record: 50107

Hi!
Does anybody know where can I find the WORKING atrs of these games:
ALLEY CAT, ZAXXON, and SHAMUS?
Everywhere I find'em on the iNet, I download'em and try'em in my 65XE
but they don't work! (Even in my emulators...)
Any idea where I can find these games working, please eMail me or
response right here at this group.

Thanks!

Luis P. Baeza Q.

|||
/ | \
ATARI
F A N

# 1873. NAME OF THE GAME

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-15 00:00:00 UTC
From: "Luis P. Baeza Q." <lbaeza@yahoo.com>
Message-ID: <37E0619D.FA0AE5A7@yahoo.com>
Source record: 50108

Hi Everybody!
I 'm trying to remember the name of a game for the 800xl: Check it out: it seemed like The last V8, same kind of movement, but 2 players at the same time, and you could see the entire track, not only a part of it (like V8). The most difficult part was passing under the bridges. I used to stuck down there for 1 hour or more! When starting, displayed the classic messages "3..2..1..GO" with a digitized human-voice-like sample. When the game was over, the voice said "GAME OVER" but it sounded like "GAME OVAHH" or OPAHH. That was very funny for me, and that's all i remember.

Any idea about the name of this game, please reply!

Thanks a lot.

Luis P. Baeza Q.

```
|||
/ | \
ATARI
F A N
```

# 1874. Re: Brian Watson is a bigger tosser than I thought

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-16 00:00:00 UTC
From: CS&E <sales@pc-software.com>
Message-ID: <7rp9hb$1e6$1@epos.tesco.net>
Source record: 50109
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

```
>
> are you a plonker or what?
>
> If you had stayed quiet you would have proved brian wrong!!!

:-!
>
'non amstrad 8bit owners to turn up, infact I would welcome them to come
..... you would not be really welcome anyway'.

:-? On one hand I'm welcome ... but then I criticise someone from the CPC
community and now I'm not. Yikes, I feel like a left-winger at a Labour
party conference.

WH Smith is the same as Smith? I think John Smith would argue about that,
and then which John Smith. In fact I was watching Paddington Green tonight
and there was Crystal Radio Cabs, I would like to point out to all CPC
owners at this stage that we are not related.
>
=>
> What you mean Protext Software, as in the company responsible for.....
> AMSDos Protext on Tape, Disc & Rom
> AMSDos Promerge on disc & rom
> AMSDos Prospell on disc & Rom/disc
> AMSDos Maxam on disc & Rom
> AMSDos Utopia on Rom
>
> CP/M+ Protext suite
>
> MS-DOS (PC) Protext
> Amiga Protext
> Atari ST Protext
>
I've never heard of any of these and I own all of the computers (well not a
CPC but that's not the point).
>
> > Crystal Software
> > Crystal Software and Electronics
> > Not the same
>
> See the point above!!!

Quite!!!! There are about 15 Crystal Software's worldwide last count.
>
```

> > > >Our website address is www.csande.co.uk , this is so people can find
> out

>
> Just a shame that the site cannot be found, advertising only works if the
> link is good!!!

If someone wants to find the site which is what I included the link for then
they can take five seconds and type in the site can't they?
>
>
> when I said please do not attack us because we do not attack you, I mean't
> it. you obviously cannot grasp this simple concept so what will be, will
> be!!!

You have what I can only describe as 'Ulster Unionist syndrome'. I'm not
attacking you personally, it's you who has included the C64 in your 8BIT
union. I don't speak for all C64 users I'm just part of the 'club'. If Brian
would have left me alone in the first place I would be quite happy. He
hasn't kept his part of the bargain and has done nothing but annoy me. Funny
how I knew what would happen with the 8BIT event wasn't it. Either a) I'm a
psy, a cyc, erm one of those people who see the future ... b) I sabotaged
the whole event (hehe!) or c) I knew Brian wasn't serious in the first
place.
That's the end of the matter as far as I'm concerned, if I'm going to have
an argument with someone there needs to be at least some debate over it.
It's obvious Brian doesn't care for the C64 that's all I'm saying. I'm sure
he's fantastic for the Amstrad so call it the CPC99 in the first place,
rename the organisation CPCBIT and stop asking me to print details of events
that I'm 99% sure aren't going to happen but feel obliged to mention. If
you've read CF you would have seen my subtle comments about the
organisation.
>
>
> PS. Don't let these plonkers get to you brian, we all know you are ace!!

My quarrel is with Brian, but he was so adament in being right about dishing
the dirt on Alex de Vries ( a friend of mine, he writes a column for
Commodore Faction, might have been called 8BIT at one time, eh?) when he
thought I was from Crystal Interactive Software (as they are now known BTW -
sorry this even confused me after they changed recently!) that I'm sure he
appreciates me doing the same to him.

>
>

# 1875. FS: 800XL with hardware

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-16 00:00:00 UTC
From: claytone@aa.net
Message-ID: <937454410.330922@cacheraq001>
Source record: 50110

Hello 8-bitters,

Not sure if this is the appropriate place for this, but I thought it would be OK to give it a try. I have the following 8-bit stuff to sell. If interested, send me an offer.

ATARI 800XL - It says "Rev. B-basic installed" on the underside, with 1 connecting cable, 2 power supplies (they both work) * ATARI 1050 5-1/4 FLOPPY DRIVE (previous owner said he thought it had an "ICD US doubler" in it) w/ ps * ATARI 850 SERIAL INTERFACE - 2 I/O ports, 4 9-pin serial ports, 1 15-pin parallel port, w/ ps * ICD "PR CONNECTION" 1 attached I/O cable, 1 I/O port, 2 9-pin serial ports, 1 15-pin parallel port, ps not needed * Sorry, I'm not willing to break up the bundle, that just makes it harder to sell off the remaining items.

I got these items as part of a package deal with other Atari items. I know nothing about the model 800 series (being an Atari ST and Falcon owner only), and am selling them as is. I've cleaned them up, and turned each item on for awhile to be sure both the item and it's power supply work. The power lights came on and nothing burst into flames, so it LOOKS like they're OK. I have NO cartidges, floppies, manuals, or programs of any kind with which to test anything. I hooked the 800XL to a TV, and the screen came up saying "ready", and I was able to type all the keys on it.

Accepted offer also must pay shipping & insurance, unless you live close enough to pick it up.

I'll check back here, but it would be more efficient to email me directly. Thanks,

Clayton Murray
claytone@aa.net
Seattle, WA USA

# 1876. HELP: Atari XE Game System power pinouts???

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-16 00:00:00 UTC
From: mingle <maiau@ozemail.com.au>
Message-ID: <_g0E3.15548$1E2.109349@ozemail.com.au>
Source record: 50111

Hi,

I recently picked up an Atari XE Games System, but it didn't come with a
psu.
I'm also missing the user guide.

Could anyone tell me the pin-outs for the power DIN socket on the XE system
so I
can rig up a power supply?

Any help greatly appreciated!

Mike.

# 1877. Hardware gadget for tape loading

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-16 00:00:00 UTC
From: robert.bak@bigfoot.com
Message-ID: <37e0a4ed.2301309@news.freeserve.net>
Source record: 50112
Cross-posted to:
comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.acorn.misc,comp.sys.oric

Hi fellow 8-bit computing fans,

(O.K., the denizens of "comp.sys.acorn.misc" could be Archimedes enthusiasts, but I'm presuming that there are a fair share of Beebers there as well...)

For the past several years, Speccy enthusiasts using the emulator "Z80" by Gerton Lunter have had the use of a neat little gadget to interface the parallel port to a cassette deck for tape loading. (I think this gadget has been adopted by other emus as well -- the gadget may also work on other makes of computer, though I haven't heard about this.)

Recently, it has been proposed on the Sinclair and Oric NGs that this gadget also be adopted as the tape-loading method for the PC Oric emu, Euphoric.

I hereby propose that it be adopted as the standard for *anyone* writing or maintaining an emu for *any* 8-bit machine where transfer of old tapes to snapshot (and back) is desired, so I've crossposted this to all the relevant NGs I can think of. If I've missed any, feel free to repost it.

Now, all we need is for someone to start supplying ready-built ones again...

N.B. Due to the crap way in which nntp.freeserve.net (mal)functions, I've had to set follow-ups. Remember to clear them before replying...

--
---
Regards, Robert the Eboreg
New? Read the FAQ: http://www.kendalls.demon.co.uk/cssfaq/
Got a binary file to post? Go to alt.binaries.emulators.misc

# 1878. Re: Brian Watson is a bigger tosser than I thought (I have proof )

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-16 00:00:00 UTC
From: Seeker <seeker@ihug.co.nz>
Message-ID: <7rq9u3$cgc$1@newsource.ihug.co.nz>
Source record: 50113
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

Sorry, I couldn't find the references to quote from. Firstly, I would like to say that I'm not trying to antagonise anyone, but if you show your messages on a newsgroup then I assume that it is open to public comments, arguments, criticism etc.

Now what I was getting around to is this:

In one message it says that you expect the runners of the event ( or someone ) to make some kind of money. If it is a profitable event then why was charity money used for flyers? Or do you mean that people donated money for the event and that was the money used for the flyers? I myself wouldn't think that there would be much profit from such an event, but what do I know? I thought it sounded more like something for enthusiasts to get together, not to spend up large.

# 1879. Re: Brian Watson is a bigger tosser than I thought (I have proof )

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-16 00:00:00 UTC
From: Brian <brian@spheroid.demon.co.uk>
Message-ID: <937472702.19050.0.nnrp-09.9e98ea3a@news.demon.co.uk>
Source record: 50114
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

CS&E <sales@pc-software.com> wrote in message
news:7rotjf$83e$1@barcode.tesco.net...
> Brian wanted some replies, I will continue to reply to his questions but
all
> sentiments expressed in the original mail still hold true.

<snip latest round of nonsense>

> > Pick your enemies carefully, whoever you are.
>
> Dominic Pinter on behalf of CS&E.

Ah! A name at last, but not anyone I think I've spoken to before.

> I'm just an honest guy and if you can't cope with the heat stop
flaming
> me!

If I recall correctly, you (or someone else from your organisation -and I use the term loosely) posted a long diatribe a few days ago under the heading "Brian Watson is a Tosser" which started this thread and to which I have responded with the facts of the matter.

The only precedent to that personal attack was my posting of information on a CPC-users get-together to which users of other computer formats were invited. I am not organsing it myself, but I am happy to help those who are.

You have continued to follow-up the "Tosser" posting with more lies, assumptions, unfounded allegations and threats of legal action.

I suggest you put up or shut up.

I don't know you well enough to know whether you are honest, but I presume you are. Your bullshit and bluster here suggests a certain immaturity, but I'm prepared to forgive that.

To get some perspective on this, you printed 300 leaflets (plus more than twice that number for other purposes) for me to distribute at an event that I was connected with.

That event was cancelled, against my wishes, by another member of the event's organisation. Not my, or the IEBA's, fault. Get it?

When *I* found out who your company was, *I* chose not to be associated with it. You may not like that, and I'm not surprised that is so, but it is my right to deal with who I choose.

If I don't want to deal with Dixons or Woolworths or Marks and Spencer or whoever, that is my right. *They* wouldn't make fools of themselves by posting the fact that I don't want to deal with them to a newsgroup.

--
Brian

# 1880. Re: Brian Watson is a bigger tosser than I thought (I have proof )

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-16 00:00:00 UTC
From: Jason <tmr@c64.org>
Message-ID: <v3C34HAsJL43IwqC@achievements.co.uk>
Source record: 50115
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

```
David Connolly:
> Binary zone are fantastic, brilliant smashing great and I love them
> (better stop there I'm scaring Jason Kelk). Erm, yes there was a
> reason why we weren't including BZPD, I didn't think they were
> registered (damn I'll have to fire that researcher) I'll take your
> word for it but you certainly kept it quiet.

Binary Zone is presently in it's tenth year of trading as a registered
company.

> Are you the company secretary then Kelky :-)

Actually no, I've no affiliation at all with Binary Zone other than I
exec. edit Commodore Zone (which means I write some of the articles,
master the covermount and get "paid" with a freebie of the mag).
Sometimes I do a bit of coding and Kenz is a friend.

And please don't call me "Kelky".
--
Jason =-)
```

# 1881. Re: Brian Watson is a bigger tosser than I thought (I have proof )

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-16 00:00:00 UTC
From: Brian <brian@spheroid.demon.co.uk>
Message-ID: <937477619.21079.0.nnrp-09.9e98ea3a@news.demon.co.uk>
Source record: 50116
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

Seeker <seeker@ihug.co.nz> wrote in message
news:7rq9u3$cgc$1@newsource.ihug.co.nz...
> Sorry, I couldn't find the references to quote from.

Not surprised, they've probably got as far as Venus by now.

:-)

I realised as I read it that not all the points you raised were addressed to
me, but I am answering those that are and clarifying those which have been
covered before, on behalf of one of the organising groups of the
now-cancelled UK8 event.

> Firstly, I would like
> to say that I'm not trying to antagonise anyone, but if you show your
> messages on a newsgroup then I assume that it is open to public comments,
> arguments, criticism etc.

Fair enough.
>
> Now what I was getting around to is this:
>
> In one message it says that you expect the runners of the event ( or
> someone ) to make some kind of money.

In fact, a dedicated account was set up to administer the monies of the
event. In the event of a shortfall the two groups would cover losses. If a
profit were made, the monies would be left in the account to underwrite a
similar event elsewhere in the UK early next year.

> If it is a profitable event then why was charity money used for flyers?

This was covered in an earlier posting. Crystal (whatever they're called)
had all *their* fliers printed by a charity who therefore benefited by the
transaction.

> Or do you mean that people donated money
> for the event and that was the money used for the flyers?

No. The printing being discussed was Crystal's own, and *some* of those
fliers were printed with the intention of them being distributed at the UK8
event.

> I myself wouldn't
> think that there would be much profit from such an event, but what do I
> know? I thought it sounded more like something for enthusiasts to get
> together, not to spend up large.

Precisely. An event which would be enjoyable for those attending without either a huge loss, or a huge profit, being made by either club.

I understand the CPC '99 event which is now being held on the same day, but organised by members of a CPC club, is intended to fulfil the same function.

They may be organising it but *all* formats' users are welcome to come and bring their kit if they like. A note to one of the organisers jebowley@wacci.demon.co.uk ) first to confirm power supply socket requirements/availability etc would probably be a good idea.

--
Brian

# 1882. Re: Brian Watson is a bigger tosser than I thought (I have proof )

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-16 00:00:00 UTC
From: CS&E <sales@pc-software.com>
Message-ID: <7rqmdd$qce$1@barcode.tesco.net>
Source record: 50117
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

Brian Watson, are you the new publicity officer for Dixons Stores eh? If you were the publicity officer for Dixons Group and then started slagging off Currys for being associated to 'Currys House' in the Bahamas I don't think you'd get very far, to that end stop annoying us in your UK8BIT organisation. Like it or not we are *one of* the leading supporters in the group you claim to represent. Why don't you shut up because you're the one who slags us off privately (well without our knowledge, to CPC fans mainly) and then doesn't reply to telephone calls and letters to discuss it maturely.

# 1883. Re: Brian Watson is a bigger tosser than I thought (I have proof )

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-16 00:00:00 UTC
From: niallt@dai.ed.ac.uk
Message-ID: <7rqmit$vk$4@scotsman.ed.ac.uk>
Source record: 50118
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

Brian (brian@spheroid.demon.co.uk) wrote:
: CS&E <sales@pc-software.com> wrote in message
: news:7rotjf$83e$1@barcode.tesco.net...
: > Brian wanted some replies, I will continue to reply to his questions but
: all
: > sentiments expressed in the original mail still hold true.

: <snip latest round of nonsense>

: > > Pick your enemies carefully, whoever you are.
: >
: > Dominic Pinter on behalf of CS&E.

: Ah! A name at last, but not anyone I think I've spoken to before.

And that helps me too. Dom Pinter and David Connolly (both of CS&E)
post nuisance spam on comp.sys.cbm quite frequently. I can from now on
assume that posts without 'David' at the bottom are from Dominic.

: > I'm just an honest guy and if you can't cope with the heat stop
: > flaming me!

: You have continued to follow-up the "Tosser" posting with more lies,
: assumptions, unfounded allegations and threats of legal action.

: I suggest you put up or shut up.

I once complained to Tesco ISP over David Connolly's spamming of
comp.sys.cbm . I was responded to by being told that CS&E have two
company lawyers and was threatened with court action. For complaining
about spam.

Also, I would suggest CS&E avoid all law suits over libel. This is
free, open advice to Messieurs Pinter and Connolly. After the amount
of libelous material placed on comp.sys.cbm, and archived worldwide on
Usenet mirrors, some of your other enemies may gang together to sink
your little ship...

: I don't know you well enough to know whether you are honest, but I presume
: you are. Your bullshit and bluster here suggests a certain immaturity, but
: I'm prepared to forgive that.

: If I don't want to deal with Dixons or Woolworths or Marks and Spencer or
: whoever, that is my right. *They* wouldn't make fools of themselves by
: posting the fact that I don't want to deal with them to a newsgroup.

The right to choice. Which the Blairite/Thatcherite directors of CS&E
should freely accept...

--
NT As long as but a hundred of us remain alive, never will we on any
\ \/ /conditions be brought under English rule. It is in truth not for
\ / glory, nor riches, nor honours that we are fighting, but for
/ \ freedom -- for that alone, which no honest man gives up but with
/ /\ \life itself. -- Arbroath, 1320

# 1884. Re: Brian Watson is a bigger tosser than I thought (I have proof)

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-16 00:00:00 UTC
From: Brian <brian@spheroid.demon.co.uk>
Message-ID: <937484153.7821.0.nnrp-06.9e98ea3a@news.demon.co.uk>
Source record: 50119
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

Jason <tmr@c64.org> wrote in message
news:v3C34HAsJL43IwqC@achievements.co.uk...
> David Connolly:
> > Binary zone are fantastic, brilliant smashing great and I love them
>
> And please don't call me "Kelky".

Could derivations from the central debate as to whether or not I am a tosser
and, if so, of what size please have their cross-postings trimmed if they
are format-specific?

--
Brian

# 1885. Re: Brian Watson is a bigger tosser than I thought (I have proof )

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-16 00:00:00 UTC
From: niallt@dai.ed.ac.uk
Message-ID: <7rqnna$vk$5@scotsman.ed.ac.uk>
Source record: 50120
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

CS&E (sales@pc-software.com) wrote:
: Brian wanted some replies, I will continue to reply to his questions but all
: sentiments expressed in the original mail still hold true.

: > >Brian Watson. A man who turned down funding and a venue of the last event
: > >because 'he didn't want to be associated with CS&E'.
: >
: > Partly true. It was a jointly-taken decision not to proceed with the UK8
: > event when the WACCI CPC club pulled out. However you are correct to say
: > that I didn't (and don't) wish to be associated with Crystal Software or
: > anyone who uses their name.

: So despite being the head of an organisation which exists to promote 8BIT
: computing you would rather not promote it than let a group who might
: overshadow you fund the event and provide a venue. If you want to find
: Crystal Software go to www.crystal-software.com , we make a point of
: pointing out that we are not related to them. We are Crystal Software and
: Electronics Ltd.

The continued antics of CS&E, well known to the comp.sys.cbm
community, have shown their primary goal to be cash, pure and
simple. To have a company that actively libels the competition
involved in such a show would be sheer folly.

: > Quote from me, "I did not, and do not, wish to be associated with anything
: > this bloke is doing. It *may be* extremely noble, but I am not prepared to
: > get involved with anything or anyone connected with Crystal Software
: and/or
: > Alex de Vries."

: Alex de Vries is in Holland and works for a completely different company. We
: both like the C64 that's it.

Your company is set up on the Crystal model - de Vries' model - IIRC.

: > And would you like to say how you expect them to do rather well out of it?
: I
: > think I may smell a libel coming.

: By selling their goods you doink.

It is a hobby that makes pocket money. It's not a business. If that's
not what you're after, concentrate on the PC scene

: > > despite his self-apointed role as commander in chief.
: >

: > Moi? Don't be silly.

: You are heading the 8BIT organisation and doing nothing for the C64. This
: gives us less room to promote the C64 because you've stuck in your oar just
: enough to get noticed without doing anything constructive. We've been in all
: of the newspapers and radio recently, challenge me to organise a national TV
: apperance and I'll do it Brian.

If you do, you'll be doing it for _new_ attention, not continued
hobbyist attention. Different scene.
: >
: > > Finally the truth comes out it was a CPC event all the time, like
: > >I said it would be.
: >
: > Then you got it wrong, sunshine. It wasn't.

: CPC'99 is the replacement, need I say more.

Organised _seperately_ by _Amstrad_enthusiasts_ to fill the gap left.

: > > If you're going to listen to me just once in your lifetimes people
: > >(pretty please) then mail Brian and tell him to rename his organisation.
: >
: > Which one? Protext Software (mine, as a partner) or IEBA (not mine)?

: IEBA, the one you do publicity for you cretin. Nobody's ever heard of
: Protext and please God don't say we've tried to buy anything from you again
: because IT WAS A DIFFERENT COMPANY (sorry, just shouting at Brian there).

Should PC Plus magazine be renamed because it doesn't adequatly cover
286 software to be truly for all PCs. The UK scene is less C64
oriented than abroad, so a smaller representation is to be expected.

: > > I
: > >don't need the hassle of people continually thinking he's associated with
: > us
: >
: > No danger of that.
: >
: Rename your organisation to CPCBIT then. 8BIT implies C64, C64 implies us.
: That's how people think when they have only heard of CS&E.

Once again, CS&E yells "This is MY park! Get off of that swing." I
apologise if the users and supporters of 8BIT computers are ruining
your plans for world domination.

: You're not even prepared to make a donation to charity after I gave them a
: job of printing 2000 flyers and you lost 300 of them.

After _you_ gave them. Exactly.

: > By the way, I think you'll find it is usual to give this "7 days' notice"
: > you are so proud of declaring directly to the person you propose to take
: to

: > court rather than plonking it in a newsgroup (or several).

: This was my seven days notice of seven days notice actually.

Twattism.

: Happy now Brian, Brian has this habit of leaving his answer phone on and not
: replying to messages from us.

Or maybe not being in at the time, or being busy, or...

: > > Anybody is welcome to call me and
: > >discuss things. And yes you can pay for the printing if you like

: > Thank you for giving me the choice.

: Or go to court.

This should be amusing. A legal defeat for CS&E would make a most
entertaining thread.

: > > Make a donation of around 100
: >
: > apples?
: >
: > > to a charity, if you don't do this may God punish you.
: >
: > I tend to find people who call on God to do their dirty work are usually
: > overlooking the passage in the Bible about "Thou shalt not tempt the Lord
: > thy God" etc.

: I can't believe you are stealing from a charity. You might as well go out
: into the street, find the nearest collecter, knock them over and steal their
: collecting box.

'God' has been creeping more and more into CS&E's posts. CS&E are
capitalist and show no understanding of religion in any sense.

God implies religious people. Religious people implies me. This is
true. Nutterism is a constant thorn in my side. Loonies screaming fire
and brimstone and the end of the world have created a terrible image
of religion which marks me in others' eyes.

: > Pick your enemies carefully, whoever you are.

: Dominic Pinter on behalf of CS&E.
: Brian, you've slagged us off and we're receiving legal advice to try and
: stop you immediately. Stop it. >
: > For my response to this person's previous anonymous posting to
: > comp.sys.amstrad.8bit, e-mail me at 8bit@spheroid.demon.co.uk
: >
: > As if anyone gives a damn.

Of course we give a damn. Any slagging of the eedjits at CS&E is
welcome! :)

--
NT As long as but a hundred of us remain alive, never will we on any
\ \/ /conditions be brought under English rule. It is in truth not for
\ / glory, nor riches, nor honours that we are fighting, but for
/ \ freedom -- for that alone, which no honest man gives up but with
/ /\ \life itself. -- Arbroath, 1320

## 1886. Where is the best place to get carts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-16 00:00:00 UTC
From: bilbo_baggins@my-deja.com
Message-ID: <7rrh9r$rh6$1@nnrp1.deja.com>
Source record: 50121

I just picked up an 800xl for my 3 year old on ebay. I figured the Atari 8 bit system would be good for him because of the cart based software, and the ease of operation with the cart port on top (you don't wanna turn a 3 year old loose unsupervised on a P3-500) Commodore 64 carts plug in a bad location, and my old CoCo never had much software support.
I am looking for educational carts for it. I have been to 4jays, but they did not respond to my email request for info & shipping prices (their site says to request shipping prior to ordering, and I was going to buy the hardware from them too, but they must not want to sell it)
I know the atari 8 bits had a lot of software on cart, but after hours of searching the web, I am not having a ton of luck locating much.
I am looking for titles along the lines of "Big Bird's magic birdseed," and probably some arcade games too. Are carts univerally compatible from one Atari computer to the next? With the exception of a few "xe" notations, I haven't found any reference to platform restrictions or requirements.
USA location.
Thanks for any help.

--
"All hail to the Lords of the Ring"

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 1887. diffculties while downloading my files from the net...

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-16 00:00:00 UTC
From: Karolj Nadj <k_nadj@s-direktnet.de>
Message-ID: <7rr7uq$l34$1@newsread.f.de.uu.net>
Source record: 50122

i got an email that it is impossible to download SAP09 package from my
webpage...

can someone check it if this is true? i havent no clue why... the other
files lay on the same
server... but with this file the user has to enter a password to login...
any ideas???

http://www.s-direktnet.de/homepages/k_nadj/main.html

or directly...

http://memers.tripod.de/heaven_tqa/prog/sap09.zip

# 1888. Re: New Atari commercial?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-16 00:00:00 UTC
From: Karolj Nadj <k_nadj@s-direktnet.de>
Message-ID: <7rr94v$pj7$1@newsread.f.de.uu.net>
Source record: 50123

well... it has something to do with hasbro the owner of atari rights...

they will launch new "old" classics from atari like centipede for psx and pc
and want
to launch atari as a "cool" trendy lable for top-classic arcade games...

retro... rulez...

papa, heaven

# 1889. Re: Brian Watson is a bigger tosser than I thought (I have proof)

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-16 00:00:00 UTC
From: XorA <xora@gladden-fields.demon.co.uk>
Message-ID: <7rrb5c$2qg$2@gladden-fields.demon.co.uk>
Source record: 50124
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

```
Brian <brian@spheroid.demon.co.uk> wrote:
> Could derivations from the central debate as to whether or not I am a tosser
> and, if so, of what size please have their cross-postings trimmed if they
> are format-specific?

Wont we need to check your bedclothes for stains to determine that :-)

Graeme

--
XorA
"Twisted beyond Pain,
Existing beyond Life"
```

# 1890. Re: Brian Watson is a bigger tosser than I thought (allegedly)

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-16 00:00:00 UTC
From: David <daveykins@theoffice.net.spamtrap>
Message-ID: <_FcE3.21516$Ze2.677765@nnrp3.clara.net>
Source record: 50125
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

Brian <brian@spheroid.demon.co.uk> wrote in message
news:937388016.25040.9.nnrp-07.9e98ea3a@news.demon.co.uk...
> Sorry not to include header information on the posting to which this is a
> response, but this was forwarded to me by someone. I have included
> comp.sys.amstrad.8bit in the cross-posting as a number of people have
posted
> there following this character's initial anonymous posting there.

[Snip]

Is that dickhead (not you Brian!) still at it?

## 1891. Re: Where is the best place to get carts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-16 00:00:00 UTC
From: enovak7924@aol.com
Message-ID: <19990916165608.13022.00001196@ng-fs1.aol.com>
Source record: 50126

Ebay always has a lot of good stuff to bid on. There was not to long ago a lot of about 15 edu titles.

.

.

"Who is booking this crap? The Rock against Billy Gunn. The Rock against Gangrel. I mean next week they'll be havin the Rock lay the smackdown on the Brooklyn Brawler for Christs' sake !"

# 1892. Re: Brian Watson is a bigger tosser than I thought (I have proof )

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-16 00:00:00 UTC
From: Jim MacKenzie <jim@dusykbarlow.sk.ca>
Message-ID: <37e16f33.0@204.83.142.253>
Source record: 50127
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

Guys, no one cares but you. Please take this to private email.

Jim

## 1893. CP/M drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-16 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <37E17D3B.36AD369F@qnet.com>
Source record: 50128

Im looking for information on a drive that allowed 8bit Atari disks to be read by CP/M. This was not made by Atari.

Don

## 1894. 8Bit 7 Drive copy system

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-16 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <37E17CE7.FF12E370@qnet.com>
Source record: 50129

Im looking for information on a 8bit Atari 7 drive copy system. All I know is that it was not made by Atari and that it plugs into the back of a 800.

Don

# 1895. Re: 8Bit 7 Drive copy system

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-16 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <37E1B877.3A28775A@qnet.com>
Source record: 50130

No its not a Happy Drive thats the first thing I thought of too.

Don

Rezarf wrote:

> Sounds interesting...not a Happy Drive, version 7? Keep us posted if you find
> anything on it!

# 1896. Re: HELP: Atari XE Game System power pinouts???

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-16 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <37E1BC3F.E1DF0E1@arn.net>
Source record: 50131

mingle wrote:

> Hi,
>
> I recently picked up an Atari XE Games System, but it didn't come with a
> psu.
> I'm also missing the user guide.
>
> Could anyone tell me the pin-outs for the power DIN socket on the XE system
> so I
> can rig up a power supply?
>
> Any help greatly appreciated!
>
> Mike.

The power supply pinouts are the same as the 800XL.

Laters,

AntBaker

## 1897. Basic Stamps

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-16 00:00:00 UTC
From: John Schnittker <jschnitt@earthlink.net>
Message-ID: <37E1C8A4.25A3B2A2@earthlink.net>
Source record: 50132

I was just educating myself about basic stamps. Since all their IO pins are TTL (just as the SIO and joy ports are), perhaps they could be programmed to "pretend" to be an atari disk drive. They have 8 IO pins which is more than enough to connect to the SIO. And they could boot a miniature OS for the atari. Wouldn't that be cute?

# 1898. Re: Brian Watson is a bigger tosser than I thought (I have proof )

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-16 00:00:00 UTC
From: Brian <brian@spheroid.demon.co.uk>
Message-ID: <937552741.19845.1.nnrp-09.9e98ea3a@news.demon.co.uk>
Source record: 50133
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

Niall Tracey <niallt@dai.ed.ac.uk> wrote in message
news:7rqmit$vk$4@scotsman.ed.ac.uk...
> Brian (brian@spheroid.demon.co.uk) wrote:
> : CS&E <sales@pc-software.com> wrote in message
> : news:7rotjf$83e$1@barcode.tesco.net...
> : > Brian wanted some replies, I will continue to reply to his questions
but
> : all
> : > sentiments expressed in the original mail still hold true.
>
> : <snip latest round of nonsense>
>
> : > > Pick your enemies carefully, whoever you are.
> : >
> : > Dominic Pinter on behalf of CS&E.
>
> : Ah! A name at last, but not anyone I think I've spoken to before.
>
> And that helps me too. Dom Pinter and David Connolly (both of CS&E)
> post nuisance spam on comp.sys.cbm quite frequently. I can from now on
> assume that posts without 'David' at the bottom are from Dominic.

There is also apparently a Maurice P Connelly involved. I received an e-mail
from him, but signed at the bottom by David (Connelly, I presume). This was
what raised my earlier "curiouser and curiouser" enquiry about the outfit.

In that e-mail the following quotes appeared:

1) " I guess the first thing to be pointed out is that Crystal Software
International, who are shortly to be renamed Crystal Interactive Software,
do not have any say on how Crystal Software and Electronics act. We have a
small association of convenience which may have slight importance on the PC
but certainly CSI in Holland and Alex de Vries would not support the C64
anymore and they would not have any idea of this flyer."

It was the bit about the "small association of convenience" which confirmed
the connection and confirmed my decision not to deal with them.

2) "My attitude is obviously partly to blame as if someone is rude I tend to
be just as rude back, call it Christian or whatever else but I try to help
out the good guys."

Funny interpretation of "Christian", I thought. Something about "turning the
other cheek" featured in that book.

Having been on the receiving end of de Vries' rudeness, I wanted nothing more to do with this crew. If I wanted a cowboy outfit I'd go to a professional costumier's.

> I once complained to Tesco ISP over David Connolly's spamming of
> comp.sys.cbm . I was responded to

You were responded to by Tesco? Or by CS&E?

> by being told that CS&E have two
> company lawyers and was threatened with court action.

Do I take it that Tesco warned CS&E about spamming and that CS&E then threatened you with legal action having been notified, or warned, by Tesco?

> For complaining about spam.

"Nice people, with nice manners." Flanagan and Allen used to sing a song called that.

--
Brian

# 1899. Re: Brian Watson is a bigger tosser than I thought (I have proof )

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-16 00:00:00 UTC
From: Brian <brian@spheroid.demon.co.uk>
Message-ID: <937552739.19845.0.nnrp-09.9e98ea3a@news.demon.co.uk>
Source record: 50134
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

CS&E <sales@pc-software.com> wrote in message
news:7rqmdd$qce$1@barcode.tesco.net...
> Brian Watson, are you the new publicity officer for Dixons Stores eh?

Are you getting counselling?

> If you
> were the publicity officer for Dixons Group and then started slagging off
> Currys for being associated to 'Currys House' in the Bahamas I don't think
> you'd get very far, to that end stop annoying us in your UK8BIT
> organisation.

IEBA. Do try to get it right (for once).

> Like it or not we are *one of* the leading supporters in the
> group you claim to represent.

Then I suggest you start acting like it. You do yourselves no credit by
these foolish petulent outbursts.

> Why don't you shut up because you're the one
> who slags us off privately (well without our knowledge, to CPC fans
mainly)

What are you on about now...?

Could you have a word with someone skilled in the area of treating paranoia?
I think you need help. Just because you don't know about something, doesn't
mean it's happening.

> and then doesn't reply to telephone calls and letters to discuss it
> maturely.

I am not aware of any instances of my not responding to any letters or phone
calls. You mentioned in a previous posting (alongside a lot of other
nonsense) that I had not responded to messages left on my answerphone, but
as that was as untrue as everything else it was similarly snipped.

It is quite possible that holidays or other indisposition might cause a
*delay* in my getting back to a caller, but that is simply because I have a
business to run and a life outside 8-bit computing. As far as I am aware,
no-one from your organisation has been affected in even that way.

It is true that it took a while to return the leaflets to you (I presume it
was you - you haven't signed the posting again) as I was away on holiday.

However, apart from the court letter for libel which you keep banging on about and which *might* someday appear on my mat, I shall *in future* not respond to any communications from you outside the newsgroups.

And my responses in the newsgroups shall only be to correct your foolish and inaccurate allegations.

Frankly, the less I have to do with such a silly group of people the better.

--
Brian

# 1900. Problems with ALLEY CAT, SHAMUS, ZAXXON

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-16 00:00:00 UTC
From: "Luis P. Baeza Q." <lbaeza@yahoo.com>
Message-ID: <37E071E1.B944749D@yahoo.com>
Source record: 50135

OK Here's a problem I can't solve. These games I can't play 'em in the A800DOS emulator, neither in my 65XE using APE. BUT they run OK in XFormer98 ver 5.02. Then I think there's something missing.... but what is it? Does anybody know how can I play these roms in my 65XE or 800XL? Maybe some OS ROMs problems? Maybe I need an 800?

Any help, please post it here or eMail me @ lbaeza@yahoo.com.

Thanx

Luis P. Baeza Q.

```
| | |
/ | \
ATARI
F A N
```

# 1901. Re: Digital Analog

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-17 00:00:00 UTC
From: cyro@my-deja.com
Message-ID: <7rs0jm$747$1@nnrp1.deja.com>
Source record: 50136

I'm currently working on issue #3, sorry, my time is very limited :)

Cheers,
-CyRo

In article <19990914130726.01811.00000118@ng-fq1.aol.com>,
rhamiiton5@aol.comedy (RHamiIton5) wrote:
> >>Is there a site with scanned copies of Analog magazine?
> >>
> >>-Rick Heldmann
> >
> >http://www.cyberroach.com/analog/default.htm
>
> Last time I checked Mr Roach had only done issues 1 & 2; are there
any more out
> there...?
>
> Above average intelligence has always run in my family. Ambition,
however, has
> always walked with a limp....
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 1902. Re: Where is the best place to get carts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-17 00:00:00 UTC
From: GENE EHRICH <generic3@home.com>
Message-ID: <YCfE3.710$GZ2.15984@news.rdc1.pa.home.com>
Source record: 50137

I have some cartridges for it for sale on my web site listed below

--
http://members.home.net/generic3
On-Line Computer & Video Game Garage Sale
generic3@home.com
<bilbo_baggins@my-deja.com> wrote in message
news:7rrh9r$rh6$1@nnrp1.deja.com...
>
>
> I just picked up an 800xl for my 3 year old on ebay. I figured the
> Atari 8 bit system would be good for him because of the cart based
> software, and the ease of operation with the cart port on top (you
> don't wanna turn a 3 year old loose unsupervised on a P3-500) Commodore
> 64 carts plug in a bad location, and my old CoCo never had much
> software support.
> I am looking for educational carts for it. I have been to 4jays, but
> they did not respond to my email request for info & shipping prices
> (their site says to request shipping prior to ordering, and I was going
> to buy the hardware from them too, but they must not want to sell it)
> I know the atari 8 bits had a lot of software on cart, but after hours
> of searching the web, I am not having a ton of luck locating much.
> I am looking for titles along the lines of "Big Bird's magic birdseed,"
> and probably some arcade games too. Are carts univerally compatible
> from one Atari computer to the next? With the exception of a few "xe"
> notations, I haven't found any reference to platform restrictions or
> requirements.
> USA location.
> Thanks for any help.
>
>
> --
> "All hail to the Lords of the Ring"
>
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

## 1903. Re: 8Bit 7 Drive copy system

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-17 00:00:00 UTC
From: rezarf@aol.com
Message-ID: <19990916201344.01537.00000944@ng-fl1.aol.com>
Source record: 50138

Sounds interesting...not a Happy Drive, version 7? Keep us posted if you find anything on it!

# 1904. Re: Where is the best place to get carts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-17 00:00:00 UTC
From: bilbo_baggins@my-deja.com
Message-ID: <7rtn8t$d5a$1@nnrp1.deja.com>
Source record: 50139

In article <YCfE3.710$GZ2.15984@news.rdc1.pa.home.com>,
"GENE EHRICH" <generic3@home.com> wrote:
> I have some cartridges for it for sale on my web site listed below
>
> --
> http://members.home.net/generic3
> On-Line Computer & Video Game Garage Sale
> generic3@home.com
> <bilbo_baggins@my-deja.com> wrote in message
> news:7rrh9r$rh6$1@nnrp1.deja.com...
> >

Thanks,
I have been to your site, and There are a number of titles that are suitable, but they are disk based. I may buy a disk drive for it, but I will have to find one for the right price (and I am not really sure what drives work with it). I am looking for educational carts mainly because of the ease of operation, but The disk software would be fine if Mom or dad loads it. I will get back to you if I find a disk drive cheap!

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 1905. Re: Where is the best place to get carts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-17 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <37E1EA63.502E@ccnet.com>
Source record: 50140

Give us another try. Call or e-mail us again.
--
4Jays Classic Video Games and Old Computers
Buy/Sell/Trade/Service/Parts
Atari 2600/5200/7800,Colecovision,Intellivision,
Odyssey 2,Fairchild,Pongs,Handhelds,Etc
Commodore 64/128/Amiga and Atari 8bit/16 bit

http://www.4jays.com

## 1906. Re: Where is the best place to get carts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-17 00:00:00 UTC
From: bilbo_baggins@my-deja.com
Message-ID: <7rtngr$dg5$1@nnrp1.deja.com>
Source record: 50141

In article <19990916165608.13022.00001196@ng-fs1.aol.com>,
enovak7924@aol.com (ENovak7924) wrote:
> Ebay always has a lot of good stuff to bid on. There was not to long
ago a lot
> of about 15 edu titles.
> .

I bought it on ebay, and I have bought several games there, but I am
looking for somewhere that may sell used carts (like 4jays supposedly
does) with a list, and no wait for something to come up for bid.
Thanks

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 1907. Re: Brian Watson is a bigger tosser than I thought (I have proof)

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-17 00:00:00 UTC
From: Brian <brian@spheroid.demon.co.uk>
Message-ID: <937558565.22121.0.nnrp-09.9e98ea3a@news.demon.co.uk>
Source record: 50142
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

XorA <xora@gladden-fields.demon.co.uk> wrote in message
news:7rrb5c$2qg$2@gladden-fields.demon.co.uk...
> Brian <brian@spheroid.demon.co.uk> wrote:
> > Could derivations from the central debate as to whether or not I am a
tosser
> > and, if so, of what size please have their cross-postings trimmed if
they
> > are format-specific?
>
> Wont we need to check your bedclothes for stains to determine that :-)

Good point. Please form an orderly queue.

--
Brian

# 1908. Re: Brian Watson is a bigger tosser than I thought (I have proof )

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-17 00:00:00 UTC
From: Brian <brian@spheroid.demon.co.uk>
Message-ID: <937558567.22121.1.nnrp-09.9e98ea3a@news.demon.co.uk>
Source record: 50143
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

Jim MacKenzie <jim@dusykbarlow.sk.ca> wrote in message
news:37e16f33.0@204.83.142.253...
> Guys, no one cares but you. Please take this to private email.

Sorry, but I don't want these idiots in my mailbox.

Otherwise, I'm inclined to agree with you that this on-going drone is very
tiresome.

My problem is that I am being accused of things which are not true in a
public medium and feel entitled to defend my reputation in the same places.

At least it's on-topic, in that the posting arrived *apparently* as a result
of me posting an invitation to a cross-format get-together and it expressed
doubts about how appropriate it was for me to be involved in publicising
that event in any way.

The word "tosser" has remained as a constant in the headers. It's mildly
offensive, but does provide a possible solution to your ( and no doubt
others' ) problem.

Can I suggest that you, and anyone else who doesn't want to read *any* of
the nonsense, adds the word "tosser" to your killfile.

--
Brian

# 1909. Re: NAME OF THE GAME

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-17 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <InnE3.1617$uV5.23694@news1.online.no>
Source record: 50144

Grand Prix Simulator ? Looks a but like Super Sprint

Luis P. Baeza Q. <lbaeza@yahoo.com> wrote in message
news:37E0619D.FA0AE5A7@yahoo.com...
> Hi Everybody!
> I 'm trying to remember the name of a game for the 800xl: Check it
> out: it seemed like The last V8, same kind of movement, but 2 players at
> the same time, and you could see the entire track, not only a part of it
> (like V8). The most difficult part was passing under the bridges. I used
> to stuck down there for 1 hour or more! When starting, displayed the
> classic messages "3..2..1..GO" with a digitized human-voice-like sample.
> When the game was over, the voice said "GAME OVER" but it sounded like
> "GAME OVAHH" or OPAHH. That was very funny for me, and that's all i
> remember.
>
> Any idea about the name of this game, please reply!
>
> Thanks a lot.
>
> Luis P. Baeza Q.
>
> |||
> / | \
> ATARI
> F A N
>
>

## 1910. monochrome monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-17 00:00:00 UTC
From: kenkatz@my-deja.com
Message-ID: <7ru29r$m29$1@nnrp1.deja.com>
Source record: 50145

Looking for Atari Monochrome Monitor FOR 1040ST in good working order.
Please respond here or to maemusik@aol.com or call Ken at 954.581.2203
Thanks

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 1911. Re: Brian Watson is a NOT bigger tosser than I thought (I have proof )

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-17 00:00:00 UTC
From: Richard Atkinson <rga24@hermes.cam.ac.uk>
Message-ID: <Pine.LNX.4.05.9909171223220.283-100000@hapsby.chu.cam.ac.uk>
Source record: 50146
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.misc

On Fri, 17 Sep 1999, Brian wrote:

> Jim MacKenzie <jim@dusykbarlow.sk.ca> wrote in message
> news:37e16f33.0@204.83.142.253...
> > Guys, no one cares but you. Please take this to private email.
>
> Sorry, but I don't want these idiots in my mailbox.

Having witnessed the outburst from CS&E, I can say quite categorically
that there are LOTS of people who care about this thread, as we find it
most irksome that a bunch of self-appointed salesman types who probably
don't have a clue about 8 bit computers can go around saying things like
'Brian Watson is a tosser'. Then to say things like '8BIT means C64, C64
means us' is absolutely ridiculous.

I would like to express my indignation that these people can carry on like
this and still hope to earn business from newsgroups like comp.sys.cbm
I hope this episode has hit them where it hurts most, in the wallet, as I
certainly wouldn't buy anything from them now, even though I once
considered some of their products on their webpage.

> Otherwise, I'm inclined to agree with you that this on-going drone is very
> tiresome.
>
> My problem is that I am being accused of things which are not true in a
> public medium and feel entitled to defend my reputation in the same places.

Brian, you've been commendably restrained and as a result made those CS&E
guys look even more stupid. I hope you don't consider them representative
of the CBM community, despite their comments ;)

> The word "tosser" has remained as a constant in the headers. It's mildly
> offensive, but does provide a possible solution to your ( and no doubt
> others' ) problem.
>
> Can I suggest that you, and anyone else who doesn't want to read *any* of
> the nonsense, adds the word "tosser" to your killfile.

Exactly. Tempting as it is to start a thread something along the lines of
'CS&E are a bunch of tossers', I think the rest of us should show the same
dignity and restraint as Brian.

Richard

## 1912. Re: diffculties while downloading my files from the net...

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-17 00:00:00 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <37E2152B.B15A5629@mb1.tu-chemnitz.de>
Source record: 50147

yes, it is true.

it is necessary to be a member of tripod ... they ask you for a login &
password.
not really nice.

sven.

--
==========
Sven Gleich (http://www.tu-chemnitz.de/~sgl)
mailto:sven.gleich@mb1.tu-chemnitz.de (until 2ooo)
Atari XL/XE: http://www.tu-chemnitz.de/~sgl/atari
==========

# 1913. More Atari! FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-17 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7rt5eg$74f$1@user2.teleport.com>
Source record: 50148
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. I have 6 different Catalogs, and my SoftWare Catalogs are my largest. They have the biggest Byte Count. And remember if you cant come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

Click for WebSite!

***FREE*** Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, September 14th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 1914. Re: Brian Watson is a NOT bigger tosser than I thought (I have proof)

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-17 00:00:00 UTC
From: Craig Harrison <Craigster@amstech.screaming.net>
Message-ID: <7rt7av$dje$1@fu-berlin.de>
Source record: 50149
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.misc

Richard Atkinson wrote ...

> Exactly. Tempting as it is to start a thread something along the lines of
> 'CS&E are a bunch of tossers', I think the rest of us should show the same
> dignity and restraint as Brian.
>
Indeed, Indeed, Brian still has my full support and this comment above is
very true,

Well Said!!

--
Craig
E-mail:
Craigster@AmsTech.freeserve.co.uk
Craigster@amstech.screaming.net

AmsTech Home Page
http://members.tripod.co.uk/Craigster/index.html

## 1915. Seattle Labs TermServer!

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-17 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <7rt9q7$ns2$1@news.xmission.com>
Source record: 50150

I just downloaded an eval copy of a program called "Seattle Labs TermServer". It's a telnet service for WindowsNT.

Essentially, what it does is provide a TELNET interface for any serially connected device.

I currently have my 130xe connected to my PC's Com2 via Nullmodem, and am on the net through my PC's ISDN internet connection.

If you're looking for such a solution, as I have been, this works really flawlessly!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

## 1916. Re: Atari calculator??

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-17 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <7rta1j$ns2$2@news.xmission.com>
Source record: 50151

Gareth <dial.pipex.com_.nospam@garethd.com> wrote:
Yes, Atari did make trinkets like calculators, coffee mugs, etc..

> Does anyone know what the situation was - did Atari make a small and
> abortive foray in to the pocket calculator market?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 1917. Ultima II question

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-17 00:00:00 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <37E24E68.EF18F51E@agnld.uni-potsdam.de>
Source record: 50152

Hi!

I just have a question concerning Ultima II for Atari 8-Bit. I heard about different sizes of boxes for that game. Does anyone know more about that?

Greets,

Andre

# 1918. Re: Basic Stamps

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-17 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <wklna54n8g.fsf@erols.com>
Source record: 50153

It would, however you will run into problems with variable space and timing. The SIO bus is really finiky about the protocol timing and the Stamp is VERY slow. If you really want to do something with the stamp, maybe make it a printer driver; SIO to the stamp, and a parallel port out- the coding would certainly be easier.. and no data storage issues either.

However, the Stamp is a good introduction to embedded systems- with that as a stepping board, you could get more capable controllers (I like the ones www.blueearthresearch.com sells), you could certainly emulate a floppy drive (but you may need assembly for the time sensitive parts).

Gregm

> I was just educating myself about basic stamps. Since all their IO pins
> are TTL (just as the SIO and joy ports are), perhaps they could be
> programmed to "pretend" to be an atari disk drive. They have 8 IO pins
> which is more than enough to connect to the SIO. And they could boot a
> miniature OS for the atari. Wouldn't that be cute?

# 1919. Re: SHAMUS, ALLEY CAT, ZAXXON...

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-17 00:00:00 UTC
From: GAREEE© <gareee@earthlink.net>
Message-ID: <7rtq66$90v$1@oak.prod.itd.earthlink.net>
Source record: 50154

I know I have them all working fine here.. maybe it's the emulator you're using?

--
Gary Tabar Jr, @ Da Mouzzz...
EMAIL: GAREEENOSPAM@earthlink.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info ):
http://www.fortunecity.com/tattooine/ellison/86/index.html

Luis P. Baeza Q. <lbaeza@yahoo.com> wrote in message news:37E062EB.DB5EDA7C@yahoo.com...
Hi!
Does anybody know where can I find the WORKING atrs of these games: ALLEY CAT, ZAXXON, and SHAMUS?
Everywhere I find'em on the iNet, I download'em and try'em in my 65XE but they don't work! (Even in my emulators...)
Any idea where I can find these games working, please eMail me or response right here at this group.
Thanks!

Luis P. Baeza Q.

|||
/ | \
ATARI
F A N

## 1920. Re: diffculties while downloading my files from the net...

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-17 00:00:00 UTC
From: Karolj Nadj <k_nadj@s-direktnet.de>
Message-ID: <7ru0u8$4uv$1@newsread.f.de.uu.net>
Source record: 50155

```
Karolj Nadj <k_nadj@s-direktnet.de> schrieb in im Newsbeitrag:
7rr7uq$l34$1@newsread.f.de.uu.net...
> i got an email that it is impossible to download SAP09 package from my
> webpage...
>
> can someone check it if this is true? i havent no clue why... the other
> files lay on the same
> server... but with this file the user has to enter a password to login...
> any ideas???
>
> http://www.s-direktnet.de/homepages/k_nadj/main.html
>
> or directly...
>
> http://memers.tripod.de/heaven_tqa/prog/sap09.zip
>
>
of course its

http://members.tripod.de/heaven_tqa/prog/sap09.zip

but this is not the solution...

>
```

## 1921. Re: Where is the best place to get carts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-17 00:00:00 UTC
From: enovak7924@aol.com
Message-ID: <19990917161258.01820.00001433@ng-fq1.aol.com>
Source record: 50156

I bid and got on EBAY a 1050 disk drive for $16.00. That isn't too expense I think. yoiu just have to find the right time to bid. If oyu see a lot of dik drives up for auction, then go for one of the later auctions. they can usually be won for low money becuase everybody will already have bid on all the other disk drives in the other auctions. That's how I got mine so cheap.

.
.
"Who is booking this crap? The Rock against Billy Gunn. The Rock against Gangrel. I mean next week they'll be havin the Rock lay the smackdown on the Brooklyn Brawler for Christs' sake !"

## 1922. RAM upgrade with 30pin simm?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-17 00:00:00 UTC
From: "Chi K. Chan" <ckchan@interport.net>
Message-ID: <7ruajq$1m6$1@winter.news.rcn.net>
Source record: 50157

I was just wondering if there are any RAM upgrades using a 1Meg 30pin simm?
These can usually be picked up for about $1 each used.

Thanks,
Chi K. Chan

# 1923. Re: APE'98 Final Beta Now Available

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-17 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1dy8haq.1p1wim61u3u2dcN@[192.168.0.4]>
Source record: 50158

Petr Liebl <lieblp@atlas.cz> wrote:
> It's not fair to make the programs only for those, who have money......by
> us, it's one new, very good game.....but he ATARI...is better (:-)))))
>
> Make shareware please!!!!!!

I hate to bring the doom and gloom, but when he releases the shareware version, you still need to pay for it if you want to use it! Shareware does not mean free, it just means "Try me out, and if you like it, buy it".

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

# 1924. Re: Hardware gadget for tape loading

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-17 00:00:00 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <37E2A779.MD-1.3.12.unsatisfactory@bigfoot.com>
Source record: 50159
Cross-posted to:
comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.acorn.misc,comp.sys.oric

On Thu, 16 Sep 1999 08:07:40 GMT, Robert J. Baker (of comp.sys.sinclair "fame")
wibbled on for an age:

> For the past several years, Speccy enthusiasts using the emulator
> "Z80" by Gerton Lunter have had the use of a neat little gadget to
> interface the parallel port to a cassette deck for tape loading. (I
> think this gadget has been adopted by other emus as well -- the gadget
> may also work on other makes of computer, though I haven't heard about
> this.)

The Amiga ZXAM one is essentially the same thing, but connects to a
different port.

> Recently, it has been proposed on the Sinclair and Oric NGs that this
> gadget also be adopted as the tape-loading method for the PC Oric emu,
> Euphoric.
>
> I hereby propose that it be adopted as the standard for *anyone*
> writing or maintaining an emu for *any* 8-bit machine where transfer
> of old tapes to snapshot (and back) is desired, so I've crossposted
> this to all the relevant NGs I can think of.

I'd argue that using sound sampling hardware - if already available -
is probably better (or, at least, means that people don't need a new
interface if they already have something capable of converting sound
to data)

Chris
--
+-----------------------------------------+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
| http://www.bigfoot.com/~ysac |
+-----------------------------ICQ:28784166-+

# 1925. Re: Basic Stamps

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-17 00:00:00 UTC
From: John Schnittker <jschnitt@earthlink.net>
Message-ID: <37E2C5BC.18296B6C@earthlink.net>
Source record: 50160

Thanks alot for your comments.
It's really great there are so many serious atari people here. I think it would be cool to see some new hardware products for vintage systems such as the atari. And I think as the costs to develop hardware goes down, we may see some new products for old (but loved) systems. I have seen some people building and selling SIO2PC cables and I think there will be more instances of this kind of business to come in the future.

Greg Menke wrote:

> It would, however you will run into problems with variable space and
> timing. The SIO bus is really finiky about the protocol timing and
> the Stamp is VERY slow. If you really want to do something with the
> stamp, maybe make it a printer driver; SIO to the stamp, and a
> parallel port out- the coding would certainly be easier.. and no data
> storage issues either.
>
> However, the Stamp is a good introduction to embedded systems- with
> that as a stepping board, you could get more capable controllers (I
> like the ones www.blueearthresearch.com sells), you could certainly
> emulate a floppy drive (but you may need assembly for the time
> sensitive parts).
>
> Gregm
>
> > I was just educating myself about basic stamps. Since all their IO pins
> > are TTL (just as the SIO and joy ports are), perhaps they could be
> > programmed to "pretend" to be an atari disk drive. They have 8 IO pins
> > which is more than enough to connect to the SIO. And they could boot a
> > miniature OS for the atari. Wouldn't that be cute?

--
John Schnittker
Serrano Village
6000 University Parkway
San Bernardino, CA 92407

# 1926. FA on Yahoo: Atari 1027 printer, AtariWriter and spellchecker

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-17 00:00:00 UTC
From: Tom Johnson <thomasj@NO.SPAM.execpc.com>
Message-ID: <37e31134$0$11115@news.execpc.com>
Source record: 50161

Boxed and complete Atari 1027 letter quality printer. Works but needs ink cartridge. Original, packaged and unused ink cartridge included but I did not want to open it up to make sure it was OK. Comes with SIO cable, power supply, original oil and owner's manual.

Also included is boxed and complete AtariWriter. Includes cartridge, owner's manual and quick reference guide.

Lastly includes APX Classics disk from Antic with Spell Magic, a spell checker compatible with AtariWriter.

http://auctions.yahoo.com/auction/8675471

# 1927. Re: 8Bit 7 Drive copy system

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-18 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7rv5j9$jnr$1@ssauraac-i-1.production.compuserve.com>
Source record: 50162

Atari 7 drive copy system...

The only thing I ever knew about was a mod for the 810 that let
you set it to drives 5 thru 8. Using 1 drive as source, a
sector copy program could write each sector to the remaining 7
drives until the disk was done.
I have not heard of the mod for any other drive, nor do I know
if the mod required a new rom.

Rick D.

--

# 1928. Re: ATARI 8 has a GUI interface? What?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-18 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7rv5vr$jnr$2@ssauraac-i-1.production.compuserve.com>
Source record: 50163

There were actually several GUIs for the A8 Ataris. Some were
application specific, usually telecom, but at least a couple
were general desktop GUIs, Diamond GOS, version three
source?/rom binaries are available online, and another one I
can't remember the name. Of course they were bothered by high
ram needs, slow speed, and fussy with DOSes. And other GUIs were
more hybrid text/graphics.

Rick D.

--

# 1929. Re: Getting boot errors on my tape recorder for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-18 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7rv6rh$jnr$3@ssauraac-i-1.production.compuserve.com>
Source record: 50164

Try cleaning the tape head. Make sure the cassette has a
pressure pad. Check the drive belt. Fast forward/rewind a few
tapes to get the mech lubed again.

Also, you might flip the tape and rewind it to see if a backup
is on the other side.

Not using an 800 XL are you?

I have a tendancy now to just trash all tapes after a try or
two, and transfer the good ones to disk when possible(Shamus can
be). Most are so old that the just don't work anymore.

Rick D.

--

# 1930. Re: Brian Watson is a NOT bigger tosser than I thought (I have proof)

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-18 00:00:00 UTC
From: Brian <brian@spheroid.demon.co.uk>
Message-ID: <937638051.26686.0.nnrp-07.9e98ea3a@news.demon.co.uk>
Source record: 50165
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.misc

Richard Atkinson <rga24@hermes.cam.ac.uk> wrote in message
news:Pine.LNX.4.05.9909171223220.283-100000@hapsby.chu.cam.ac.uk...

> I would like to express my indignation that these people can carry on like
> this and still hope to earn business from newsgroups like comp.sys.cbm
> I hope this episode has hit them where it hurts most, in the wallet, as I
> certainly wouldn't buy anything from them now, even though I once
> considered some of their products on their webpage.
>
> > Otherwise, I'm inclined to agree with you that this on-going drone is
very
> > tiresome.
> >
> > My problem is that I am being accused of things which are not true in a
> > public medium and feel entitled to defend my reputation in the same
places.
>
> Brian, you've been commendably restrained and as a result made those CS&E
> guys look even more stupid. I hope you don't consider them representative
> of the CBM community, despite their comments ;)

No, certainly not. One bad apple, etc...

I am not very familiar with CBMs but I sought, through my magazine 8BIT (now
closed) and in my role as publicity officer of the IEBA, to encourage
cross-format support for 8-bit computers.

Inevitably, having started in the UK, the IEBA's Directory and membership
are a bit "top-heavy" on British coverage at present, but it is our
intention to broaden that coverage and the *use* of the organisation to be
as wide as the membership want and need.

To make things absolutely clear, the Independent Eight Bit Association pays
*none* of its officers and the IEBA's expenses are slightly subsidised so
that *all* the membership money is available for supporting 8-bit computing
in various ways.

> Tempting as it is to start a thread something along the lines of
> 'CS&E are a bunch of tossers', I think the rest of us should show the same
> dignity and restraint as Brian.

Quite; I'm not going down to their level.

I think their postings here show why I wanted nothing to do with
distributing their leaflets once I realised who I was dealing with.

--
Brian

## 1931. Atari calculator pictures (=1989 flyer)

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-18 00:00:00 UTC
From: rdouwes@my-deja.com
Message-ID: <7s0h0q$9hm$1@nnrp1.deja.com>
Source record: 50166

To view the front and back of a 1989 Atari germany flyer on the Atari calculators click here:

http://home.wish.net/~rdouwes/calc_a.jpg
http://home.wish.net/~rdouwes/calc_b.jpg

Only these direct links work, nothing else to see :-)

Email me at richard.spamblock.douwes@gmx.net

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

## 1932. AUNT CHAT session..

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-18 00:00:00 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <37E3D004.2280@swbell.net>
Source record: 50167
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Just wanted to invite everyone who might be hanging out on the internet
to a fun chat session at 8pm central standard time.

The URL to meet at will be:

http://www.atariusers.com/chat
(for most browsers.. self updating) or...

http://www.atariusers.com/cgi-bin/chat/chatform.html
(Good for simple browsers, ie. CAB... which updates only when
text input is given or a carriage return.)

See you there!

Greg Goodwin (aka "Doctor Clu")

--
||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

THE ATARI / NEWTON CONNECTION \\ /,
http://www.geocities.com/SiliconValley/Hub/4088/ `( N
Combining a Fun Desktop With an Exciting Data Assistant \
=

# 1933. Re: APE'98 Final Beta Now Available

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-18 00:00:00 UTC
From: Atari Guy <atariatari@hotmail.com>
Message-ID: <qFSE3.237$c91.12553@typhoon-la.pbi.net>
Source record: 50168

howly cow people. give the man what is his due. he's one of the few still supporting this dinosaur we call atari 8, and you have the nerve to bug him about a crippled demo. pull out your checkbooks now.

outstanding work as always steven. thanks.

Paul Irvine wrote in message <37e2df13.3331731@news.freeserve.net>...
>The other Day ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:
>
>>
>> APE'98 Final Beta is now available. Registered users interested
>> in trying it out please e-mail me at the address below for the download
>> URL and installation password.
>>
>> Enhancements in this version include keyboard commands,
>> a complete R: telnet server, a complete telnet R: telnet client,
>> windows shell extensions, bug fixes, and much more.
>>
>Steve, are you going to do a crippled demo version for us non regged
>folks to try?
>--
>Paul Irvine
>
>Wise men talk because they have something to say;
> Fools talk because they have to say something.
> Plato (429-347 BC)

# 1934. Re: Jam!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-18 00:00:00 UTC
From: Atari Guy <atariatari@hotmail.com>
Message-ID: <AJSE3.238$c91.12534@typhoon-la.pbi.net>
Source record: 50169

they do sell them directly.

John Kwiatkowski wrote in message ...
>
> Where did you find it and how much? Thanks.
>
>idavis@my-deja.com wrote:
>: Well, it took me long enough, but I finally found a Jam!! For those who
don't know, this is the device that will allow you to input s-video or rca
input to your svga monitor. I have a question for the people that are using
one. Can you switch between your atari and the pc while the pc is running. I
know that the manual says that there is no problem when the Jam!! is off,
because it will just pass throught the vga input, but does it harm it to
turn it on while you are using the pc at the same time. I woul
>dn't imagine, but since it has taken me a long time to find one, and I got
the last one they had, I really don't want to take chances. I would like to
boot up something like ape or sio2pc, and then set up the boot disk, then
turn the Jam!! on, and boot my atari up using the same monitor, sometimes
switching back and forth between the atari and the pc. This would be the
ideal situation. I am pretty sure it can be done, I am just a little leery
of switching things while others are running, unless it is desig
>ned to.
>: Later,
>: Isaac
>
>: Isaac Davis
>: idavis@my-deja.com

# 1935. Re: Hardware gadget for tape loading

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-18 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <37e4001c.23967336@news.wxs.nl>
Source record: 50170
Cross-posted to:
comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.acorn.misc,comp.sys.oric

On Sat, 18 Sep 1999 12:55:19 GMT, greenaum@BOLLOCKSyahoo.co.uk wrote:

>It would be better to use the sound card, since these outnumber little
>parallel port gadgets by a hundred to one.

Speaking for the Atari 8-bit machines, I wrote a program in 'C'
back in 1997 to read Atari cassettes using a sound card on the PC.
The data is extracted and saved. You can send that data to
the Atari.
The Atari reads the cassette as a 600 baud serial device, so the
data can be sent over the PC's serial port to the Serial IO bus of the
Atari. Only a simple voltage level adapter is needed, as the ones
already in use for the disk drive emulators SIO2PC and APE.

>I think the TZX format is flexible enough to hold other computers'
>formats, have a look at the specs and see if it's suitable. It would
>be quite good to see a common tape format, it would mean the utilities
>for digitising and re-tapifying tapes, could be centralised and have
>much more time put into them, better sampling techniques, etc, so
>everything would be better.

Well, I did not know of this format or these utilities. I looked at
the format specification, and to me it looks very complicated.
Flexible yes, but also very very complicated.

>Can TZX have meta data put in it, so you can store what computer it's
>for and who sampled it etc? I know I could just go look it up but it
>needs bringing up anyway.

I think this is possible. But I do not know why anyone would want
this. Tapes for one system cannot be loaded on another system.
I think it is very confusing to store all sorts of tape files for
different machines in the same format. Like, I have a ton of
diskettes. Some are for the PC. Some for the Atari ST. Some for the
Atari 8-bit machines. Some for macintosh. Some for Wang Classic,
some for Wang VS. And then some for emulator use. Sometimes it is
hard to tell what is what.
The same problem would arise with these emulated cassettes.
If searching for a tape file, you might get confused. The only
advantage is the one you mention, we can share knowledge
and technology, and thus improve the tools. I think we can
accomplish this easily if the developers get in touch with each other.
We do not need to bother the users with this, making life harder for
them.

>Do the current samplers just look for 0 transitions, or something?
>Maybe a bit of low and high-pass filtering could help clean up old
>tapes. etc etc, there must be loads of things to make sound card
>loading more reliable.

My conversion program counts the number of samples between a
high and a low value in the wave file. My program comes with the
documentation and 'C' source code. They only work for the Atari
8-bit, since that is the only system I know about. I have no
technical knowledge of other systems, and I really do not care
about them anyway. I hate tapes. That is why I wrote these
programs. But the signal processing is not too bad.
I did not want to sample in real time, because that adds complexity
to the program. Besides, I know nothing about reading from a
sound card. If you sample to a wave file, you can edit and try
to repair the wave file, if drop-outs and other stuff appear on the
tape.

Begin this year I also wrote a program to convert the data back
to audio, so the wave file can be recorded on a cassette tape
again after cleaning it up.

My programs do not look nice and flashy, but they seem to do
the job. Anyway, I have received very little feedback, which
makes me believe that on the Atari 8-bit machines, almost
everybody is using emulated disk images, not cassette stuff.
I think all stuff that was released for the Atari 8-bit was also
released on disk. It is much easier to get a disk version.
That is why emulators for the Atari do not support the
cassette unit. Nobody needs it. So no need to support
cassette emulation either.

My stuff can be used to recover programs that people
wrote themselves and saved to tape. Anyway, used or not,
my stuff is available free from the Umich archives, and can
also be found on my home-page. If you are interested in
cassette processing software, you can download the
programs, including the 'C' source code from
http://home.planet.nl/~ernest

I only read the comp.sys.atari.8bit news group, although
this is cross posted. Send me an E-mail if you have questions,
or reply in c.s.a.8

Keep those XL's/XE's humming,
Ernest.

# 1936. Re: Basic Stamps

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-18 00:00:00 UTC
From: Greg <nospam@erols.com>
Message-ID: <m31zbvdedj.fsf@erols.com>
Source record: 50171

> Thanks alot for your comments.
> It's really great there are so many serious atari people here. I think it
> would be cool to see some new hardware products for vintage systems such as
> the atari. And I think as the costs to develop hardware goes down, we may see
> some new products for old (but loved) systems. I have seen some people
> building and selling SIO2PC cables and I think there will be more instances
> of this kind of business to come in the future.
>

A friend of mine had a neat idea, convert an SIO2PC (or clone) adaptor
to allow a PC to act as the Atari itself; so you could store disk
images on your PC and "burn" floppies for use with standard atari
systems.

This requires the PC to generate the command signal, which could be
done with MAX232 versions of SIO2PC or compatibles, presumably
requiring the addition of a switch to turn off the command signal as
needed. Timing the signal may be the critical issue, as SIO timings
are fairly tight.

Windows, as always, will cause trouble because it cannot multitask in
anything like a realtime fashion- W2k will likely be no better. Linux
could do it, likely other Unixes as well. APE could certainly do it-
some compatible module would presumably be of use to many.

Maybe I'll give it a try...

:)

Gregm

# 1937. Re: Hardware gadget for tape loading

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-18 00:00:00 UTC
From: Darren Salt <news@youmustbejoking.demon.com.uk>
Message-ID: <49438B888F%news@youmustbejoking.demon.com.uk>
Source record: 50172
Cross-posted to:
comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.acorn.misc,comp.sys.oric

In message <37fb8bb7.64667360@news.freeuk.net>
greenaum@BOLLOCKSyahoo.co.uk wrote:

> It would be better to use the sound card,

Sound card? Perhaps you should look at where this is crossposted...

--
| Darren Salt anti-UCE | nr. Ashington, | d youmustbejoking,demon,co,uk
| Spectrum +3, Risc PC, | Northumberland | s zap,uk,eu,org
| A3010, BBC Master 128 | Toon Army | @ retrospec,co,uk
| The second RISC OS version of JSW.

Then you must be Don Francisco's sister!

# 1938. Re: SHAMUS, ALLEY CAT, ZAXXON...

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-18 00:00:00 UTC
From: Larry Kier <kierl@mala.bc.ca>
Message-ID: <37E478A5.FF49E24@mala.bc.ca>
Source record: 50173

GAREEEï¿½ wrote:

> I know I have them all working fine here.. maybe it's the emulator
> you're using?
> --
> Gary Tabar Jr, @ Da Mouzzz...
> EMAIL: GAREEENOSPAM@earthlink.net
> INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
> HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
> Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info ):
> http://www.fortunecity.com/tattooine/ellison/86/index.html
>
> Luis P. Baeza Q. <lbaeza@yahoo.com> wrote in message
> news:37E062EB.DB5EDA7C@yahoo.com...Hi!
> Does anybody know where can I find the WORKING atrs of
> these games: ALLEY CAT, ZAXXON, and SHAMUS?
> Everywhere I find'em on the iNet, I download'em and try'em
> in my 65XE but they don't work! (Even in my emulators...)
> Any idea where I can find these games working, please eMail
> me or response right here at this group.
>
> Thanks!
>
>
> Luis P. Baeza Q.
>
> |||
> / | \
> ATARI
> F A N
>

I think these games need the 800b roms (or a real Atari 800).

--
Larry Kier
kierl@mala.bc.ca

## 1939. What is a "CO14360" Video Board?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-18 00:00:00 UTC
From: Adam Vandenberg <adamv@nwlink.com>
Message-ID: <37e48654@news.nwlink.com>
Source record: 50174

I couldn't find anything in the FAQs and a Google.com search turned up
empty.
Can anyone here shed some light?
Thanks!

# 1940. Re: Hardware gadget for tape loading

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: Philip Kendall <pak21@kendalls.demon.co.uk>
Message-ID: <nhQvqEAe2J53Ew6z@kendalls.demon.co.uk>
Source record: 50038
Cross-posted to:
comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.acorn.misc,comp.sys.oric

In article <49438B888F%news@youmustbejoking.demon.com.uk>, Darren Salt
<news@youmustbejoking.demon.com.uk> wrote
>In message <37fb8bb7.64667360@news.freeuk.net>
> greenaum@BOLLOCKSyahoo.co.uk wrote:
>
>> It would be better to use the sound card,
>
>Sound card? Perhaps you should look at where this is crossposted...

But we're talking about a hardware gadget which connects to the parallel
port on your PC (or whatever it connects to on the Miggy) anyway, so a
sound card *is* the equivalent device.

Phil

--
/ Philip Kendall (pak21@cam.ac.uk pak21@kendalls.demon.co.uk) \
| New? Read the FAQ: http://www.kendalls.demon.co.uk/cssfaq/ |
| The Threat to Spectrum Emulation: |
\ http://www.kendalls.demon.co.uk/pak21/spectrum/threat.html /

# 1941. Re: Hardware gadget for tape loading

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: Philip Kendall <pak21@kendalls.demon.co.uk>
Message-ID: <kBhvyAAY0J53Ew5E@kendalls.demon.co.uk>
Source record: 50039
Cross-posted to:
comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.acorn.misc,comp.sys.oric

In article <37e4001c.23967336@news.wxs.nl>, Ernest R. Schreurs
<ernest@wxs.nl> wrote
>On Sat, 18 Sep 1999 12:55:19 GMT, greenaum@BOLLOCKSyahoo.co.uk wrote:
>
>>I think the TZX format is flexible enough to hold other computers'
>>formats, have a look at the specs and see if it's suitable. It would
>>be quite good to see a common tape format, it would mean the utilities
>>for digitising and re-tapifying tapes, could be centralised and have
>>much more time put into them, better sampling techniques, etc, so
>>everything would be better.
>
>Well, I did not know of this format or these utilities. I looked at
>the format specification, and to me it looks very complicated.
>Flexible yes, but also very very complicated.

IMHO, it's not complicated. You never need to use most of the block
types -- most Speccy games can get by with using just one or two.

(I'll admit that the .tzx format is a bit of a mess in places eg the
fact that the early block types don't have length bytes :-( )

>>Can TZX have meta data put in it, so you can store what computer it's
>>for and who sampled it etc? I know I could just go look it up but it
>>needs bringing up anyway.
>
>I think this is possible. But I do not know why anyone would want
>this. Tapes for one system cannot be loaded on another system.

Yes, they can! It's normally a software problem, not a hardware problem.
There isn't the software built into most machines to allow you to do
this, but that doesn't mean it hasn't been written in the past.

Example 1: There are plenty of *Spectrum* programs which allow you to
load ZX81 tapes on a Spectrum; as there's no fundamental difference in
the hardware, all that is needed for someone to take an old Spectrum
program, run it on their emulator and then start up the ZX81 tape file.
If we were using different tape formats for every machine, this would
not be possible, as it would require rewriting the emulator (or
producing some external utility to do this), which a fair proportion of
emulator users may not be able to do.

Example 2: The Spectrum and Commodore 64 versions of Trivial Pursuit
used the same data format to load extra sets of questions.1

>I think it is very confusing to store all sorts of tape files for
>different machines in the same format. Like, I have a ton of
>diskettes. [...] Sometimes it is hard to tell what is what.
>The same problem would arise with these emulated cassettes.

To be honest, that's more of a organisational problem -- the biggest
Spectrum archive is now running at ~12000 programs, so there are already
some very efficient tools around for dealing with this sort of thing.

Phil

--
/ Philip Kendall (pak21@cam.ac.uk pak21@kendalls.demon.co.uk) \
| New? Read the FAQ: http://www.kendalls.demon.co.uk/cssfaq/ |
| The Threat to Spectrum Emulation: |
\ http://www.kendalls.demon.co.uk/pak21/spectrum/threat.html /

## 1942. 3.5" FDD

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: z-0@tinet.fut.es
Message-ID: <108.931T2355T4712787z-0@tinet.fut.es>
Source record: 50040

Hi!

Is it possible to connect an extern 3.5 inch floppy disc to my 65XE and 600XL?

Kiss you lot?

Ms. Z-0

## 1943. Do you want a NEW game?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: z-0@tinet.fut.es
Message-ID: <167.931T2434T4693102z-0@tinet.fut.es>
Source record: 50041
Cross-posted to: alt.c64,comp.sys.atari.8bit

Hi!

I read usually messages about emuls, FDDs and something... but, are anybody programming a NEW game now (1999), like MSX or Speccy scenes?

Kiss you lot.

Ms. Z-0

## 1944. Re: Do you want a NEW game?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <aKkDofALRM53EwOI@cosine.demon.co.uk>
Source record: 50042
Cross-posted to: alt.c64,comp.sys.atari.8bit

Hmm, slightly odd crosspost (hello Atari people! =-)

z-0@tinet.fut.es:
> I read usually messages about emuls, FDDs and something... but, are
> anybody programming a NEW game now (1999), like MSX or Speccy scenes?

[Waves a hand in the air]

Yup, released Cyberwing a few months back (downloadable from the URL in my .sig) and working on a horizontal scroller which is about half done and a static screen maze-style game that hasn't been fully designed yet.

There are also at least two people on the other C64 newsgroups working on titles and there is yet another group of people including Mike "Kernal" Berry and Jon Wells who are still out there and writing as well. I'm sorting out a site at the moment that will hopefully be dedicated to writing games and getting people together to work on projects...

And I've started the C64 Crap Game Compo as well, for a bit of fun...
--
Jason =-)

# 1945. FS: Atari 400/800/8bit - Cartridges, Books, Magazines, more..

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: Steverd@cet.com
Message-ID: <rua2cce8lg775@news.supernews.com>
Source record: 50043

```
SteveR's Classic Cartridges 9/19/99
-=-=-=-=-=-=-=-=-=-=-=-=-=-

FREE SHIPPING on ALL Cartridge orders OVER $50.00 - US and Canada ONLY
^^^^^^^^^ ^^ ^^^^^^ ----

>>>> Overseas Shipping Cost More, See End of Files <<<<

--All Prices are in US Funds. Cartridges and Prices Change WEEKLY--
-- Cash, Checks, and Money Orders accepted--
-- Personal Checks are OK, BUT can be Held for up to 3 WEEKs--
UNTIL your Check has cleared

For complete list of other Video game systems goto my web site at:
http://www.cet.com/~steverd

If you need a LABEL VARIATION, Let me know, I might be able to
help you with what you need, at no extra cost!!!!!!!!!

This is NOT an Auction - all cartridge are sold for the price listed
This is NOT an Auction - all cartridge are sold for the price listed
^^^ ^^^^^^^
*Docs = Manual/Instructions
Docs, Boxes and Overlays are NOT included UNLESS stated
-----------------------------------------------------------

ATARI 400/800 (Hardware) UNTESTED/AS-IS
---------------------------------------
1000E Modem by Supra $10.00 With Box and manual (Untested:as-is)
AT Printer Interface $3.00 Untested AS-IS
Atari CX85 $3.00 (2) Numbers Keypad
Atari CX853 - 16K-RAM $5.00 (2)
Atari CX853 - 16K-RAM $8.00 (5) with Box
Atari 1027 Printer $5.00 PLUS $10.oo shipping (UNTESTED/No Cables)

ATARI 400/800 (CARTRIDGES) TESTED and Works
-------------------------------------------
Alphabet Zoo $9.00 Case, Manual, Catalog, Warrenty Card
Atlantis $8.00
BASIC Computer Language $2.00 (7)
BASIC XL $10.00 by OSS
BeamRider $15.00
Centipede $3.00 (3)
Chicken $15.00 by Synapse
Deluxe Invaders $9.00 Lael fading
Demon Attack $8.00
Donkey Kong Junior $6.00 (2)
```

HERO $14.00
Joust $6.00
JUMBO Jet pilot $10.00 Cart. only
JUMBO Jet Pilot $16.00 with Box/Case and manual by Thorn EMI
K-razy Kritters $4.00
Kinder Comp $8.00 Case/Box, Docs inc
Math Encounters $8.00 HSU Software
Millipede $9.00
Music Composer $2.00 (3)
Pac-Man $3.00
Pengo $8.00
Pilot $4.00
POWERSTAR by Pandora $75.00 Mint In Box, ONLY 700 Made 'ER'
River Raid $15.00
Robotron 2084 $5.00
Shamus $5.00
Songwriter $5.00 Case, Cable, DISK, Docs (not a Cart)
Star Raiders $1.50 (4)
Submarine Commander $10.00
Super Cobra $12.00
Up 'n Down $14.00

ATARI 400/800 (Cassettes/Disks) UNTESTED/AS-IS
---
Atari Speed Reading $5.00 Plus $5 Shipping
205 Pages, 5 Data Cassettes
Atari Word Processor $10.00 NICE!! Larger Binder with manual
3 Disk, and 1 Cassette
Reference and Warrenty cards
Aerobics $1.00 Disk
Arcade II $1.50 DISK
BAJA Buggies $1.00 Disk
Biorhythm 8k & 16k $1.00 on Cassette
Conversional Spanish $5.00 4 Cassettes, Folder and Docs
Family Finances I & II $1.00 (2)TWO Disk
Flight Simulator II $4.00 with Scenery Disk
Frency & Flip Flop $2.00 Case and manual (educational games)
Great American Cross-Country Road Race $2.00 with Manual
Home Filing Manager $5.00 (DISK) Skrinkwrapped
Home Financial Mangement $5.00 Cassette, Case, Manual by Thorn EMI
Intro to Graphics $1.00 (2) CASSETTE
Intro to Sounds $1.00 (2) CASSETTE
Invitation to Programming $1.00 CASSETTE
Lode Runner $1.00 Disk
Mailing List/General List $1.00 Cassette
Music Comstruction Set $2.00 Disk Manual, box
the Offical Moon Shuttle $1.00 DISK
Rosen's Brigade $2.00 DISK
Snoker & Billiards $2.00 CASSETTE and box
Space Games $1.00 DISK

StarBowl Football $3.00 on Cassette by Gamestar
Strategy Simulations $1.00 DISK
Writing Programs $1.00 TWO CASSETTES

MISC Manuals $1.00 EACH unless otherwise Noted
---------- (USED CONDITION)

Atari 1027 Printer - Owners Guide
Atari 1030 Modem - Owners Guide $2.00
Atari Mouse (for MEGA,ST, Atari PC) (3)
Atari SC1224 RGB Color Monitor $2.00 (2)
Atari ST Basic Quick Refence Guide
Blue Max 2001
the Magic Melody Box
Super Breakout

400/800 Books (used condition)
------------------------------

101 Programming Tips & Tricks
1983 - 128 pages $10.00

Atari Basic by Richard Haskell
1983 - 175 Pages $7.00

Atari Basic Reference Guide for Experienced Programmers
1983 - 14 Pages $5.00 (2)

Atari Games & Recreations 338 pages $7.00

Atari Graphics 49 Pages
$7.00
Atari Logo Sourcebook (Atari ST)
1985 - 80 Pages $5.00

Atari Programming w/55 Programs by Linda Schreiber 1982
244 pages $8.00

Atari ST BAsic Sourcebook and Tutorial, 240 pages $7.00

Atari ST, Owners Manual, 93 Pages $5.00

Atari XM301 Modem - Owners Manual $4.00
(Instructions for XE Term program)

Atari Writer 50 Pages $5.00

Computes! First Book of Atari (a bit dirty)
1981 - 184 Pages $5.00

Computers for Kids (Atari Edition)
Heavy Use/Missing Pages $1.00

Machine Language for Beginners $15.00
1983 - 350 Pages

Great Book - Highly Recommend!!

Programmer's Reference Guide for the Atari 400/800
494 Pages!! 1984 $15.00

ST BASIC Sourcebook 1985, over 160 pages $7.00

Your Atari Computer (a Guide to the Atari 400/800)
1982 - 458 Pages $12.00

---

Magazines - in USED condition, some have HEAVY use
---
ATARI EXPLORER - Nov/Dec 1987 - 80 pages $3.00
BASIC COMPUTING - Feb 1984 - 79 pages (TRS-80 Mag) $3.00
Compute! May 1987 - 132 Pages $4.00
Current News Jan/Feb 91 (ATARI MAg) $2.00

FAMILY COMPUTING covers articles and programs for: Adam, Apple 2,
Atari, C64, Vic-20, PC, TRS-80s and MORE!!!!
Family Computing - Mar 1985 96 pages $4.00
Family Computing - Aprl 1985 96 pages $4.00
Family Computing - May 1985 88 pages $4.00
Family Computing - June 1985 88 pages $4.00
Family Computing - July 1985 80 pages $4.00
Family Computing - Sept 1985 104 pages $4.00
Family Computing - Aug 1985 88 pages $4.00
Family Computing - Dec 1985 108 pages $4.00
Family Computing - Feb 1986 88 pages $4.00
Family Computing - Aprl 1986 92 pages $4.00
Family Computing - May 1986 92 pages $4.00
Family Computing - June 1986 100 pages $4.00
Family Computing - July 1986 80 pages $4.00
Family Computing - Aug 1986 96 pages $4.00
Family Computing - Oct 1986 108 pages $4.00

HOME COMPUTER MAGAZINE focuses on Apple, Commodore, IBM and TI ONLY
Home Computer Mag. August 1984 162 pages $4.00
Home Computer Mag. Vol4,No5 1984 130 pages $4.00
Home Computer Mag. Vol5,No1 1985 138 pages $4.00
Home Computer Mag. Vol5,No2 1985 130 pages $4.00
Home Computer Mag. Vol5,No3 1985 130 pages $4.00
Home Computer Mag. Vol5,No4 1985 130 pages $4.00
Home Computer Mag. Vol5,No5 1985 146 pages (Atari too) $4.00
Puget Sound ATARI News - May 1990 $4.00
Puget Sound ATARI News - Nov 1990 $4.00

Atari ST Hardware and Disks (3.5's) (ALL Untested: AS-IS)
---

*Atari ST Manuals Only

DEGAS (50 Pages) $2.00
Design & Entertainment Graphic Arts System
DEGAS Elite (92 pages) $2.00
FLASH (50 Pages) $2.00
Flight Simulator II $5.00 (132 pages, with Maps)
GFA BASIC Manual Package $8.00 Plus $5.00 shipping
4 Books: GFA Basic 3.0 (600 pages)
GFA BASIC (300 pages)
GFA BASIC Training Reboot Camp (250 pages)
GFA Compiler (18 pages)
MacroManager $2.00
Specrum 512 $2.00
(the Omni-Color Paint Program)
Touch-Up (17 chapters) $4.00
UNISPEC $2.00
VIP Professional Handbook $3.00
(250 pages, Integrated Spreadsheet)

---

WANT LIST: --> BEANIE BABIES <--
Chase the Chuckwagon, Crazy Climber, X-rated Double-enders
Cakewalk, Cubicolor, Gas Hog, LockJaw, Master Builder,
Q*Bert Qubes, Quadrun, Stronghold, CompuMate
ALL RETIRED BEANIE BABIES <-------

---
SHIPPING USA/Canada

$3.20 and UP for Priority Mail
or

FIRST CLASS Shipping (in Bubble Envelopes)
1-2 Cartridges $1.50
3 Cartridges $2.00
4-5 Cartridges $2.50
6-12 Cartridges $3.20
13-19 Cartridges $4.00
20 or More Cartridges $5.00

Books, Hardware, etc to be determined when ordered
---

All Carts are sold as Working conditions Only (unless otherwise noted),
(UNTESTED Items are sold AS/IS May or may NOT work)
If you have a concern of the Labels Condition Please ask first.
All Boxes/carts will be mailed within 1-4 days after money is received!
After I tell you that I've got you down for any certain cart,
you will have 'SEVEN' days to have a check, money order or Cash
to me before the cart goes back on sale again.
If my cartridge count was wrong and I am OUT of the cartridge you
ordered, I will E-mail you to see if you want a REFUND or
a Second Choice-This RARELY happens.

E-mail: Steverd@cet.com
http://prowlers.net/stever (Updated Videogame page)

# 1946. Re: Where is the best place to get carts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: Michael Current <mcurrentNObdSPAM@carleton.edu>
Message-ID: <0d7a716e.9d3090b1@usw-ex0106-041.remarq.com>
Source record: 50044

A number of 8-bit Atari vendors sell educational carts.
Such as:

B&C ComputerVisions
http://www.myatari.com/

Best Electronics
http://www.best-electronics-ca.com/

Video 61
http://www.atarisales.com/

-Michael

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

# 1947. Complete list of games?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: Mathematatin@webtv.net
Message-ID: <13719-37E536BC-68@newsd-132.iap.bryant.webtv.net>
Source record: 50045

I used to own an Atari 800XL computer when I was younger, and have long since gotten rid of it. But just recently, I am getting back into the old Atari groove. I have picked up another 800XL, and I am starting to compile a list of games for it. I have found a couple of web sites that sell some stuff I have been looking for, such as 4Jays and B & C ComputerVisions, etc. But I have failed to find any reference to a complete list of games made for the Atari 8 bit line of computers. Are there any web sites I can visit that have a complete list of games on cartridge and disk, and possibly a rarity list for these games. Any help would be great.

Thank you,
Thomas Bafia

# 1948. Re: What is a "CO14360" Video Board?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990919165856.01454.00002191@ng-cq1.aol.com>
Source record: 50046

That looks like an original Atari part number, but would have been "C zero ...." instaed of "C Oh 14360." I did not find it listed on Best's page:
http://www.best-electronics-ca.com/toc.htm
but they have an e-mail link for questions. Brad will give you an answer.

Above average intelligence has always run in my family. Ambition, however, has always walked with a limp....

## 1949. Re: Do you want a NEW game?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990919171140.01454.00002196@ng-cq1.aol.com>
Source record: 50047

>are anybody
>programming a NEW game now (1999),

There is very little development currently for the Atari 800 series. I have not even seen "MSX or Speccy scenes"; what is their genre? Are you generating new titles?

Above average intelligence has always run in my family. Ambition, however, has always walked with a limp....

# 1950. Re: 3.5" FDD

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990919170529.01454.00002193@ng-cq1.aol.com>
Source record: 50048

> connect an extern 3.5 inch floppy disc to my 65XE and 600XL?

Not without the proper controller; there are mods to put a 3.5 720K in the
Atari XF551 which has such a controller. Otherwise it requires an interface
like the BlackBox from Bob Puff's CSS:
http://www.nleaudio.com/css/index.htm
The old ATR8000 might also drive a 720K 3.5...?
Good luck - Ron

Above average intelligence has always run in my family. Ambition, however, has
always walked with a limp....

## 1951. Re: Where is the best place to get carts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990919171358.01454.00002198@ng-cq1.aol.com>
Source record: 50049

B&C ComputerVisions has a great selection; possibly more expensive than an
auction site
http://www.myatari.com/bc800c.txt

Above average intelligence has always run in my family. Ambition, however, has
always walked with a limp....

# 1952. Re: Old 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990919171534.01454.00002200@ng-cq1.aol.com>
Source record: 50050

>I am searching for an OLD 800 in working condition!
>

Have it.....

Above average intelligence has always run in my family. Ambition, however, has always walked with a limp....

## 1953. Looking for Monty 16K atr

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: vocaljunky@aol.com
Message-ID: <19990919172424.01593.00001400@ng-ch1.aol.com>
Source record: 50051

Hi, if anyone can help me, I would appreciate it. I'm looking for the .atr file for a game called something like Monty 16K. I think it's the sequel to Montezuma's Revenge on the 2600. Thanks again.

# 1954. Re: Do you want a NEW game?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: Cameron Kaiser <ckaiser@stockholm.ptloma.edu>
Message-ID: <1EeF3.7867$Jb.355854@newscene.newscene.com>
Source record: 50052
Cross-posted to: alt.c64,comp.sys.atari.8bit

z-0@tinet.fut.es writes:

>I read usually messages about emuls, FDDs and something... but, are anybody
>programming a NEW game now (1999), like MSX or Speccy scenes?

Strange crosspost. In the 64 world, I'm still slowly grinding out Nether G2,
a Wolf-3D game for the 64. A demo of a very old version is downloadable which
plays nothing like the prototype here, but the prototype is not releasable.
Sorry. :-)

http://www.armory.com/~spectre/cwi/nether/

>Kiss you lot.

Now wait -- these are family newsgroups. Kids read this, y'know.

--
Cameron Kaiser * ckaiser@stockholm.ptloma.edu * posting with a Commodore 128
personal page: http://calvin.ptloma.edu/~spectre/
** Computer Workshops: games, productivity software and more for C64/128! **
** http://www.armory.com/~spectre/cwi/ **

# 1955. Re: Hardware gadget for tape loading

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: Darren Salt <news@youmustbejoking.demon.com.uk>
Message-ID: <494432B0FB%news@youmustbejoking.demon.com.uk>
Source record: 50053
Cross-posted to:
comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.acorn.misc,comp.sys.oric

In message <nhQvqEAe2J53Ew6z@kendalls.demon.co.uk>
Philip Kendall <pak21@kendalls.demon.co.uk> wrote:

> In article <49438B888F%news@youmustbejoking.demon.com.uk>, Darren Salt
> <news@youmustbejoking.demon.com.uk> wrote
>> In message <37fb8bb7.64667360@news.freeuk.net>
>> greenaum@BOLLOCKSyahoo.co.uk wrote:
>>> It would be better to use the sound card,
>> Sound card? Perhaps you should look at where this is crossposted...

> But we're talking about a hardware gadget which connects to the parallel
> port

I'm well aware of that. I have one such device myself...

> on your PC (or whatever it connects to on the Miggy) anyway, so a sound
> card *is* the equivalent device.

Only if you happen to have a machine which needs one for anything other than
simple beeps and to which one can be fitted.

--
| Darren Salt anti-UCE | d youmustbejoking,demon,co,uk | nr. Ashington,
| Spectrum +3, Risc PC, | s zap,uk,eu,org ** anti-UBE | Northumberland
| A3010, BBC Master 128 | @ retrospec,co,uk | Toon Army
| Find a snapshot: <URL:http://drson.vse.cz/snapsearch/>

Apple: "I know! Let's call it the Raincoat."

## 1956. Homebrewing a Cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: John Schnittker <jschnitt@earthlink.net>
Message-ID: <37E589EA.1ACAEC50@earthlink.net>
Source record: 50054

Hi atari ppl,
I wonder how expensive would it be to homebrew an atari cartridge from a custom binary file. Is Eprom the best route and if so, is there any way to get an inexpensive programmer? Is there a specific eprom/chip that would be best suited for atari8? Are they expensive? And does Best electronics carry the edge board that accommodates the chip? I know these are alot of questions = P

Thanks in advance,

John Schnittker

## 1957. Help with an emulator!

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: Mark Ellis <mcellis@concentric.net>
Message-ID: <7s443t$nl4@journal.concentric.net>
Source record: 50055

I just got totally blown out of the water! I was looking for old arcade games to play via MAME and found the PCXformer98 8-bit Atari emulator!

Talk about a blast from the past. Well, I've been checking everything out but I'm having some problems. First, the .atr files. I've downloaded some old games and am wondering how to get them to run. Second, does anyone have a good Atari basic reference. I've found some old .bas code and wanted to check it out, but I can't figure out how to get it to load off of my hard drive.

Any help would be appreciated!

Long live Atari!

# 1958. Re: Do you want a NEW game?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: John Schnittker <jschnitt@earthlink.net>
Message-ID: <37E5A646.72FCE440@earthlink.net>
Source record: 50056
Cross-posted to: alt.c64,comp.sys.atari.8bit

I wanna see a new game for the Atari 8...

## 1959. Re: ATARI 8 has a GUI interface? What?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: Atari Guy <atariatari@hotmail.com>
Message-ID: <4KkF3.300$bS5.38490@typhoon-la.pbi.net>
Source record: 50057

i completely missed out on this part of the atari's development. i think it would be interesting for someone to try and build a new gui or expand on existing one. as far as i can tell, the a8's still have a lot of potential life in them, albeit niche. i can easily imagine an a8 with 512k-1mb of memory, and a harddisk running some sort of gui with, possibly a web browser, an 'office' suite, etc.

Rick D <74766.1561@CompuServe.COM> wrote in message
<7rv5vr$jnr$2@ssauraac-i-1.production.compuserve.com>...
>There were actually several GUIs for the A8 Ataris. Some were
>application specific, usually telecom, but at least a couple
>were general desktop GUIs, Diamond GOS, version three
>source?/rom binaries are available online, and another one I
>can't remember the name. Of course they were bothered by high
>ram needs, slow speed, and fussy with DOSes. And other GUIs were
>more hybrid text/graphics.
>
>Rick D.
>
>--
>

# 1960. Re: Homebrewing a Cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: Atari Guy <atariatari@hotmail.com>
Message-ID: <oQkF3.312$bS5.38873@typhoon-la.pbi.net>
Source record: 50058

hey john, i'm definetely not an expert on this, but i have seen game carts converted to custom carts by removing the rom and replacing with an eprom. obviously, there are size considerations and possibly bank-switching issues. one of the classics dealers sells blanks, can't remember who, b&c?

John Schnittker wrote in message <37E589EA.1ACAEC50@earthlink.net>...
>Hi atari ppl,
>I wonder how expensive would it be to homebrew an atari cartridge from a
>custom binary file. Is Eprom the best route and if so, is there any way
>to get an inexpensive programmer? Is there a specific eprom/chip that
>would be best suited for atari8? Are they expensive? And does Best
>electronics carry the edge board that accommodates the chip? I know
>these are alot of questions = P
>
>Thanks in advance,
>
>John Schnittker
>
>
>

# 1961. Re: Atari calculator??

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7s19ag$p26$1@nnrp1.deja.com>
Source record: 50175

In article <7rta1j$ns2$2@news.xmission.com>,
jeking@NOSPAM.com wrote:
> Gareth <dial.pipex.com_.nospam@garethd.com> wrote:
> Yes, Atari did make trinkets like calculators, coffee mugs, etc..
>
> > Does anyone know what the situation was - did Atari make a small and
> > abortive foray in to the pocket calculator market?
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>
>yes,Atari did market their own Brand calculators, they were credit card
shaped, I remember seeing them in dixons (oxford street London) somtime
in 87 or 88, I also remember database publications giving them away as
an incentive/ or as part of the package to take out a subscription to
their own Atari magazines, they even showed pictures of them in their
respective Atari publications *xl/xe & st/e*, they didnt look too bad, I
wish i'd the forsight to buy one at the time, as I remember it one was
called Execu-card and the other one was a combi
mini organisor/message sys./database/calculator gadget, similar to
others available at the time, I think they must have cost between £8-20
sterling, Atari didn't manufacture them, themselves, I heard they were
manufactured by some canadian outfit, Ironic when you consider that
tramiels previous company he owned, commodore, was also a Canadian
company (originally) and that commodore's early successes were with
calculators, untill they succumbed/usurped by established calc. names
like texas instruments and casio, perhaps this was tramiels way of
insulting the intellegence of Atari owners/users by turning Atari into
another commodore, and he almost succeeded

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# 1962. Re: Getting boot errors on my tape recorder for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7s1a3f$ph1$1@nnrp1.deja.com>
Source record: 50176

In article <19990902103625.25386.00003135@ng-fz1.aol.com>,
enovak7924@aol.com (ENovak7924) wrote:
> I recently got from EBAY a whole bunch of Atari 800 stuff. Everything
works
> except the 410 cassette. Every time I try to load a cassette, after a
few
> seconds of beeps, it goes into memopad mode. If I use the basic cart
and do a
> CLOAD, I get a 140 error, then sometimes a 143. I have only a few
cassettes, so
> I'm not all the upset about it, but one of the games is Shamus which I
would
> reallt like to play. Could the cassette interface be bad, or the
tapes? I tried
> about tapes and they all fail, so I assume its the recorder.
>
> Thanks
>
> .
> .
> "Who is booking this crap? The Rock against Billy Gunn. The Rock
against
> Gangrel. I mean next week they'll be havin the Rock lay the smackdown
on the
> Brooklyn Brawler for Christs' sake !"

>there are two (2) WAYS OF LOADING cassettes/tapes on Atari 8bit sys.
if the tape/cass. program is basic programmed, then you can load it
using cload/load"c: or Run"C:
If it is a commercial mach. Lang program, their is one way of loading
and that is remove the basic cart. with machine turned of, and hold
start button ( one of the console keys, if memory serves me right, swich
on computer with start key still held down, you should see a blue screen
and here and beep (if your tv/monitor is prop. tuned in) as soon as you
here the beep let go of start, making sure that the tape you wish to
load is in the 410/1010/xc11/12 and properly rewound, or rewound to the
begining of the marker before the brown tape starts, press down play and
then the return key on the k/b

If you are still having prob's. your tape heads needs a cleaning, or
your cassette deck is out of allignment

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Share what you know. Learn what you don't.

# 1963. Re: Getting boot errors on my tape recorder for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7s1a4k$ph9$1@nnrp1.deja.com>
Source record: 50177

In article <19990902103625.25386.00003135@ng-fz1.aol.com>,
enovak7924@aol.com (ENovak7924) wrote:
> I recently got from EBAY a whole bunch of Atari 800 stuff. Everything
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> except the 410 cassette. Every time I try to load a cassette, after a
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> seconds of beeps, it goes into memopad mode. If I use the basic cart
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> CLOAD, I get a 140 error, then sometimes a 143. I have only a few
cassettes, so
> I'm not all the upset about it, but one of the games is Shamus which I
would
> reallt like to play. Could the cassette interface be bad, or the
tapes? I tried
> about tapes and they all fail, so I assume its the recorder.
>
> Thanks
>
> .
> .
> "Who is booking this crap? The Rock against Billy Gunn. The Rock
against
> Gangrel. I mean next week they'll be havin the Rock lay the smackdown
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> Brooklyn Brawler for Christs' sake !"

>there are two (2) WAYS OF LOADING cassettes/tapes on Atari 8bit sys.
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using cload/load"c: or Run"C:
If it is a commercial mach. Lang program, their is one way of loading
and that is remove the basic cart. with machine turned of, and hold
start button ( one of the console keys, if memory serves me right, swich
on computer with start key still held down, you should see a blue screen
and here and beep (if your tv/monitor is prop. tuned in) as soon as you
here the beep let go of start, making sure that the tape you wish to
load is in the 410/1010/xc11/12 and properly rewound, or rewound to the
begining of the marker before the brown tape starts, press down play and
then the return key on the k/b

If you are still having prob's. your tape heads needs a cleaning, or
your cassette deck is out of allignment

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# 1964. Re: INDUS GT manual?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7s1tpc$5lq$1@nnrp1.deja.com>
Source record: 50178

In article <37CC5A10.5682A1B7@sisna.com>,
bobkla19@sisna.com wrote:
> I received your e-mail reference this. I do have the manual somewhere
> along with the software put out by Indus at the time. Will look again
> and see what I have. I know it came with a spread sheet plus some
other
> stuff. WIll dig and let you know.
>
> bob
>

Dear bob

Please could you send my a copy (or originals) instructions and
manuals of the Indus GT disk drive and orig. disks please, and any
technical info
At the moment I am using a 1.2amp ac/dc univ. adapter (PAL/UK) with my
indus, as the indus, and rana were not available in the UK, so Ican only
assume that these were obscure 3rd party Atari compat. d/drives
and like the USD or Sup.Archiver/ archver 2/ Happy I understand that
indus comformed to PERCOM standards
I would also like to know if it was poss. to upgrade Indus RAM and drive
mech to 64k (RAM)and 1.2 or 1.4 meg drive mech
I would also like to know how to program the indus GT and also Lazer
1050 and Super Archiv.2 1050 using the Configuration Block (DCB) through
Mydos, Dos 2.5etc.
please respond to this email so that I can give you my telephone no. and
address

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# 1965. Re: Atari 1050 drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7s1uof$6ck$1@nnrp1.deja.com>
Source record: 50179

In article <7r94n6$26i$1@epos.tesco.net>,
"Richard Daley" <Richard.Daley@tesco.net> wrote:
> Thannks to all for the info re 1050 IS plate drive, still looking for
the
> mahnual, but getting better with this, next question, has anyone seen
a "Bit
> copier" mod for the 1050? Are they still available?
>
> Thanks again
>
> Richard
>
>the bit copier you are talking of was more correctly called the bit
writer, and was an additional bit of h/w for the CSS super archiver
series of atari disk drive u/g's, I seem to remember that it only worked
on the 1050 version, this was also the only thing to be able to copy
(properly) the original super.archiver 810/1050 and SA2 1050 o/s disks,
are you still able to help me regarding the queries i mentioned last
time

thanks

Carmel MJ Andrews

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# 1966. Re: Need help with Atari 800XL!

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7s201b$73n$1@nnrp1.deja.com>
Source record: 50180

In article <6FDC3.707$TZ3.73474@juliett.dax.net>,
"Jon Erik Martinsen" <je.martinsen@c2i.net> wrote:
> Hello!
>
> I just bought a beautiful little machine on a car boot sale,
> namely the Atari 800 XL. The problem is, that i don't know
> very much about it... I have the machine itself, an Atari cassette
> player/recorder, the power supply, a game called Fort Apocalypse,
> and the cables. Do i need anything else to get the machine up and
> running? Maybe there is a users manual anywhere on the net?
> Do i need a cartridge in the machine?
> I've tried some basic commands, and then presing Play on the
> cassette player, but with no luck...
> Please help!
>
> Yours sincerely,
>
> J.E.Martinsen.
>
>Dear Jon

Re. you little problem with the 800xl, without a Atari compat. disk drive you've got a CRIPPLED system
Best disk drive(s) to get are Atari 810 (easy to find), Atari 1050 (fairly easy to find) Atari xf551 (hard to come by) or Atari 815(you've got better change of winning the UK lottery then you have of getting your dirty digits on one of these beauties) If you are buying a 1050 or 810, beware, because the chances are that they have bewen modified to handling double density (ie 720sectors x 256bytes p/sect.) as opposed to the norm which is 720x 128 (810-all densities and 1050 in single density, or 1040x 128 (1050 in enhansed densities, often called 1050 double or 1050 density)
Alternatives are indus GT or Rana etc (difficult to get hold of) or if you have a contact in england- Derek firm was selling 360 and 720k floppy boards, which allows you to attach standard pc disk mechs to an Atari 8bit thru the floppy board, also availalbe is Black Box (CSS) and various IDE/SCSI devices available in Poland and Germany (scan Atari sites on the Net)

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# 1967. Re: Atari 1050 IS PLate drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7s21i3$83v$1@nnrp1.deja.com>
Source record: 50181

In article <7qv9q8$71r$3@news7.svr.pol.co.uk>,
"Peter Pachla" <my.name@vectrex.freeserve.co.uk> wrote:
> Hi,
>
> > Atari 5200 vcs (PAL Only)
>
> As I'm sure others will tell you there's no such thing...OK, there
were a
> handfull of prototypes produced but they're as common as rocking horse
> shit....
>
> > Pre tramiel version of 7800 vcs (1983/4 version,
> >and preferably PAL, the one which allowed you to
> >attach atari 8bit i/o devices to it)
>
> I believe, though I may be wrong, that there is no such thing as a
> "pre-Tramiel" 7800. It was developed in '84 but not launched until
'86,
> definitely "post-Tramiel".
>
> Also, AFAIK, only the first couple of production runs had the
interface port
> fitted (it was removed to save costs). Since the PAL machine wasn't
launched
> until '89 (I was writing 7800 stuff in '88 and the PAL version of the
MARIA
> chip was still in the design stages then) I wouldn't expect that a PAL
> machine with the interface port was actually produced. :-(
>
> BTW I MAY have a copy of that cassette OS you mentioned somewhere. I'm
sure
> I had it, but I have a feeling it went with a load of other Atari
software I
> sold off some years ago. I'll check and let you know.
>
> TTFN - Pete.
>
> --
> Spam deflector in effect - it's obvious!
>
> "Very funny Scotty, now beam down my trousers!" - J.T.Kirk
>
> Hardware & Software Engineer. Sound Engineer.
> Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp

DEC)
> --
>According to an article writting in BaPAUG's 8-16 newsletter, Thomas holzer refered to his 7800 (US version) as being made pre 1984, and it DID feature the expansion ports that allowed you attach atari periphs, and not only that warners released the original 7800 at the 83 summer CES, originally with Pole Position 2 built in ( and minus those crappy nintendo/sega style joypads) not only that but the proposed 7800 keyboard warners were supposed to launch with thye 7800 used the expansion port
Also refering to the 5200 PAL, some must have being produced as I have an old version of Best Electronics catalog, that I bought when he (Brad Koda) ATTENDED THE 1990 OR 1989 computer shopper show, wembley, London england, just recently, when looking through it it listed complete 5200 in both NTSC and PAL and complete with part no's. so they must have being made
>

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# 1968. Re: Greatest Atari 8-bit computer ever?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7s23n6$aa4$1@nnrp1.deja.com>
Source record: 50182

In article <19990906220419.17163.00005467@ng-fe1.aol.com>,
nach4321@aol.com (Nach4321) wrote:
> I am very interested in hacks to the 8-bit and was wondering what kind
of
> modifications people have done to their xl/xe's. Who has the greatest
8-bit
> out there?
>
Hi there Atari Fan

RE: H/W U/G's for Atari 8bits

I myself have a 256k 800xl with o/s controller card (computerhouse), the interesting thing about the 256k upgrade is that spartados doesn't recognise it if I load the 130xe ramdisk handler into it, which is interesting when you consider that it works with the 130xe r/d handler on dos 2.5 and mydos etc

I also have a 130xe with Ulti & Omnimon, also ultraspeed o/s (havent tried this with a sppedy 1050 u/g'd d/d), and also standard xe o/s

I understand that in the states their are upgrades that extend the Atari 8bits colour palette (4096 colours thru second Antic chip)
Also the Gumby u/g (the original pokey/stereo u/g
Also the original 65816 u/g called turbo 816- apparently some of the earliest versions were very "BUGGY"
In the EC (mainly Poland and Germany) people were or are still doing third party versions of USDoubler (with embellishments such as 192k trackbuffer) the most popular one is called speedy 1050, laters versions include Super speedy and turbo speedy, also QMeg and variants, some with built in freezer (a german program, and the later versions of C-Simulator, the nice thing about speedy 1050 is that you had a built in dos-nice touch) and also speedy o/s as well
In the UK we only had stereo pokey (Micro discounts version of gumby)
Ultimon- by John lawson (who did a runner)- some people told me that this is basically a rip off version of Omnimon, ironic as Ultimon was co programmed by Paul Carr who Co- Wrote most of futurewares Atari progies (i e sidewinder) with an old friend of mine Noel Daniels, and Thunderfox, in assoc. with Atari and Noel D.
Hyperdrive, or as it's better known as, to give it, it's proper name is Warp lazer, or lazer as is commonly called, which is perhaps the most infamous Happy ripoff going (similar to duplicator and the klone in the states... Also IS Plate 1050 (I originally thought this eminated from the states... obviously I was wrtong) and UK Atari retailer Software express I believe also had a built in M/L monitor avbail. for xe/xl

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## 1969. Re: Speech on 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7s24ur$b71$1@nnrp1.deja.com>
Source record: 50183

In article <thor.935752605@math.tu-berlin.de>,
thor@math.tu-berlin.de (Thomas Richter) wrote:
> Howdy!
>
> locust000@aol.com (Locust000) writes:
>
> > In the good old days, I had on old issue ANALOG with an article
about a
> >speech device that you connected to the 8-bit. Using this device and
some
> >software, you could get the 8-bit to talk somewhat. I can't
remember which
> >issue it was though but it included a list of all necessary parts
needed to
> >assemble the speech device {all with Radio Shack part numbers}, as
well as how
> >to do it. It also included the type-in software to get it to run {I
think...}.
> > It has been ages since I had that issue, and now that emulators are
popular I
> >was wondering if such a thing can be emulated - perhaps using the
PC's hardware
> >to emulate the device, and using an emulator {preferably Atari800Win}
to run
> >the software. Any thoughts?
>
> Thoughts? Lots of. It uses the SP0256AL IIRC, an integrated speech
synthesizer.
> The original Antic design hooked into the joystick port, I managed to
link
> the speech processor to the parallel port of the 800XL, using a
standard VIA
> as interface and the Audio-In line get the speech mixed with the
standard
> POKEY audio. I also wrote a software driver for the device, just open
a
> handler - V: I called it - and print the phonems with a PRINT#1;"" to
get
> speech. Worked great. In case you need the schematics, I should still
have them
> somewhere, as well as the software. (Small 1K program, IIRC).
>
> As for emulation: The way how I mounted the hardware was a bit
non-standard, it

> would be better to emulate the speach-handler V: directly if there is
already
> a speach program available for the "host".
>
> So long,
> Thomas
>
>
_____don't_cut_here,_it_could_damage_your_terminal_____
_____
> _____ _____ _____
> / / / / / / / EMAIL: thor@einstein.math.tu-berlin.de

> / /____/ / / /____/
http://www.math.tu-berlin.de/~thor/thor/index.html
> / / / / / / \ PGP available on request, finger print:

> / / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC
77 BE
>
---
>
>

I don't know much about so called emulators, any how take a look at the
1200xl, 1400/1450 xls/xld's they incorp'd a sound/speech chip
also the proposed but not released 65 xeme contained a custom designed
Atari only chip (some say is was better then paula- amigas sound chip)
which was capable of voice/speech synthesis... the chip in question was
called amy (AMY/AMIE) Tramiels Atari was hoping to use the technology
with the ST, DREAM ON TRAMIEL

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# 1970. Re: RAM upgrade with 30pin simm?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <UgYE3.21963$VR.192596@newse3.tampabay.rr.com>
Source record: 50184

http://www.atariworld.com/newell.html
I'm working on one here soon...

Chi K. Chan <ckchan@interport.net> wrote in message
news:7ruajq$1m6$1@winter.news.rcn.net...
> I was just wondering if there are any RAM upgrades using a 1Meg 30pin
simm?
> These can usually be picked up for about $1 each used.
>
> Thanks,
> Chi K. Chan
>
>

# 1971. Re: RAM upgrade with 30pin simm?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <tgYE3.21962$VR.192572@newse3.tampabay.rr.com>
Source record: 50185

http://www.atariworld.com/newell.html

I'm working on one here soon.

Chi K. Chan <ckchan@interport.net> wrote in message
news:7ruajq$1m6$1@winter.news.rcn.net...
> I was just wondering if there are any RAM upgrades using a 1Meg 30pin
simm?
> These can usually be picked up for about $1 each used.
>
> Thanks,
> Chi K. Chan
>
>

## 1972. Tech Manuals

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: Darren B <Lordogrin@geocities.com>
Message-ID: <7s1rgr$eac$1@winter.news.rcn.net>
Source record: 50186

I have a whole crap load of atari tech manuals, You know the real good ones that show part numbers and stuff like that.. There is practially every atari component here. 1050 drives, 400,800 xl xe's ST's monitors. All in very good shape, and I'd say the whole lot weighs about 10 lbs (around 2000-3000 sheets). The first person to email me wins the deal for the measly cost of shipping it to you. I have no need for these, and a friend gave them to me who was into that, and upgrading and things. If you would like to see them first. I could scan a few pages, and post them.. If you only interested in a certain manual, I'll see if it's here. These are NOT the manuals that came with the components, but Scamatics and such on how to reapair them.. Worth hundreds of dollars to someone into Atari Upgrading or Repairing. Your's for The cost of Shipping (around $15-$20.00 US).

## 1973. Re: Atari calculator??

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-19 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <37e979e3.7047688@trumpet.uni-mannheim.de>
Source record: 50187

I've got a friend who has one of those calculators, he has had it on
his desktop for I think the last 10 years and still uses it...
Every time I visit him it's lying there (or he picks it up to use it)!
Maybe he could take a picture of himself holding it? With today's
newspaper in the other hand as a proof and the calculator on?
;-)

On Sun, 19 Sep 1999 00:04:36 GMT, carmel_andrews@my-deja.com wrote:

>In article <7rta1j$ns2$2@news.xmission.com>,
> jeking@NOSPAM.com wrote:
>> Gareth <dial.pipex.com_.nospam@garethd.com> wrote:
>> Yes, Atari did make trinkets like calculators, coffee mugs, etc..
>>
>> > Does anyone know what the situation was - did Atari make a small and
>> > abortive foray in to the pocket calculator market?
>>
>> --
>> @ @ @ ------------------------------------ @ @ @
>> @ @ @ James King - Atari Fanatic! @ @ @
>> @ @ @ ------------------------------------ @ @ @
>> Atari 8bit Hobbyist by choice, IT Professional by Accident!
>> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>>
>>yes,Atari did market their own Brand calculators, they were credit card
>shaped, I remember seeing them in dixons (oxford street London) somtime
>in 87 or 88, I also remember database publications giving them away as
>an incentive/ or as part of the package to take out a subscription to
>their own Atari magazines, they even showed pictures of them in their
>respective Atari publications *xl/xe & st/e*, they didnt look too bad, I
>wish i'd the forsight to buy one at the time, as I remember it one was
>called Execu-card and the other one was a combi
>mini organisor/message sys./database/calculator gadget, similar to
>others available at the time, I think they must have cost between ï¿½8-20
>sterling, Atari didn't manufacture them, themselves, I heard they were
>manufactured by some canadian outfit, Ironic when you consider that
>tramiels previous company he owned, commodore, was also a Canadian
>company (originally) and that commodore's early successes were with
>calculators, untill they succumbed/usurped by established calc. names
>like texas instruments and casio, perhaps this was tramiels way of
>insulting the intellegence of Atari owners/users by turning Atari into
>another commodore, and he almost succeeded
>
>
>Sent via Deja.com http://www.deja.com/

>Share what you know. Learn what you don't.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 1974. Re: Atari 1050 IS PLate drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-20 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7s413q$8q2$2@news4.svr.pol.co.uk>
Source record: 50059

Hi,

> According to an article writting in BaPAUG's 8-16
>newsletter, Thomas holzer refered to his 7800 (US
>version) as being made pre 1984....

Yes, co-incidentally I was reading some stuff on the 'web about the 7800 a few days ago.

Apparently the machine was supposed to be launched in '83 and stocks of machines were built up in readiness for the launch. When the launch was cancelled the machines were kept in storage until Tramiel finally released them in '86.

So now I know what the "pre-Tramiel" 7800's are.... :-)

>....warners released the original 7800 at the 83 summer
>CES, originally with Pole Position 2 built in ( and minus
>those crappy nintendo/sega style joypads)....

Well, that was more of a "trade rollout" than a full launch as it turned out.

I recall the pictures and articles in Antic or ANALOG at the time, they caused quite a stir at our computer club. The pictures of PP were particularly impressive. We were all very disappointed when the machine failed to materialise. :-(

Yeah, those pads are terrible - though I must admit that I'm not a great fan of the "Pro-Line"(?) controllers either. I find that the travel of the sticks is just too great for my liking; my all-time favourite sticks are the old, square based Atari sticks.

Did they release those pads in the US too, I thought Atari only inflicted them on us poor Europeans?

> Also refering to the 5200 PAL, some must have being
>produced as I have an old version of Best Electronics
>catalog....
>....looking through it it listed complete 5200 in both NTSC
>and PAL and complete with part no's....

Oh yes, they were definitely INTENDED to be released in Europe. But everything I've ever read about the 5200 states that the PAL variant was never produced commercially, and that only a handful of prototype machines exists.

If anyone knows where I can get a PAL machine (or even an NTSC one) from
here in the UK then please drop me an email....

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

"Very funny Scotty, now beam down my trousers!" - J.T.Kirk

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 1975. Re: Problems with ALLEY CAT, SHAMUS, ZAXXON

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-20 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7s41di$jfg@freenet-news.carleton.ca>
Source record: 50060

"Luis P. Baeza Q." (lbaeza@yahoo.com) writes:
> OK Here's a problem I can't solve. These games I can't play 'em in the
> A800DOS emulator, neither in my 65XE using APE. BUT they run OK in
> XFormer98 ver 5.02. Then I think there's something missing.... but what
> is it? Does anybody know how can I play these roms in my 65XE or 800XL?
> Maybe some OS ROMs problems? Maybe I need an 800?

Alley Cat requires an 800 compatible OS. Use the real 800 OS roms in
your emulator, or load the Fix XL on your Atari. If your 65XE has a rom
upgrade, it will probably run it in 800 compatible mode.

The original SHAMUS has the same problem, it will just freeze plaing a tone
if run on a stock XL/XE.

There are versions of Zaxxon floating around that will run on a Xl/Xe, but
most are copies of the original cassette, which is 400/800 mode only.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 1976. Re: What masked PROMs are in Atari Carts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-20 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7s5ce7$eds$1@nnrp1.deja.com>
Source record: 50061

If you have a print for the PCB in a cart, I'd be interested to see it.
All I know is the 8K carts use 1 ROM, 16K carts use two. The chip used
must be an 8KBx8 architecture. You speak of carts with socketed
chips.. Which carts are these? I don't recall ever seeing a cart with
sockets, just ROMs soldered directly to the PCB.

In article <cryorunner-1509991508240001@dt084n97.san.rr.com>,
cryorunner@aol.com (Rhett James Barnes) wrote:
> In article <cryorunner-1509991441470001@dt084n97.san.rr.com>,
> cryorunner@aol.com (Rhett James Barnes) wrote:
>
> > When I was a kid, I noticed that most of the Atari (400/800)
cartridges
> > had the same board inside with two 24-pin sockets, and that you
could
> > freely switch PROMs between most cartridges.
> >
> > I'm guessing that these are 32kbit PROMs (4k x 8), but don't know
what
> > they are. Does anyone have any info about these chips, or more
> > importantly what EPROM they could be replaced with (eg 2532 vs.
2732)?
> >
> > It looks like I have at least one cartridge with only one chip
(BASIC) so
> > I'm assuming that they also had some 64kbit PROM boards too?
> >
> > I haven't payed attention to the 2600 stuff much, but I guess I'd be
> > curious about it too.
> >
> > Thanks for any info!
> > -Rhett
>
> I guess I may have answered my own question. I found a page
"Schematic
> ROM Cartridge" in my Disney hardware manual. It seems to be
> pin-compatible with a 2532 EPROM (9332 PROM). But if anyone has more
> information I'd love to hear it.
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

# 1977. EXCITEMENT & WISDOM

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-20 00:00:00 UTC
From: z-0@tinet.fut.es
Message-ID: <1245.932T936T4371820z-0@tinet.fut.es>
Source record: 50062
Cross-posted to: alt.c64,comp.sys.atari.8bit

Hi!

First of all, sorry for my poor english. v_v

In the MSX scene are creating all sort of soft and hard, like gfx boards, audio enhanced, cardtriges expansors... And new games a lot.

Same at Speccy, with the homely computer series (see Pentagon) and soviet games (Doom, Prince of Persia...)

I'm a former of Matra Corp, an company who wants make the 8 bits into the way for a new entertainment evolution age.

We have some products for MSXers freaks, like MSXEMAT, NAVARONE and my fetish erotic game: SEX BOMB BUNNY.

BTW our really favourites computers are Commodore and Atari, but in Spain (north Afrika) those machines are two obsoletes and strangerous machines. Commodore equals console machine and Atari equals childtoys people says.

We want create NEW games, utils and hard but we don't know how many considerated are this computers, and the users motivations.

Matra is very powerful. We can to programme in 6502, 6507, Z80, Motorola series, postscript, with acurade techiques and pixel-perfect media.

That's the reference reason of my last question.

For futher information, contact with Matra Corp. If you want know more, read the interviews in our site, please. Suggestions are welcome.

Kiss you lot.

Ms. Z-0
[matra.cjb.net]

# 1978. Re: Looking for Monty 16K atr

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-20 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <JjkF3.417$1s6.4236@news1.online.no>
Source record: 50063

Isn't it a pre-release of Montezuma's Revenge. Preliminary Monty is the name
of my file

VocalJunky <vocaljunky@aol.com> wrote in message
news:19990919172424.01593.00001400@ng-ch1.aol.com...
> Hi, if anyone can help me, I would appreciate it. I'm looking for the
.atr
> file for a game called something like Monty 16K. I think it's the sequel
to
> Montezuma's Revenge on the 2600. Thanks again.

# 1979. Re: Homebrewing a Cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-20 00:00:00 UTC
From: John Schnittker <jschnitt@earthlink.net>
Message-ID: <37E5E0ED.34543418@earthlink.net>
Source record: 50064

Yeah the "big atari home page" has some very good technical info about the
addressing and the chip select.
The cartridge uses two 8kbyte chips = 16kbyte total in the cartridge.

But these are small quantites and I wonder if it would be difficult to find
eprom/eeprom/flash eproms of this small size.
Well maybe a larger size would still function, provided its low order address
bits were matched up as if it were a smaller, 8kb chip.

Atari Guy wrote:

> hey john, i'm definetely not an expert on this, but i have seen game carts
> converted to custom carts by removing the rom and replacing with an eprom.
> obviously, there are size considerations and possibly bank-switching issues.
> one of the classics dealers sells blanks, can't remember who, b&c?
>
> John Schnittker wrote in message <37E589EA.1ACAEC50@earthlink.net>...
> >Hi atari ppl,
> >I wonder how expensive would it be to homebrew an atari cartridge from a
> >custom binary file. Is Eprom the best route and if so, is there any way
> >to get an inexpensive programmer? Is there a specific eprom/chip that
> >would be best suited for atari8? Are they expensive? And does Best
> >electronics carry the edge board that accommodates the chip? I know
> >these are alot of questions = P
> >
> >Thanks in advance,
> >
> >John Schnittker
> >
> >
> >

--
John Schnittker
Serrano Village
6000 University Parkway
San Bernardino, CA 92407

# 1980. Re: Homebrewing a Cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-20 00:00:00 UTC
From: cryorunner@aol.com
Message-ID: <cryorunner-2009990251300001@dt084n97.san.rr.com>
Source record: 50065

In article <37E5E0ED.34543418@earthlink.net>, John Schnittker
<jschnitt@earthlink.net> wrote:

> Yeah the "big atari home page" has some very good technical info about the
> addressing and the chip select.
> The cartridge uses two 8kbyte chips = 16kbyte total in the cartridge.
>
> But these are small quantites and I wonder if it would be difficult to find
> eprom/eeprom/flash eproms of this small size.
> Well maybe a larger size would still function, provided its low order address
> bits were matched up as if it were a smaller, 8kb chip.
>
>
>
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> > >Hi atari ppl,
> > >I wonder how expensive would it be to homebrew an atari cartridge from a
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> > >to get an inexpensive programmer? Is there a specific eprom/chip that
> > >would be best suited for atari8? Are they expensive? And does Best
> > >electronics carry the edge board that accommodates the chip? I know
> > >these are alot of questions = P
> > >
> > >Thanks in advance,
> > >
> > >John Schnittker
> > >

The standard carts had two 9332 type PROM's, which can be replaced by 2532
EPROM's. These CAN be found, you just have to be creative, and can be
programmed by a run-of-the-mill $150 programmer. You can also use a (more
common) 2732 if you're willing to lift/jumper a couple pins.
-Rhett

# 1981. Re: HELP: Atari XE Game System power pinouts???

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-20 00:00:00 UTC
From: mingle <maiauNOSPAM@ozemail.com.au>
Message-ID: <lYpF3.18214$1E2.134829@ozemail.com.au>
Source record: 50066

Hi Ant,

Yeah... But I don't know what the 800XL pinouts are either! %)

Mike.

Anthony Baker <antbaker@arn.net> wrote in message
news:37E1BC3F.E1DF0E1@arn.net...
> mingle wrote:
>
> > Hi,
> >
> > I recently picked up an Atari XE Games System, but it didn't come with a
> > psu.
> > I'm also missing the user guide.
> >
> > Could anyone tell me the pin-outs for the power DIN socket on the XE
system
> > so I
> > can rig up a power supply?
> >
> > Any help greatly appreciated!
> >
> > Mike.
>
> The power supply pinouts are the same as the 800XL.
>
> Laters,
>
> AntBaker
>
>

# 1982. Re: Brian Watson is a bigger tosser than I thought (I have proof )

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-20 00:00:00 UTC
From: niallt@dai.ed.ac.uk
Message-ID: <7s5a44$ib4$1@scotsman.ed.ac.uk>
Source record: 50067
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

Brian (brian@spheroid.demon.co.uk) wrote:
: Niall Tracey <niallt@dai.ed.ac.uk> wrote in message
: news:7rqmit$vk$4@scotsman.ed.ac.uk...
: > Brian (brian@spheroid.demon.co.uk) wrote:
: > : CS&E <sales@pc-software.com> wrote in message
: > : news:7rotjf$83e$1@barcode.tesco.net...

: > And that helps me too. Dom Pinter and David Connolly (both of CS&E)
: > post nuisance spam on comp.sys.cbm quite frequently. I can from now on
: > assume that posts without 'David' at the bottom are from Dominic.

: There is also apparently a Maurice P Connelly involved. I received an e-mail
: from him, but signed at the bottom by David (Connelly, I presume). This was
: what raised my earlier "curiouser and curiouser" enquiry about the outfit.

All the first round of spam on comp.sys.cbm was from Maurice
Connolly's Tesco email account with 'David' at the bottom of the
message body. I don't know why this was, but the sender identified
himself at some points as 'David Connolly'.

: > I once complained to Tesco ISP over David Connolly's spamming of
: > comp.sys.cbm . I was responded to

: You were responded to by Tesco? Or by CS&E?

Messieur Connolly.

: > by being told that CS&E have two
: > company lawyers and was threatened with court action.

: Do I take it that Tesco warned CS&E about spamming and that CS&E then
: threatened you with legal action having been notified, or warned, by Tesco?

I make it a policy when complaining about spam to warn the offender
that I have made complaints. Tesco said they weren't happy with OT
spamming and were interested in making sure it wouldn't happen again.

: > For complaining about spam.

--
NT As long as but a hundred of us remain alive, never will we on any
\ \/ /conditions be brought under English rule. It is in truth not for
\ / glory, nor riches, nor honours that we are fighting, but for
/ \ freedom -- for that alone, which no honest man gives up but with
/ /\ \life itself. -- Arbroath, 1320

# 1983. Re: HELP: Atari XE Game System power pinouts???

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-20 00:00:00 UTC
From: David Hopcroft <davidh@cdex.ericsson.se>
Message-ID: <01bf036b$95ca2460$60cb30a4@etlcolpc23.ericsson.se>
Source record: 50068

```
mingle <maiauNOSPAM@ozemail.com.au> wrote in article
<lYpF3.18214$1E2.134829@ozemail.com.au>...
> Hi Ant,
>
> Yeah... But I don't know what the 800XL pinouts are either! %)
>
> Mike.
>

Group FAQ.
Subject: 13.3) What are the power-supply requirements for my Atari
components?

...[snip]
5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
600XL,65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814 adapter:
600XL,800XL,65XE,130XE,XE Game System
[snip]...

...[snip]
Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

[snip]...
```

# 1984. Re: ATARI 8 has a GUI interface? What?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-20 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rucq0eanlg761@corp.supernews.com>
Source record: 50069

IMO: Problem is 8 bit processors were left behind in the mHz race. Memory is a bit foggy on this, but I believe an employee of Supra came by this newsgroup and said the Rockwell DSP/Modem chip sets were derivitive of the 6502.

A very real problem for 8 bit computing is there aren't a lot of 500 mHz 6502 floating around. I follow a few other areas of technology, like QNX OS, and it seems like people are voting for things like ~386sx type processors for embedded control and web appliance type applications. We got the short end.

Not even a Apple IIGS vs Mac type thing right now. Intel Inside or at least compatable seems to be the way things are going.
Atari Guy <atariatari@hotmail.com> wrote in message
news:4KkF3.300$bS5.38490@typhoon-la.pbi.net...
> i completely missed out on this part of the atari's development. i think
it
> would be interesting for someone to try and build a new gui or expand on
> existing one. as far as i can tell, the a8's still have a lot of
potential
> life in them, albeit niche. i can easily imagine an a8 with 512k-1mb of
> memory, and a harddisk running some sort of gui with, possibly a web
> browser, an 'office' suite, etc.
>
>
>
>
> Rick D <74766.1561@CompuServe.COM> wrote in message
> <7rv5vr$jnr$2@ssauraac-i-1.production.compuserve.com>...
> >There were actually several GUIs for the A8 Ataris. Some were
> >application specific, usually telecom, but at least a couple
> >were general desktop GUIs, Diamond GOS, version three
> >source?/rom binaries are available online, and another one I
> >can't remember the name. Of course they were bothered by high
> >ram needs, slow speed, and fussy with DOSes. And other GUIs were
> >more hybrid text/graphics.
> >
> >Rick D.
> >
> >--
> >
>
>

# 1985. Re: What masked PROMs are in Atari Carts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-20 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rucqo9i8lg735@corp.supernews.com>
Source record: 50070

It depends on the DOM. For instance, the original rev A ASM/ED cart was definately 2 chips, but latest versions were 1 chip.

Ditto for a lot of games I would imagine. I have several carts that are 1 chip versions, but they left the RAM disable lines on cart PC board. That is, the cart disables the 16k of ram at the $8000-$BFFF, but only a single 8k ROM is in the cart. I would guess that socket carts would be DOM pre Tramiel but later then '83 or so. I bought almost all of my carts prior to 1986, only ones I have bought later then that to fill out my collection were soldered. Revision C BASIC and a few others come to mind.
<spearsk@mc-mc.com> wrote in message news:7s5ce7$eds$1@nnrp1.deja.com...
> If you have a print for the PCB in a cart, I'd be interested to see it.
> All I know is the 8K carts use 1 ROM, 16K carts use two. The chip used
> must be an 8KBx8 architecture. You speak of carts with socketed
> chips.. Which carts are these? I don't recall ever seeing a cart with
> sockets, just ROMs soldered directly to the PCB.
>
> In article <cryorunner-1509991508240001@dt084n97.san.rr.com>,
> cryorunner@aol.com (Rhett James Barnes) wrote:
> > In article <cryorunner-1509991441470001@dt084n97.san.rr.com>,
> > cryorunner@aol.com (Rhett James Barnes) wrote:
> > >
> > > When I was a kid, I noticed that most of the Atari (400/800)
> cartridges
> > > had the same board inside with two 24-pin sockets, and that you
> could
> > > freely switch PROMs between most cartridges.
> > >
> > > I'm guessing that these are 32kbit PROMs (4k x 8), but don't know
> what
> > > they are. Does anyone have any info about these chips, or more
> > > importantly what EPROM they could be replaced with (eg 2532 vs.
> 2732)?
> > >
> > > It looks like I have at least one cartridge with only one chip
> (BASIC) so
> > > I'm assuming that they also had some 64kbit PROM boards too?
> > >
> > > I haven't payed attention to the 2600 stuff much, but I guess I'd be
> > > curious about it too.
> > >
> > > Thanks for any info!
> > > -Rhett
> >

> > I guess I may have answered my own question. I found a page
> "Schematic
> > ROM Cartridge" in my Disney hardware manual. It seems to be
> > pin-compatible with a 2532 EPROM (9332 PROM). But if anyone has more
> > information I'd love to hear it.
> >
>
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.
>

# 1986. Re: What masked PROMs are in Atari Carts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-20 00:00:00 UTC
From: cryorunner@aol.com
Message-ID: <cryorunner-2009991253390001@dt084n97.san.rr.com>
Source record: 50071

In article <7s5ce7$eds$1@nnrp1.deja.com>, spearsk@mc-mc.com wrote:

> If you have a print for the PCB in a cart, I'd be interested to see it.
> All I know is the 8K carts use 1 ROM, 16K carts use two. The chip used
> must be an 8KBx8 architecture. You speak of carts with socketed
> chips.. Which carts are these? I don't recall ever seeing a cart with
> sockets, just ROMs soldered directly to the PCB.
>

All of the carts I had as a kid (say, pre-1982) were socketed, but there were a couple of games that wouldn't work when you swapped chips. I don't think that I had seen a one-chip board until now, but maybe some of the later games I had used them.

The only schematics I have are for a 2 4k chip cart (2 9332's). I'll try to scan it in and send it to you (may have to be when I get back in town a week from now). I haven't looked at them much (other to look at the pin-outs of the ROM's), but I'm hoping to get a chance to look and see where each chip is mapped onto memory (ie left chip is low 4k, right is high 4k).

-Rhett

# 1987. Re: Ultima II question

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-20 00:00:00 UTC
From: fortran@earthlink.net
Message-ID: <MPG.1250900081721f42989dc6@news.alt.net>
Source record: 50072

My glass typewriter shows Andre typing...
[Snip]
> I just have a question concerning Ultima II for Atari 8-Bit. I heard
> about different sizes of boxes for that game. Does anyone know more
> about that?

Check out Underworld Dragon's Notable Ultima web site
<http://www.scott.net/~rgregg/ultima/>, specifically the Ultima II page
<http://www.scott.net/~rgregg/ultima/collectibles/Title_U2.html>.

--

Fortran Dragon -==(UDIC)==-
Hidalgo Trading Company: <http://home.earthlink.net/~fortran/>
rgcud FAQ: <http://home.earthlink.net/~fortran/faq/rgcudfaq.html>

# 1988. Re: What masked PROMs are in Atari Carts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-20 00:00:00 UTC
From: Peter Pachla <my.name@vectrex.freeserve.co.uk>
Message-ID: <7s6kmi$1iv$1@news6.svr.pol.co.uk>
Source record: 50073

Hi,

>....You speak of carts with socketed chips.. Which carts
>are these? I don't recall ever seeing a cart with sockets,
>just ROMs soldered directly to the PCB.

Well for my part roughly 50% of the carts I bought were socketed, they were mostly later releases though.

Offhand, I recall that my "Galaxian" and "Defender" carts were socketed - in fact I transplanted the "Galaxian" ROM into my 800XL in place of BASIC (once I'd fitted a socket to the 800XL).

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

"Very funny Scotty, now beam down my trousers!" - J.T.Kirk

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 1989. Re: EXCITEMENT & WISDOM

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-20 00:00:00 UTC
From: John Schnittker <jschnitt@earthlink.net>
Message-ID: <37E70492.D02035EC@earthlink.net>
Source record: 50074
Cross-posted to: alt.c64,comp.sys.atari.8bit

I would like to see new games and hardware for atari. Especially a modem so the Atari can be wired to the internet.

## 1990. Re: Homebrewing a Cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-20 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <7s62n4$i6k$1@merrimack.Dartmouth.EDU>
Source record: 50075

What about using a very large ROM? Like a meg or so? My thought
would be to have the ROM with some bank-select circuitry, such that it
would boot with a custom program that acts as a menu, from which you
select which bank to use. Imagine building a single cartridge that
contains all your favorite games! Much like SIO2PC without needing
the PC.

How feasible is that?

--PC
--
"Beware of that boy with the loose clothes!"
--Sulla, Roman Dicatator in reference to Julius Caesar
(Suetonius, "The Twelve Caesars," Julius Caesar 45)

# 1991. Re: FA: SIO2PC cable, cheap.

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-21 00:00:00 UTC
From: gschoepp@wassamadda.edu
Message-ID: <37e7e4e1.103869964@news>
Source record: 49988

Just as an FYI to the group, I ended up as the winner of this auction,
thanks to you bringing it to my attention. Took less than two weeks to
complete the transaction, and the cable works GREAT. Even though I
paid $27 or so total , I still saved both the time or the $50-$75 I've
seen these advertised for.

If they're auctioned again by this gentleman, I highly recomend him.
Off to continue moving my collection to the PC!

gs

On Tue, 24 Aug 1999 09:15:41 GMT, webmaster@cbmpan.gdynia.pl wrote:

>If you still dont have the SIO2PC cable, you want one and dont have time to
>make one yourself: check it out!
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=152029342
>
>j131

# 1992. Part Needed for Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-21 00:00:00 UTC
From: Gary Snook <gsnook@kca.net>
Message-ID: <RtVF3.116$HO2.646@newsfeed.slurp.net>
Source record: 49989

Help if you can.
I have a (Gulp) Comodore CM-141 Monitor which I use with an Atari 800XL which I converted to have seperate chroma and luminence outputs. I have had trouble with the monitor ever since I bought it - rebuilt(?) at Combs Liquidators (long ago out of business!). I have determined that I need a VR, VR609, Height adjustment pot. Any sugestions?

Thanks for helping
Gary
gsnook@kca.net

# 1993. Software, Publications & Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-21 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@home.com>
Message-ID: <DXzF3.57$Y72.3768@news.rdc2.mi.home.com>
Source record: 50076

Joysticks
SVI Quickshot I Joystick $3.00

Publications
Atari Astroids Cart. Manual $3.00
Atari AtariWriter Cart. Manual & Quick Reference Card $5.00
Atari Basic Quick Reference Guide by John Wiley & Sons $3.00
Atari DOS 3 Intro & Ref. Manuals $5.00
Compute!'s First Book of Atari $3.00

Software
Analog Movie Themes Cassette (requires Atari Music Composer) $2.00
APX Three Holiday Games Cassette (w/manual) $3.50
Atari BASIC Cart. $2.00
Atari Bug Hunt Cart. $3.00
Atari Centipede Cart. $3.00
Atari Centipede Cart. (w/manual) $0.00
Atari E.T. Phone Home Cart. (unopened) $4.00
Atari Eastern Front (1941) Cart. $3.00
Atari Flight Simulator II Cart. $5.00
Atari Football Cart. $4.00
Atari Graph It Cassettes (w/manual) $5.00
Atari Music Composer Cart. (w/manual) $5.00
Atari Pac-Man Cart. $3.00
Atari Star Raiders Cart. $3.00
Atari Star Raiders Cart. (w/box) $3.50
Atari Super Breakout Cart. $3.00
EA One On One Cart. $5.00
EA One On One Disk (w/manual) $7.00
Sublogic Flight Simulator II Disk (w/manuals & box) $10.00
Synapse Protector II Cassette (w/manual & package artwork) $5.00

Buyer must pay all shipping/insurance costs.
See my web page for other collectibles available for sale/trade.
--
The Collectaholic's Page - http://members.home.net/mkusz
Sports Memorabilia, Non-Sports Cards & Other Collectibles

# 1994. 1999 ACEC Atari Swap Meet Pictures

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-21 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7s6n9m$bkr@freenet-news.carleton.ca>
Source record: 50077

Here are some photos I snapped at this years ACEC swap meet. I hope
you enjoy them.

http://members.xoom.com/_classics_/swapmeet99/

If you are using a modem connection, be patient, it will take a few
minutes to load.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

## 1995. Re: 3.5" FDD

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-21 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990920234119.07216.00000055@ngol02.aol.com>
Source record: 50078

I use a 3.5" floppy drive with my old Atari 800. It's hooked into the old 386 PC motherboard that's connected to the 800 with an SIO2PC cable.

badbob1952@aol.com

## 1996. Re: Help with an emulator!

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-21 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19990920234120.07216.00000056@ngol02.aol.com>
Source record: 50079

First thing you should do is try Atari800win, the best Atari 8 bit emulator.
Even the sound is great, if you have a 100% Soundblaster compatible card.
http://www.concentric.net/~Twist/atari800win/
Winfrotz is pretty neat too.

badbob1952@aol.com

# 1997. Re: What masked PROMs are in Atari Carts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-21 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-tVhtfLF8RnD5@di16-ks.cth.com.au>
Source record: 50080

On Mon, 20 Sep 1999 13:22:27, spearsk@mc-mc.com wrote:

> If you have a print for the PCB in a cart, I'd be interested to see it.
> All I know is the 8K carts use 1 ROM, 16K carts use two. The chip used
> must be an 8KBx8 architecture. You speak of carts with socketed
> chips.. Which carts are these? I don't recall ever seeing a cart with
> sockets, just ROMs soldered directly to the PCB.
>
> In article <cryorunner-1509991508240001@dt084n97.san.rr.com>,
> cryorunner@aol.com (Rhett James Barnes) wrote:
> > In article <cryorunner-1509991441470001@dt084n97.san.rr.com>,
> > cryorunner@aol.com (Rhett James Barnes) wrote:
> >
> > > When I was a kid, I noticed that most of the Atari (400/800)
> cartridges
> > > had the same board inside with two 24-pin sockets, and that you
> could
> > > freely switch PROMs between most cartridges.
> > >
> > > I'm guessing that these are 32kbit PROMs (4k x 8), but don't know
> what
> > > they are. Does anyone have any info about these chips, or more
> > > importantly what EPROM they could be replaced with (eg 2532 vs.
> 2732)?
> > >
> > > It looks like I have at least one cartridge with only one chip
> (BASIC) so
> > > I'm assuming that they also had some 64kbit PROM boards too?
> > >
> > > I haven't payed attention to the 2600 stuff much, but I guess I'd be
> > > curious about it too.
> > >
> > > Thanks for any info!
> > > -Rhett

I think most of the 4k roms where atari special, because both roms
where wired up in parallel. This means that one rom has one of it's
chipselect lines working oppisite to the other one. I have swapped
chips in the cart and they still work.
I have several carts here. 4k, 8k , 16k , 32k and 64k.

A pair of 2532's would work but you would need to add a single
inverter gate to get things to working.

James B

# 1998. Re: ATARI 8 has a GUI interface? What?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-21 00:00:00 UTC
From: Tom Johnson <thomasj@NO.SPAM.execpc.com>
Message-ID: <37e77cad$0$40998@news.execpc.com>
Source record: 50081

"An Atari 8-bit Extra" from A.N.A.L.O.G. computing magazine published CGM (Castell's Graphic Manager) by David Castell. It is headlined as a "GEM" for 8-bit machines. It is 2 pages of DATA statements and some sample programs that use it.

I typed it in once and it didn't work. I don't know if I screwed up one of the DATA statements or there was an error in the magazine. I never saw any Errata's for the 8-bit Extra.

I still have the magazine and maybe I'll try it again someday.

Atari Guy wrote:

> Was it just my imagination, or did I see the beginnings of an ATARI GUI
> interface on someone's webpage? Seemed like an eastern European thing..

# 1999. Re: Homebrewing a Cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-21 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <37E78000.9BFBB67A@asw.cz>
Source record: 50082

"Preston F. Crow" wrote:
>
> What about using a very large ROM? Like a meg or so? My thought
> would be to have the ROM with some bank-select circuitry, such that it
> would boot with a custom program that acts as a menu, from which you
> select which bank to use. Imagine building a single cartridge that
> contains all your favorite games! Much like SIO2PC without needing
> the PC.
>
> How feasible is that?

Isn't it described here
http://members.aol.com/MacFalkner/atariindex.htm#AFLOS ?

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

## 2000. Re: Homebrewing a Cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-21 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rufa5sjflg756@corp.supernews.com>
Source record: 50083

IMO: Depends on what you have done with the Atari hardware memory map and the functions you want to put in the cart.

The bank switching/cart control line is a !CS line coming off the MMU of the XL series. As such, it is identical to the !CS lines that switch in the other chips like 6520, ANTIC, ...
The SDX and OSS language carts all use this address space. I can't remember everyone that helped me, but I was sent addresses for both types of carts and managed to make a through device with just a 74LS138 doing the decoding. Something like the tap I used plugged into the top of the SDX and the language carts plugged into the top of it.

But if you wanted to ignore cross compatibility you could just take the whole page @$D500 and there is no pratical limit. If you were really into it, you could add a couple of 6520s so you have 32-40 bits of bank switching control.

Just a personal rant. Darn Radio Shack dropped the 50 pin edge card proto board from their line. This used to be my favorite hacking board, I would solder 50 pin ww connectors to it for PBI, cut it with a hack saw to make a 30 pin cart interface. RS only wanted a couple of bucks for their proto board, I think the only other suppliers are ~$15-25 for an equivalent board. Considering how often I screw up, 3-5 times per project, I don't think I am happy with this development.
Preston F. Crow <crow@coos.dartmouth.edu> wrote in message news:7s62n4$i6k$1@merrimack.Dartmouth.EDU...
> What about using a very large ROM? Like a meg or so? My thought
> would be to have the ROM with some bank-select circuitry, such that it
> would boot with a custom program that acts as a menu, from which you
> select which bank to use. Imagine building a single cartridge that
> contains all your favorite games! Much like SIO2PC without needing
> the PC.
>
> How feasible is that?
>
> --PC
> --
> "Beware of that boy with the loose clothes!"
> --Sulla, Roman Dicatator in reference to Julius Caesar
> (Suetonius, "The Twelve Caesars," Julius Caesar 45)

## 2001. Re: Homebrewing a Cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-21 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <7s86di$4m5$1@merrimack.Dartmouth.EDU>
Source record: 50084

"Preston F. Crow" wrote:
>
> What about using a very large ROM? Like a meg or so? My thought
> would be to have the ROM with some bank-select circuitry, such that it
> would boot with a custom program that acts as a menu, from which you
> select which bank to use. Imagine building a single cartridge that
> contains all your favorite games! Much like SIO2PC without needing
> the PC.
>
> How feasible is that?

Jindrich Kubec <kubecj@asw.cz> writes:

>Isn't it described here
>http://members.aol.com/MacFalkner/atariindex.htm#AFLOS ?

No, I was thinking of a cartridge, not something that simulated a disk
drive. The effect is similar, in that you have solid-state storage
connected to the Atari, but different in that with a cartridge,
everything is available instantly, without having to load it through
the serial bus.

--PC

--
"Everything is permissible"--but not everything is beneficial.
"Everything is permissible"--but not everything is constructive.
--I Corinthians 10:23

## 2002. Copying cassettes to disk.

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-21 00:00:00 UTC
From: enovak7924@aol.com
Message-ID: <19990921120908.18403.00000576@ng-cl1.aol.com>
Source record: 50085

I have an Atari 800, a 1050 drive, and the 410 cassette. Got them off EBAY. The cassette tapes don't seem to work. I don't know if the cassette recorder is bad, or the tapes. Is there a way of transfering the data from the tape onto a blank disk?
Thanks

.
.
"Know your mouth, and shut your role!"

## 2003. Re: 3.5" FDD

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-21 00:00:00 UTC
From: rhamiiton5@aol.comedy
Message-ID: <19990921132338.20336.00000453@ng-fx1.aol.com>
Source record: 50086

> connected to the 800 with an SIO2PC cable.

Good idea; the SIO2PC cable & softeare form the interface....

Above average intelligence has always run in my family. Ambition, however, has always walked with a limp....

# 2004. Re: Help with an emulator!

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-21 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37ece027.58365757@news.earthlink.net>
Source record: 50087

I used to have an Ensoniq Soundscape Vivo 90 plugged in and it worked
great with Atari800Win. Of course now I use a SB Live! value and it
works as well.

On 21 Sep 1999 03:41:20 GMT, badbob1952@aol.comspamx (BadBob1952)
wrote:

>First thing you should do is try Atari800win, the best Atari 8 bit emulator.
>Even the sound is great, if you have a 100% Soundblaster compatible card.
>http://www.concentric.net/~Twist/atari800win/
>Winfrotz is pretty neat too.
>
>badbob1952@aol.com

## 2005. Jellystone files corrupt?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: mgorelick@netscape.net
Message-ID: <37e8248f.622982140@news.supernews.com>
Source record: 49990

Dear Atarians:

Is it just me, or are all the gzipped .ATR files on the Jellystone
archive corrupt? I can't get a single one of them to unzip, using
WinZip, a DOS gzip or a Solaris gzip. Is there a particular gzip I
need to unpack these?

I challenge anyone to unpack this file:

http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/ATR/NONGAMES/visicalc.atr.gz

I'd sure appreciate it if someone would let me know if I am
overlooking something. I'd love to add the Jellystone utils collection
to my archives but they're pretty useless to me as is. Thanks for any
help!

Marc

# 2006. Re: EXCITEMENT & WISDOM

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: rezarf@aol.com
Message-ID: <19990921213321.19399.00000490@ng-fl1.aol.com>
Source record: 49991

You're way behind. The Atari works fine on the internet using a VT100 emulator com program...there are several out there; my favorite is flickerterm80. Best look is to find a site that uses a lynx, usually the library systems. Dial in and away you go...just no pretty pictures.

# 2007. Re: 1999 ACEC Atari Swap Meet Pictures

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: rezarf@aol.com
Message-ID: <19990921213733.19399.00000493@ng-fl1.aol.com>
Source record: 49992

Great pics! Makes me almost want to leave sunny Florida...but not quite!

## 2008. SpartaDOS / emulator question.. does it work???

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: kiwilove___nospam@es.co.nz
Message-ID: <937964883.379510@Chaos.es.co.nz>
Source record: 49993

I asked someone to transfer some files off 5.25" disk for me onto PC
in the hope of running my old files/etc again.

Problem is, they were stored on the SpartaDOS skewed sector format, which
is Double Density, etc.
The files are now on PC format, but I can't get the emulator to work
with the files.
Does anyone know/have? the required SpartaDOS running under emulation?
Does it work, or doesn't it work under emulation???

I guess now, I should have transferred the files off SpartaDOS onto
standard Double Density disks...
but I didn't have the time or hardware available to do it, I was kinda
hoping the guy who transferred the files for me, would have been aware of
the problem and would have checked it out - but alas he didn't.

I guess it's a matter of getting the SpartaDOS disks ready to run under
emulation, but maybe they won't work anyhow???

Any info/help would be appreciated, thanks!

Harvey / Zaxxon

## 2009. Turbo-816

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <19990921223621.18992.00000749@ng-fe1.aol.com>
Source record: 49994

Does anybody have DataQue's Turbo-816 add-on? Just wonder if anyone actual had one and what it was like?

Allan B.

## 2010. Re: Turbo-816

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <8F%F3.2025$1s6.26725@news1.online.no>
Source record: 49995

I have it, but haven't got another 130XE or 800XL to put it in! I don't dare put it in the machine I am using most and I would like to get a 800XL with at least 256K

Also need the utilities for it!

I have been wondering the same thing too. Are anybody using it ?

Nach4321 <nach4321@aol.com> wrote in message news:19990921223621.18992.00000749@ng-fe1.aol.com...
> Does anybody have DataQue's Turbo-816 add-on? Just wonder if anyone actual had
> one and what it was like?
>
> Allan B.

## 2011. Re: Homebrewing a Cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <37E897E1.C2267524@asw.cz>
Source record: 49996

"Preston F. Crow" wrote:
> >Isn't it described here
> >http://members.aol.com/MacFalkner/atariindex.htm#AFLOS ?
>
> No, I was thinking of a cartridge, not something that simulated a disk
> drive. The effect is similar, in that you have solid-state storage
> connected to the Atari, but different in that with a cartridge,
> everything is available instantly, without having to load it through
> the serial bus.

Seems you looked at Flash-Drive, I've meant Flash-OS. It has multi-OS &
BASIC replacement roms placed in one big ROM memory.
Drawback is that it could emulate 8KB roms only.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

## 2012. Re: Jellystone files corrupt?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <37E898A0.10B3CF68@asw.cz>
Source record: 49997

Marc Gorelick wrote:

> Is it just me, or are all the gzipped .ATR files on the Jellystone
> archive corrupt? I can't get a single one of them to unzip, using
> WinZip, a DOS gzip or a Solaris gzip. Is there a particular gzip I
> need to unpack these?
>
> I challenge anyone to unpack this file:
>
> http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/ATR/NONGAMES/visicalc.atr.gz

The stupid server returns type [text] for GZ files. Netscape or other
browsers for Win automatically converts NL to CR/LF pairs. The file gets
broken then. Use WGET or GoZilla or another download manager.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

## 2013. Re: Jellystone files corrupt?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-dtOyfuddQbl2@di06-ks.cth.com.au>
Source record: 49998

On Wed, 22 Sep 1999 01:24:56, mgorelick@netscape.net (Marc Gorelick)
wrote:

> Dear Atarians:
>
> Is it just me, or are all the gzipped .ATR files on the Jellystone
> archive corrupt? I can't get a single one of them to unzip, using
> WinZip, a DOS gzip or a Solaris gzip. Is there a particular gzip I
> need to unpack these?
>
> I challenge anyone to unpack this file:
>
> http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/ATR/NONGAMES/visicalc.atr.gz
>
> I'd sure appreciate it if someone would let me know if I am
> overlooking something. I'd love to add the Jellystone utils collection
> to my archives but they're pretty useless to me as is. Thanks for any
> help!
>
> Marc
>
>

worked for me. The trick is for netscape anyway, is to hold down shift
while selecting the file do download it as a file and not as text.

James B

# 2014. Re: Hardware gadget for tape loading

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: niallt@dai.ed.ac.uk
Message-ID: <7sahd5$rcr$7@scotsman.ed.ac.uk>
Source record: 49999
Cross-posted to:
comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.acorn.misc,comp.sys.oric

Philip Kendall (pak21@kendalls.demon.co.uk) wrote:
: In article <49438B888F%news@youmustbejoking.demon.com.uk>, Darren Salt
: <news@youmustbejoking.demon.com.uk> wrote
: >In message <37fb8bb7.64667360@news.freeuk.net>
: > greenaum@BOLLOCKSyahoo.co.uk wrote:
: >
: >> It would be better to use the sound card,
: >
: >Sound card? Perhaps you should look at where this is crossposted...

: But we're talking about a hardware gadget which connects to the parallel
: port on your PC (or whatever it connects to on the Miggy) anyway, so a
: sound card *is* the equivalent device.

The sound input _is_ the simplest way and is easily implemented with
no seperate interface standards getting in the way. The idea that the
parallel port interfaces should be standardised is sound and in no way
creates a threat to sound device loading. It is entirely
complementary.

And a good idea.

--
NT As long as but a hundred of us remain alive, never will we on any
\ \/ /conditions be brought under English rule. It is in truth not for
\ / glory, nor riches, nor honours that we are fighting, but for
/ \ freedom -- for that alone, which no honest man gives up but with
/ /\ \life itself. -- Arbroath, 1320

## 2015. Re: Hardware gadget for tape loading

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: niallt@dai.ed.ac.uk
Message-ID: <7sai2c$rcr$8@scotsman.ed.ac.uk>
Source record: 50000
Cross-posted to:
comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.acorn.misc,comp.sys.oric

Ernest R. Schreurs (ernest@wxs.nl) wrote:
: On Sat, 18 Sep 1999 12:55:19 GMT, greenaum@BOLLOCKSyahoo.co.uk wrote:

: >It would be better to use the sound card, since these outnumber little
: >parallel port gadgets by a hundred to one.

The sound card is the best method, but as I state elsewhere, the
additional parallel port interface is an extra that provides further
flexibility and additional compatibilty. Using both methods makes
sense to me.

: >Can TZX have meta data put in it, so you can store what computer it's
: >for and who sampled it etc? I know I could just go look it up but it
: >needs bringing up anyway.

: I think this is possible. But I do not know why anyone would want
: this. Tapes for one system cannot be loaded on another system.
: I think it is very confusing to store all sorts of tape files for
: different machines in the same format. Like, I have a ton of
: diskettes. Some are for the PC. Some for the Atari ST. Some for the
: Atari 8-bit machines. Some for macintosh. Some for Wang Classic,
: some for Wang VS. And then some for emulator use. Sometimes it is
: hard to tell what is what.
: The same problem would arise with these emulated cassettes.
: If searching for a tape file, you might get confused. The only
: advantage is the one you mention, we can share knowledge
: and technology, and thus improve the tools. I think we can
: accomplish this easily if the developers get in touch with each other.
: We do not need to bother the users with this, making life harder for
: them.

Then I'd like to suggest a slight alteration to the implementation of
TZX files. Provide alternative filename extensions for different
machines. The actual encoding could be identical, but the extensions
would allow the user to distinguish between files for different
machines. Say:
TII for Apple II
T80 for ZX80
T81 for ZX81
TBC or TAC for BBC Micro/Acorn Electron
TAM or TPC for Amstrad CPC
etc
(It's a shame some OSes only support 3-letter extensions. It makes
this far too complicated. .T64, for example, already exists for a C64

tape archive.)

Then the emulator/archive program could have the 'files of which type'
options:
TZX for [computer being used] - that would show only files with the
relevant extension.
All TZX files - that would show all files with an
extension accepted by the TZX
standards body.

--
NT As long as but a hundred of us remain alive, never will we on any
\ \/ /conditions be brought under English rule. It is in truth not for
\ / glory, nor riches, nor honours that we are fighting, but for
/ \ freedom -- for that alone, which no honest man gives up but with
/ /\ \life itself. -- Arbroath, 1320

# 2016. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_938000913@rtfm.mit.edu>
Source record: 50001
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

# 2017. Re: Homebrewing a Cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: Paul Davis <paul.davis@oberlin.edu>
Message-ID: <37E8F7C7.155F@oberlin.edu>
Source record: 50002

John Schnittker wrote:
>
> Hi atari ppl,
> I wonder how expensive would it be to homebrew an atari cartridge from a
> custom binary file. Is Eprom the best route and if so, is there any way
> to get an inexpensive programmer? Is there a specific eprom/chip that
> would be best suited for atari8? Are they expensive? And does Best
> electronics carry the edge board that accommodates the chip? I know
> these are alot of questions = P

i would also be curious about this, and also if anyone knows whether the
a8's
can be used in the same way as a development platform for 2600 game
carts?

thanks
paul

## 2018. Re: Help with an emulator!

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-3dDiqReTQGl0@draco>
Source record: 50003

I never had any luck with atari800. All I ever get from it is sigsegv
error and a core dump and none of the guys, Petr or D. Firth will help
so I will continue to run my old hardware.

Ken

On Sun, 19 Sep 1999 18:54:05, "Mark Ellis" <mcellis@concentric.net>
wrote:

>
> I just got totally blown out of the water! I was looking for old arcade
> games to play via MAME and found the PCXformer98 8-bit Atari emulator!
>
> Talk about a blast from the past. Well, I've been checking everything out
> but I'm having some problems. First, the .atr files. I've downloaded some
> old games and am wondering how to get them to run. Second, does anyone have
> a good Atari basic reference. I've found some old .bas code and wanted to
> check it out, but I can't figure out how to get it to load off of my hard
> drive.
>
> Any help would be appreciated!
>
> Long live Atari!
>
>

## 2019. Re: Jellystone files corrupt?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <OP7G3.271$OH6.861@news1.online.no>
Source record: 50004

```
Probably works for IE also. Just point to the file you want and press the
right button. Select Save as file

Works fine

<sup8pdct@mail.cth.com.au> wrote in message
news:olg28mVLDrMR-pn2-dtOyfuddQbl2@di06-ks.cth.com.au...
> On Wed, 22 Sep 1999 01:24:56, mgorelick@netscape.net (Marc Gorelick)
> wrote:
>
> > Dear Atarians:
> >
> > Is it just me, or are all the gzipped .ATR files on the Jellystone
> > archive corrupt? I can't get a single one of them to unzip, using
> > WinZip, a DOS gzip or a Solaris gzip. Is there a particular gzip I
> > need to unpack these?
> >
> > I challenge anyone to unpack this file:
> >
> >
http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/ATR/NONGAMES/vis
icalc.atr.gz
> >
> > I'd sure appreciate it if someone would let me know if I am
> > overlooking something. I'd love to add the Jellystone utils collection
> > to my archives but they're pretty useless to me as is. Thanks for any
> > help!
> >
> > Marc
> >
> >
>
> worked for me. The trick is for netscape anyway, is to hold down shift
> while selecting the file do download it as a file and not as text.
>
> James B
>
>
```

## 2020. Re: Hardware gadget for tape loading

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: Mickael Pointier <mike@defence-force.org>
Message-ID: <7sb5v1$jvc$1@lyon110.dtr.fr>
Source record: 50005
Cross-posted to:
comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.acorn.misc,comp.sys.oric

```
:Anyway what I'm saying is, emulation science is still advancing, and
:tape emulation can be seen as separate to the machine emulation
:itself, so if you pooled resources, all 8-bitters would benefit from
:new advances straight away. We don't *need* separate tape utilities
:for each machine. The same way, many people use Marat's Z80 core for
:their emu's, why bother reinventing the microchip?

I believe in that case that it would be possible to have a similar system
for disk drives ?
A standard way of encoding disk datas, that would allow us to have
"writedisk" and
"readdisk" utilities that works for Atari ST, Oric, Spectrum, Apple, etc...

Mike

--------------------
http://www.defence-force.org
mike@defence-force.org
```

## 2021. Re: Hardware gadget for tape loading

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: Craig Harrison <Craigster@amstech.screaming.net>
Message-ID: <7sb6cf$8mi$1@fu-berlin.de>
Source record: 50006
Cross-posted to:
comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.acorn.misc,comp.sys.oric

3 inch 40track drive based computer emulators already use the common .DSK or
EDSK formats, but when talking about 80 track discs as well, this could get
complicated!!

--
Craig
E-mail:
Craigster@AmsTech.freeserve.co.uk
Craigster@amstech.screaming.net

AmsTech Home Page
http://members.tripod.co.uk/Craigster/index.html

Mickael Pointier <mike@defence-force.org> wrote in message
news:7sb5v1$jvc$1@lyon110.dtr.fr...
> :Anyway what I'm saying is, emulation science is still advancing, and
> :tape emulation can be seen as separate to the machine emulation
> :itself, so if you pooled resources, all 8-bitters would benefit from
> :new advances straight away. We don't *need* separate tape utilities
> :for each machine. The same way, many people use Marat's Z80 core for
> :their emu's, why bother reinventing the microchip?
>
>
> I believe in that case that it would be possible to have a similar system
> for disk drives ?
> A standard way of encoding disk datas, that would allow us to have
> "writedisk" and
> "readdisk" utilities that works for Atari ST, Oric, Spectrum, Apple,
etc...
>
> Mike
>
> --------------------
> http://www.defence-force.org
> mike@defence-force.org
>
>
>
>

## 2022. Re: Hardware gadget for tape loading

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: robert.bak@bigfoot.com
Message-ID: <37e91f5c.33564010@news.freeserve.net>
Source record: 50007
Cross-posted to:
comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.acorn.misc,comp.sys.oric

On 22 Sep 1999 12:17:41 GMT, in comp.sys.sinclair, niallt@dai.ed.ac.uk
(Niall Tracey) spake thus about "Re: Hardware gadget for tape
loading":

>The sound input _is_ the simplest way and is easily implemented with
>no seperate interface standards getting in the way. The idea that the
>parallel port interfaces should be standardised is sound and in no way
>creates a threat to sound device loading.

Pun not intended? ;<)

Still, at least you typed "complementary" (supplemental) instead of
"complimentary" (free). Now the latter *would* be something!! ;<)

[Once more, due to use of news.freeserve.crap, FUs set -- remember to
clear before replying...]

--
---
Regards, Robert the Eboreg
New? Read the FAQ: http://www.kendalls.demon.co.uk/cssfaq/
Got a binary file to post? Go to alt.binaries.emulators.misc

## 2023. Re: Hardware gadget for tape loading

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: jce@seasip.demon.co.uk
Message-ID: <938027393.15106.0.nnrp-10.c2de7091@news.demon.co.uk>
Source record: 50008
Cross-posted to:
comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.acorn.misc,comp.sys.oric

"Craig Harrison" <Craigster@amstech.screaming.net> wrote:
>3 inch 40track drive based computer emulators already use the common .DSK or
>EDSK formats, but when talking about 80 track discs as well, this could get
>complicated!!

The .DSK format scales perfectly well to 80 cylinders; I use it like this
in JOYCE. It would work equally well for PC emulators, or anything else
with a uPD765A controller. Whether it would work for computers with other
FDCs, I'm not sure.

------------- http://www.seasip.demon.co.uk/index.html --------------------
John Elliott |BLOODNOK: "But why have you got such a long face?"
|SEAGOON: "Heavy dentures, Sir!" - The Goon Show
:-------------------------------------------------------------------------)

# 2024. Re: Hardware gadget for tape loading

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: CUTblakeney@home.com
Message-ID: <37e925a2.5049026@news>
Source record: 50009
Cross-posted to:
comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.acorn.misc,comp.sys.oric

On Wed, 22 Sep 1999 20:10:10 +0200, "Mickael Pointier"
<mike@defence-force.org> wrote:

>I believe in that case that it would be possible to have a similar system
>for disk drives ?
>A standard way of encoding disk datas, that would allow us to have
>"writedisk" and
>"readdisk" utilities that works for Atari ST, Oric, Spectrum, Apple, etc...

For disk images you might want to look at the 2IMG format created for
Apple IIgs emulators. It is a universal disk image format with a
header that contains information about the size of the disk image. It
is currently being used for images of both 5.25" and 3.5" and hard
drive Apple II disks using Apple DOS 3.3, ProDOS and HFS. It might
even work with MS-DOS formatting but I haven't tried it.

It might require some tweaking of the format to make it multi-system
capable as it does assume 512 byte blocks but Apple DOS 3.3 actually
uses 256 byte sectors but they are just paired up in the 512 byte
blocks so the format might work as is. There is a spot that the
program that creates the image can put its own information so it
should be possible to work around any problems using that.

+--------------------------------------------------------------------+
| Jeff Blakeney - Dean of the Apple II University in A2Pro on Delphi |
| Delphi Apple II Forums Web Pages |
| A2: http://www.delphi.com/apple2 A2Pro: http://www.delphi.com/a2pro |
+--------------------------------------------------------------------+

# 2025. Re: Homebrewing a Cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: John Schnittker <jschnitt@earthlink.net>
Message-ID: <37E945A0.420FFC76@earthlink.net>
Source record: 50010

I went to the flash drive address you provided. Wow... I wish I could read the language since it looks like an interesting product. I wonder if it's being marketed in the US at all...

Jindrich Kubec wrote:

> "Preston F. Crow" wrote:
> > >Isn't it described here
> > >http://members.aol.com/MacFalkner/atariindex.htm#AFLOS ?
> >
> > No, I was thinking of a cartridge, not something that simulated a disk
> > drive. The effect is similar, in that you have solid-state storage
> > connected to the Atari, but different in that with a cartridge,
> > everything is available instantly, without having to load it through
> > the serial bus.
>
> Seems you looked at Flash-Drive, I've meant Flash-OS. It has multi-OS &
> BASIC replacement roms placed in one big ROM memory.
> Drawback is that it could emulate 8KB roms only.
>
> --
> Jindroush <kubecj@asw.cz>
> See http://www.asw.cz/~kubecj for Atari 8bit utils!

--
John Schnittker
Serrano Village
6000 University Parkway
San Bernardino, CA 92407

# 2026. Re: Hardware gadget for tape loading

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <37E94827.MD-1.3.12.unsatisfactory@bigfoot.com>
Source record: 50011
Cross-posted to:
comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.acorn.misc,comp.sys.oric

On Sun, 19 Sep 1999 09:23:58 +0100, Philip Kendall (of comp.sys.sinclair "fame")
wibbled on for an age:

> In article <49438B888F%news@youmustbejoking.demon.com.uk>, Darren Salt
> <news@youmustbejoking.demon.com.uk> wrote
> >In message <37fb8bb7.64667360@news.freeuk.net>
> > greenaum@BOLLOCKSyahoo.co.uk wrote:
> >
>> It would be better to use the sound card,
> >
> >Sound card? Perhaps you should look at where this is crossposted...
>
> But we're talking about a hardware gadget which connects to the parallel
> port on your PC (or whatever it connects to on the Miggy)

Joystick port. I thought I mentioned that, actually, but looking back
I see I didn't. It essentially toggles the fire button on and off as
sound goes in. It's best not to have joystick emulation switched on
while it's connected, though :-)

Chris

--
+-----------------------------------------+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
| http://www.bigfoot.com/~ysac |
+-----------------------------ICQ:28784166-+

# 2027. Re: Hardware gadget for tape loading

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: Craig Harrison <Craigster@amstech.screaming.net>
Message-ID: <7sbjq1$kqh$1@fu-berlin.de>
Source record: 50012
Cross-posted to:
comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.acorn.misc,comp.sys.oric

Hey, we now have claims that 8bit tapes are better transferred by

1. Soundcard (Midi presumably)
2. Parallel Port
3. Joystick socket

Now I think I will sugest something really wacky (or wacci!!) how about a
hardware SCSI port for tape data transfer!!
;-)

Craig
E-mail:
Craigster@AmsTech.freeserve.co.uk
Craigster@amstech.screaming.net

AmsTech Home Page
http://members.tripod.co.uk/Craigster/index.html

## 2028. Re: Hardware gadget for tape loading

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: Darren Salt <news@youmustbejoking.demon.com.uk>
Message-ID: <4945AD6562%news@youmustbejoking.demon.com.uk>
Source record: 50013
Cross-posted to:
comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.acorn.misc,comp.sys.oric

In message <7sai2c$rcr$8@scotsman.ed.ac.uk>
niallt@dai.ed.ac.uk (Niall Tracey) wrote:

> Ernest R. Schreurs (ernest@wxs.nl) wrote:
[snip]
>> Tapes for one system cannot be loaded on another system. I think it is
>> very confusing to store all sorts of tape files for different machines in
>> the same format. [...]

> Then I'd like to suggest a slight alteration to the implementation of TZX
> files. Provide alternative filename extensions for different machines.

That loses immediately :-)

> The actual encoding could be identical, but the extensions would allow the
> user to distinguish between files for different machines. Say:
> TII for Apple II
> T80 for ZX80
> T81 for ZX81
> TBC or TAC for BBC Micro/Acorn Electron
> TAM or TPC for Amstrad CPC
> etc

> (It's a shame some OSes only support 3-letter extensions. [...]

Hmm. RISC OS doesn't recognise filename extensions at all on Filecore-based
filing systems such as ADFS and provides extension-to-filetype mapping in
DOSFS and CDFS (and 3rd-party FSes of this type), so unless we're going to
allocate yet more filetype numbers...

> Then the emulator/archive program could have the 'files of which type'
> options:
> TZX for [computer being used] - that would show only files with the
> relevant extension.
> All TZX files - that would show all files with an
> extension accepted by the TZX
> standards body.

Fair enough, but why bother when the emulator can multitask and interact with
the Filer? :-)

--
| Darren Salt anti-UCE | d youmustbejoking,demon,co,uk | nr. Ashington,
| Spectrum +3, Risc PC, | s zap,uk,eu,org ** anti-UBE | Northumberland
| A3010, BBC Master 128 | @ retrospec,co,uk | Toon Army

| This space reserved for future expansion

Clones are people two.

## 2029. Re: Homebrewing a Cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: Atari Guy <atariatari@hotmail.com>
Message-ID: <TeeG3.1653$DV1.22146@typhoon-sf.snfc21.pbi.net>
Source record: 50014

ask steven tucker - i know he has experience putting multiple os's on an eprom as a replacement to the internal rom. think he could help out with the cart issue too.

John Schnittker wrote in message <37E5E0ED.34543418@earthlink.net>...
>Yeah the "big atari home page" has some very good technical info about the
>addressing and the chip select.
>The cartridge uses two 8kbyte chips = 16kbyte total in the cartridge.
>
>But these are small quantites and I wonder if it would be difficult to find
>eprom/eeprom/flash eproms of this small size.
>Well maybe a larger size would still function, provided its low order
address
>bits were matched up as if it were a smaller, 8kb chip.
>
>
>
>Atari Guy wrote:
>
>> hey john, i'm definetely not an expert on this, but i have seen game
carts
>> converted to custom carts by removing the rom and replacing with an
eprom.
>> obviously, there are size considerations and possibly bank-switching
issues.
>> one of the classics dealers sells blanks, can't remember who, b&c?
>>
>> John Schnittker wrote in message <37E589EA.1ACAEC50@earthlink.net>...
>> >Hi atari ppl,
>> >I wonder how expensive would it be to homebrew an atari cartridge from a
>> >custom binary file. Is Eprom the best route and if so, is there any way
>> >to get an inexpensive programmer? Is there a specific eprom/chip that
>> >would be best suited for atari8? Are they expensive? And does Best
>> >electronics carry the edge board that accommodates the chip? I know
>> >these are alot of questions = P
>> >
>> >Thanks in advance,
>> >
>> >John Schnittker
>> >
>> >
>> >
>
>--

>John Schnittker
>Serrano Village
>6000 University Parkway
>San Bernardino, CA 92407
>
>
>

## 2030. Re: Homebrewing a Cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: Atari Guy <atariatari@hotmail.com>
Message-ID: <ZfeG3.1655$DV1.22941@typhoon-sf.snfc21.pbi.net>
Source record: 50015

i've seen it done for 2600, nes, and gameboy. must be feasable.

Preston F. Crow wrote in message <7s62n4$i6k$1@merrimack.Dartmouth.EDU>...
>What about using a very large ROM? Like a meg or so? My thought
>would be to have the ROM with some bank-select circuitry, such that it
>would boot with a custom program that acts as a menu, from which you
>select which bank to use. Imagine building a single cartridge that
>contains all your favorite games! Much like SIO2PC without needing
>the PC.
>
>How feasible is that?
>
>--PC
>--
> "Beware of that boy with the loose clothes!"
> --Sulla, Roman Dicatator in reference to Julius Caesar
> (Suetonius, "The Twelve Caesars," Julius Caesar 45)

# 2031. Re: Where Can I Buy Diamond OS? Will ReeveSoft release Diamond OS into the public domain?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: Atari Guy <atariatari@hotmail.com>
Message-ID: <OteG3.1697$DV1.24147@typhoon-sf.snfc21.pbi.net>
Source record: 50016

i have writtten an e-mail to reevesoft asking them to consider releasing diamond os in to the public domain. i know many of us would appreciate the opportunity to try this a8 gui, and maybe build upon it. perhaps if enough people asked politely, they might let it go as a positive and cheap PR venue.

how about it reevesoft? consider releasing it as share or freeware, and let it live on :)

thanks.

L.A. Atari wrote in message <37e013ff.19733121@news.west.net>...
>To be exact, the ReeveSoft page which SHOWS a picture
>of the Diamond GOS Cartridge on the front cover of
>ANTIC is located here:
>
>http://www.reevesoft.com/history.htm
>
>You can read a little history of it. I bought '2' Diamond carts
>with Developer Kits back in 1989 and 1990. Still have them,
>and have no plans to sell them. They work great, and work
>absolutely perfect when used with an Atari ST mouse attached
>to the joystick port.
>
>Alan did a wonderful job and I wish he could of had the support
>he deserved. It is an impressive product.
>
>

# 2032. Atari GR. 7.5 converter

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-22 00:00:00 UTC
From: A Rudzki <arudzki@sgi.net>
Message-ID: <k7fG3.274$df7.132188@news.sgi.net>
Source record: 50017

Are there any PC programs (or A8 programs for that matter), that can convert a .BMP or paint file into an Atari graphics "E" format?

The reason I'm asking is that I want to steal some old CGA (4-5 colors) pictures and use them in an Atari Program I'm designing. So I figured I'd use a custom display list and part of the display list would be Antic mode E (7.5).

Thanks in advance

Tony

## 2033. Analog magazine

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-23 00:00:00 UTC
From: jackmndy@frontinernet.net
Message-ID: <37e99905.11391535@news.frontiernet.net>
Source record: 50018

In case anyone's interested, I have an almost-complete collection of
Analog magazine (issues number 6 thru 58) on eBay.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=168951323

# 2034. Re: Analog magazine

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-23 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19990922232132.28428.00001203@ng-xb1.aol.com>
Source record: 50019

>almost-complete collection of
>Analog magazine (issues number 6 thru 58)

I'm pretty sure the issues went up over 80; I know I have # 79.
Granted, #6 thru #58 would have most of the best stuff.

Above average intelligence has always run in my family. Ambition, however, has
always walked with a slight limp....

## 2035. Re: Digital Analog

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-23 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19990922231907.28428.00001202@ng-xb1.aol.com>
Source record: 50020

>Isn't that www.atarimagazines.com?
>

Nope, that's only Antic...?

Above average intelligence has always run in my family. Ambition, however, has always walked with a slight limp....

## 2036. Re: Jellystone files corrupt?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-23 00:00:00 UTC
From: mgorelick@netscape.net
Message-ID: <37eab12b.724575774@news.supernews.com>
Source record: 50021

>
>The stupid server returns type [text] for GZ files. Netscape or other
>browsers for Win automatically converts NL to CR/LF pairs. The file gets
>broken then. Use WGET or GoZilla or another download manager.

Thank you thank you thank you!

As soon as I tried GoZilla all was well. I had tried shift-clicking
and right-clicking to download these with Win32 Netscape but to no
avail. However, my first attempt with GoZilla worked perfectly and I
am running the program on my emulator as I write this.

I learned something new today. Thanks for your help!

Marc

# 2037. Re: Homebrewing a Cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-23 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <37E9C1B8.609E83E5@asw.cz>
Source record: 50022

John Schnittker wrote:
>
> I went to the flash drive address you provided. Wow... I wish I could read
> the language since it looks like an interesting product. I wonder if it's
> being marketed in the US at all...

I don't think will be ever marketed in a standard way. The guy is
semi-professional. I think he'll release the plans in the future. Same
as his AKI.

The page could be translated by Altavista Babelfish translator.
(babelfish.altavista.com). But the beast translates only half of page.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

## 2038. Help wanted...

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-23 00:00:00 UTC
From: Robert Losch <rlosch@cybea.com>
Message-ID: <37EA2B7F.9E1F1FF7@cybea.com>
Source record: 50023
Cross-posted to: comp.sys.amiga.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.oric,comp.sys.sinclair,comp.sys.cbm,amiga.system,alt.amiga

Hi people,

Sorry for the cross-posting. I'm in the process of doing research for a book I intend to write on the "golden days (ZX81 ---> Falcon/A1200)" of home computers in Europe. I would like to make it a little different from the other books I've read on the subject so far which a) tend to focus on the U.S. and b) are most interested in the tech/business side of things. The tech will be treated, of course, but I'd like to focus on the people aspect (hw & sw designers, users), and the market differences across the different European countries - why, for example, did Oric do so well in France? Why was the Enterprise 64/128 a success in Hungary of all places, and so on.

I'm looking for the following:

- Technical documentation, brochures and advertisements, also of vaporware and prototypes
- Photos and screenshots
- Magazine articles (in English, French and German)
- Anecdotes and stories
- Contacts to people who ran user groups
- Contacts to people who worked for computer manufacturers and software companies
- Contacts to people who coded demos / cracked apps, etc...
- Info about machines that were limited to a single market (the Thomson, Matra and others in France, for example)
- Info about obscure and marginal machines

I also need more info on certain markets - Italy, Spain, Portugal, Scandinavia, Switzerland, Austria, and Eastern Europe.

As I said, I only recently got started on this, and it's still very much work-in-progress, and I really can't guarantee where it's going to go. As I go along, I'll probably set up a web site documenting the progress and which could also serve as a resource center for others who have similar interests. Think of it as an open source book :-) So if you have any info that I could use, or if you know somebody who could help, please let me know by e-mail.

Thanks,
Robert

## 2039. atari sales,and service

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-23 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <3412-37EA3375-5@newsd-171.iap.bryant.webtv.net>
Source record: 50024

please visit our web site for your atari needs,we are a 16 year old atari mail order house/sevice department,we carry many new products for the atari 2600,5200,7800 game machines,we also carry many new products for the atari 400/800/xl/xe/xegs computers,we also carry many new products for the atari lynx hand held game machine,and also the jaguar game machine,our web site address is,
www.atarisales.com
we also carry some commodore,and apple software,thanks, lance
Video 61 & Atari Sales
22735
Congo ST NE
Stacy MN 55079

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 2040. Re: Where Can I Buy Diamond OS? Will ReeveSoft release Diamond OS into the public domain?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-23 00:00:00 UTC
From: William O'Leary <billo@megsinet.net>
Message-ID: <37EA5FD2.2DBC4E0F@megsinet.net>
Source record: 50025

I just sent them another request to have it released.

here is the article about it...
http://www.atarimagazines.com/v9n2/reeve.html

Atari Guy wrote:

> i have writtten an e-mail to reevesoft asking them to consider releasing
> diamond os in to the public domain. i know many of us would appreciate the
> opportunity to try this a8 gui, and maybe build upon it. perhaps if enough
> people asked politely, they might let it go as a positive and cheap PR
> venue.
>
> how about it reevesoft? consider releasing it as share or freeware, and let
> it live on :)
>
> thanks.
>
> L.A. Atari wrote in message <37e013ff.19733121@news.west.net>...
> >To be exact, the ReeveSoft page which SHOWS a picture
> >of the Diamond GOS Cartridge on the front cover of
> >ANTIC is located here:
> >
> >http://www.reevesoft.com/history.htm
> >
> >You can read a little history of it. I bought '2' Diamond carts
> >with Developer Kits back in 1989 and 1990. Still have them,
> >and have no plans to sell them. They work great, and work
> >absolutely perfect when used with an Atari ST mouse attached
> >to the joystick port.
> >
> >Alan did a wonderful job and I wish he could of had the support
> >he deserved. It is an impressive product.
> >
> >

## 2041. Atari 1027 letter quality printer -- ink??

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-23 00:00:00 UTC
From: nicky B <nickybee@rocketmail.com>
Message-ID: <37EAAC99.6E37A8FA@rocketmail.com>
Source record: 50026

hi, i got my hands on a 130 XE, 1050 disk drive, and 1027 printer, with
manuals, for $7 :)

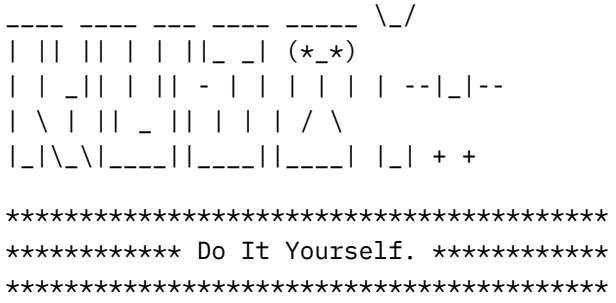
however... i don't know what kind of ink i can use with the 1027...
so..

1) does anyone know what ink i can use witht the printer?
and...
2) where can i get a spartaDOS cart, so that i can use the 1050 drive?

thanks for any help!!!!!

--nick

--



```
****************************************
************ Do It Yourself. ************
****************************************
```

## 2042. Re: Help wanted...

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-23 00:00:00 UTC
From: Darren Salt <news@youmustbejoking.demon.com.uk>
Message-ID: <494645E87A%news@youmustbejoking.demon.com.uk>
Source record: 50027
Cross-posted to: comp.sys.amiga.misc,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.oric,comp.sys.sinclair,comp.sys.cbm,amiga.system,alt.amiga

In message <37EA2B7F.9E1F1FF7@cybea.com>
Robert Losch <rlosch@cybea.com> wrote:

> Sorry for the cross-posting. I'm in the process of doing research for a
> book I intend to write on the "golden days (ZX81 ---> Falcon/A1200)" of
> home computers in Europe. [...]

You forgot comp.sys.acorn.misc, and no, I haven't crossposted this there.

--
| Darren Salt anti-UCE | nr. Ashington, | d youmustbejoking,demon,co,uk
| Spectrum +3, Risc PC, | Northumberland | s zap,uk,eu,org
| A3010, BBC Master 128 | Toon Army | @ retrospec,co,uk
| Z80Em and 6502Em Support Packs. AY sound support.

You are confused; but this is your normal state.

# 2043. FA on Yahoo: Atari 1027 LQ printer, AtariWriter and spell checker

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-23 00:00:00 UTC
From: Tom Johnson <thomasj@NO.SPAM.execpc.com>
Message-ID: <37eae782$0$40995@news.execpc.com>
Source record: 50028

Boxed and complete Atari 1027 letter quality printer. Works but needs ink cartridge. Original, packaged and unused ink cartridge included but I did not want to open it up to make sure it was OK. Comes with SIO cable, power supply, original oil and owner's manual

Also included is boxed and complete AtariWriter. Includes cartridge, owner's manual and quick reference guide.

Lastly includes APX Classics disk from Antic with Spell Magic, a spell checker compatible with AtariWriter.

http://auctions.yahoo.com/auction/8675471

# 2044. Re: Converting bootable disk games to FILES?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-23 00:00:00 UTC
From: Ken Siders <ksiders@no.spam.columbus.rr.com>
Message-ID: <rgCG3.381$h4.14889@viper>
Source record: 50029

This is all assuming they are not full sized ATR and vary in size.
If the files display a lower case k near the upper left when they load you
can use
my AtrUtil (windows) or UnMakAtr (dos) to convert them back to an
individual executable.
You can then just transfer the executable directly to an Atari 8-bit and put
it on a real disk.
This is assuming you have access to a PC. If they don't display a k, they
were originally
a boot disk or were converted by some other method.

Above mentioned utilities are at my home page listed below.

--Ken Siders
mail: atari@columbus.rr.com
My Atari Home Page: http://home.columbus.rr.com/ksiders/atari.htm
My ICE Page: http://home.columbus.rr.com/ksiders/ice.htm

Paul Nurminen <Nurmix@socal.SPAM> wrote in message
news:7sejng$2ndi@enews3.newsguy.com...
> I've been making good use of the 8-bit utility DISKFORMER by Kenneth
Siders to
> convert ATR and XFD games back into bootable Atari 8-bit disks. It's a
great
> way to make use of all the ATR file games out there on a real 8-bit!
>
> However, the program takes the ATR/XFD file and makes it into a single
bootable
> disk on the 8-bit. It works, certainly, but it's kind of a waste of
floppy
> space.
>
> Is there an easy way to convert a "whole disk" game into an individual
> executable (for example a .BIN) file?
>
> Obviously then more than one game could be put on each floppy with menu
> programs etc (unless the game is too large of course).
>
> I'm looking for an 8-bit program or utility that will do this, not
something
> for the PC as I don't use one (I've got a Falcon).
>
> Thanks!
>
>

>
> -Paul
>
> --
>
>
> Paul "Nurmix" Nurminen | ICQ # 50313052 | Atari Falcon030/14+Nemesis
> . El Segundo, California USA - Home of Red Light 6 Studio and NURVIS
> ..
> ... Visit Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm
> .... Electronic Music | Atari Computing | Classic Video Games | Humor
> .....
> ...... SPAM ALERT: Change "SPAM" to "com" if replying by e-mail ! ! !
>

## 2045. disk to cassette boot conversion

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-23 00:00:00 UTC
From: Paul Davis <paul.davis@oberlin.edu>
Message-ID: <37EAFCDF.6854@oberlin.edu>
Source record: 50030

anyone have a utility which takes a bootable a8 program on disk and
creates a bootable cassette copy of it?

thanks
paul

# 2046. F/S Percom Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-23 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37EAB85E.E946D363@sisna.com>
Source record: 50031

1ea Percom Modle AT 88-S1PD, clean unit will format out single and double density with mech in the drive. It will hanle a double sided mech for the internal drive, and 3 slave drives either single, double or double sided double density disk drives. I have formated out 3 1/2 in drives on this type unit and they hold data correctly. Price $30.00 shipping included.

bob

## 2047. Atari 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-23 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37EAB901.45FE9375@sisna.com>
Source record: 50032

1.ea Comes with power supply and SIO cable. No printer cable or Modem cable. Price $25.00 Shipped.

bob

# 2048. Atari 8-Bit CD-RoM for IBM

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-23 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37EABA80.AAF512CA@sisna.com>
Source record: 50033

Ver 1.1 Cd-Rom wit 9,000 Public Domain and Shareware programs for the
Atari 8-bit, about 80% of it was from the Pool Disk, and the rest from
Club libraries within the U.S. The price of the disk is $20.00 shipping
included, anywhere in the world, no additonal charge for Canada, Europe,
Mexico or Australia ect. The disk is available anytime will not run
out.

If interested send check or m/o or international send IMO to:
Bob Klaas
4267 W. Midway Dr.
Salt Lake City, Ut. 84120

Or:
K-Products
P.O. Box 22122 A.M.F.
Salt Lake City, Ut. 84122

Post office box gets faster delivery to me and you.

bob

# 2049. More Atari! FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7sfcfu$if1$1@user2.teleport.com>
Source record: 49938
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. InFact check it regularly as my Catalogs are updated regularly. I have 6 different Catalogs, and my SoftWare Catalogs are my largest. They have the biggest Byte Count. And remember if you can't come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

Click for WebSite!

***FREE*** Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, October 12th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 2050. Re: Atari 1050 IS PLate drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7sflg4$9ts$1@nets3.rz.RWTH-Aachen.DE>
Source record: 49939

Howdy Carmel, folks

>Any info on german/dutch/polish (european)IDE harddrive/CDrom
>interfaces, and how and where to get them from and possible UK sources

Go to the ABBUC site and click on MSC-IDE.

CU Mathy van Nisselroy

# 2051. Re: Question about memory upgrade for an 800xl, 65xegs, and 130xe.

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7sfm6q$acd$1@nets3.rz.RWTH-Aachen.DE>
Source record: 49940

Howdy

Thanks for the encouragement. I have thought of that. I hope the final
version will be ready by the end of next month. The german Atari 8 bit
user group (with over 450 members world wide) hold it's Yearly meeting
at the Buergerhaus Sued, in Herten, Germany on October 30th of 1999.
I would love to show it there. Since there are always about 80 people
there. And a lot of "regional" groups. Some of the develope software, most
develope hardware. The guys who designed and build the MSC-IDE controller
will be there too. (at least I hope so. Otherwise I have to find another
way to get there.)

(Sorry for the small anouncement)

After that I will check and see if I can get somebody to make me some pcb's.

CU Mathy van Nisselroy

In article <mCmA3.636$on.29901@typhoon-la.pbi.net>, atariatari@hotmail.com
says...
>
>hey mathy, maybe best electronics or similar company would buy your surplus
>pcb's? i'm sure many of us would love to see your project come to
>fruitition.
>
>
>Mathy Van Nisselroy wrote:
>>In article <ybdv3.89$36.13166@typhoon-sf.snfc21.pbi.net>,
>ask@you.shall.receive
>>says...
>>>
>>>Are any vendors currently selling them? Did anyone ever come out with a
>>>SIP, SIMM or DIMM (!) upgrade? What's the best source for DRAM's and
>other
>>>related components? Which compatibility mode is the best?
>>
>>I'm working on a 1MB SIMM upgrade that is 130XE compatible.
>>
>>The problem is I don't have much time at the moment.
>>One other problem is it needs a lot of connections, so a small PCB would be
>>cool. unfortunately, having a PCB made costs lots of money. Unless you
>have
>>enough people who want one.
>>
>>CU Mathy van Nisselroy

# 2052. Re: Greatest Atari 8-bit computer ever?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7sfmq9$acd$2@nets3.rz.RWTH-Aachen.DE>
Source record: 49941

Howdy

>I am very interested in hacks to the 8-bit and was wondering what kind of
>modifications people have done to their xl/xe's. Who has the greatest 8-bit
>out there?

130XE: US+ OS, Super Audio, SuperVideo, Gumby Stereo
800XE: 1MB SIMM upgrade
65XE: US+ OS
XEGS: 1MB SIMM upgrade (not running 100% yet)
XEGS: not running at all
800XL: removed the dust and washed it.

CU Mathy van Nisselroy

# 2053. Re: PBI Modification/Addon for the 65XEGS??

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7sfngl$acd$3@nets3.rz.RWTH-Aachen.DE>
Source record: 49942

In article <PmIB3.1638$j11.39631@typhoon-la.pbi.net>, atariatari@hotmail.com says...
>
>I heard someone sold one or had plans for one?

Howdy Atari Guy

This would not be an easy one.
All signals except one are available inside the XEGS. Except the MPD (Math Pack Disable). You can recreate it, but you will have to ty 5 signals into one (AND, OR and possibly NOT). And you need MPD so you PBI device can put its ROMcode inside your computer.

If you want to try it, I can look up which signals you have to ty together. Stefan Dorndorf (of Qmeg fame) told me which once to use. Remember though, neither he or I have tried this.

CU Mathy van Nisselroy

# 2054. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7sfnmj$acd$4@nets3.rz.RWTH-Aachen.DE>
Source record: 49943

In article <scZB3.1911$VR.35175@newse3.tampabay.rr.com>,
mbowlin1@tampabay.rr.com says...
>
>Was a "special" floppy drive ever made to accompany the Atari XEGS game
>system (matching color, etc., I suppose...)?
>I remember an Atari brochure claiming that an XEGS Floppy Drive would be
>released in the future...
>--mb

Howdy Martin

The XF551 was sold as the drive for the XE series.
There was another drive on the box both my 130XE and my XEGSs came in.
Unfortunately it was just a fake. If I remembert correctly, somebody told me
it was a 1050 in a new case.

CU Mathy van Nisselroy

# 2055. Re: ATARI 8 has a GUI interface? What?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7sfnvh$acd$5@nets3.rz.RWTH-Aachen.DE>
Source record: 49944

Howdy

>I typed it in once and it didn't work. I don't know if I screwed up one of
>the DATA statements or there was an error in the magazine. I never saw any
>Errata's for the 8-bit Extra.
>
>I still have the magazine and maybe I'll try it again someday.

Before you do that find the site that has the ANALOG and ANTIC software on it.
Maybe the 8-bit Extra software can be found there too.

CU Mathy van Nisselroy

# 2056. Re: What masked PROMs are in Atari Carts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7sfoss$acd$7@nets3.rz.RWTH-Aachen.DE>
Source record: 49945

Howdy Rhett

>When I was a kid, I noticed that most of the Atari (400/800) cartridges
>had the same board inside with two 24-pin sockets, and that you could
>freely switch PROMs between most cartridges.
>
>I'm guessing that these are 32kbit PROMs (4k x 8), but don't know what
>they are. Does anyone have any info about these chips, or more
>importantly what EPROM they could be replaced with (eg 2532 vs. 2732)?

I believe the BEST Electronics Catalog says most are 2532. Visite their site
and order their catalog. It's a must have. If there ever was something that
came close to an Atari 8 bit encyclopidia it's this catalog.

CU Mathy van Nisselroy

# 2057. Re: setting up the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7sfog7$acd$6@nets3.rz.RWTH-Aachen.DE>
Source record: 49946

Howdy JAmes, folks

>Wrong. All signals to the cart slot didn't change from the 400/800 to
>the xl/xe.
>The left slot in the 800 that is. Only a minior change to the timing
>of the R/W signal was done. All 16K carts and even the xe supercarts
>work in all 8bits. The only thing that stops some supercarts from
>working, is the amount of ram required. ie some need 64K.

Not quite true. Right cartridges will probably not work in LEFT cartridge slots because the cart is mapped into the wrong address space. These Right cartridges have only one select line (S4 I believe) which is placed where on the LEFT cartridge the other select line (which would be S5) resides.

CU Mathy van Nisselroy

BTW anybody heard anything from Austin Franklin lately???

# 2058. Re: CP/M drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7sfp9k$acd$8@nets3.rz.RWTH-Aachen.DE>
Source record: 49947

Howdy Don

>Im looking for information on a drive that allowed 8bit Atari disks to
>be read by CP/M. This was not made by Atari.

That would be the Indus GT. Check out Future Systems, Lassenstreet,
Chatsworth, that's all I know from the top of my head. They bought the rights
to the indus years ago.

CU Mathy van Nisselroy

# 2059. Re: RAM upgrade with 30pin simm?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7sfpfl$acd$9@nets3.rz.RWTH-Aachen.DE>
Source record: 49948

In article <7ruajq$1m6$1@winter.news.rcn.net>, ckchan@interport.net says...
>
>I was just wondering if there are any RAM upgrades using a 1Meg 30pin simm?
>These can usually be picked up for about $1 each used.
>
>Thanks,
>Chi K. Chan

I'm working on one.
Mine has separate ANTIC and CPU handling and you do NOT loose BASIC, OSRAM, or
Missile Command

CU Mathy van Nisselroy

# 2060. Re: Homebrewing a Cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7sfq0u$acd$10@nets3.rz.RWTH-Aachen.DE>
Source record: 49949

In article <37E589EA.1ACAEC50@earthlink.net>, jschnitt@earthlink.net says...
>
>Hi atari ppl,
>I wonder how expensive would it be to homebrew an atari cartridge from a
>custom binary file. Is Eprom the best route and if so, is there any way
>to get an inexpensive programmer? Is there a specific eprom/chip that
>would be best suited for atari8? Are they expensive? And does Best
>electronics carry the edge board that accommodates the chip? I know
>these are alot of questions = P
>
>Thanks in advance,
>
>John Schnittker

There is a cheap and inexpensive way to build yourself an EPROM burner.
ALthough it will not do 64kB (I guess the limite was 40kB). Rudolf Cornelissen
designed and build it. If you have SMARTWORK for the PC (XT is enough) you can
print his designs out. I'll try and remember to bring these files with me.
(not smartwork since it's copyrighted). If you want it Email me.

CU Mathy van Nisselroy

# 2061. Re: Homebrewing a Cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7sfq6o$acd$11@nets3.rz.RWTH-Aachen.DE>
Source record: 49950

>What about using a very large ROM? Like a meg or so? My thought
>would be to have the ROM with some bank-select circuitry, such that it
>would boot with a custom program that acts as a menu, from which you
>select which bank to use. Imagine building a single cartridge that
>contains all your favorite games! Much like SIO2PC without needing
>the PC.
>
>How feasible is that?

Howdy

If you're thinking this big, wait untill after the Yearly meating of the ABBUC
on the 30th of October. People are developing FLASHROM stuff. And I expect to
see some of that at the meeting.

CU Mathy van Nisselroy

# 2062. Re: Homebrewing a Cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7sfqar$acd$12@nets3.rz.RWTH-Aachen.DE>
Source record: 49951

In article <37E945A0.420FFC76@earthlink.net>, jschnitt@earthlink.net says...
>
>I went to the flash drive address you provided. Wow... I wish I could read
>the language since it looks like an interesting product. I wonder if it's
>being marketed in the US at all...

Howdy John, folks

MacFalkner is the guy who also did the AKI interface (an interface that will
let you connect a PC keyboard to you 8 bit Atari).

CU Mathy van Nisselroy

# 2063. Re: Analog magazine

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7sfqkp$acd$13@nets3.rz.RWTH-Aachen.DE>
Source record: 49952

Howdy folks

>>Analog magazine (issues number 6 thru 58)
>
>I'm pretty sure the issues went up over 80; I know I have # 79.
>Granted, #6 thru #58 would have most of the best stuff.

Nope, # 79 was the last one.

CU Mathy van Nisselroy

# 2064. Diamond GOS

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: areeve@earthlink.net
Message-ID: <37eb8b4e.2827336@news.supernews.com>
Source record: 49953

As of the past week we've starting receiving email asking where
Diamond GOS can be obtained. It's not advertisied on our web page at
www.reevesoft.com so you can probably guess that we don't have any :)
If we had them we'd want to sell them.
Diamond GOS supply was all sold back in 1990 and ICD informed us
that they would no longed be producing SuperCarts for us to use so we
could place one last order and beyond that never see them again.
That's why so few were made (I think the count is around a thousand
encompassing all versions).
We have since released the 64K PROM and encouraged emulator
developers to emulate it providing technical assistance to one
gentleman who expressed an interest and sounded like he was making
good progress. Source code will not be released and made freely
available for many reasons which I'm not going to go into.
In any event, the ROM was released and everyone is free to have a
copy provided that there's no commercial gain from it. We, however,
are not going to be posting it every two weeks and take on the role of
supplier nor can we keep answering Atari 8-bit oriented emails asking
if we have any to sell.
- Thanks, Alan

# 2065. Re: Converting bootable disk games to FILES?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: Carlos Pitt <armandi@tin.it>
Message-ID: <7sg1pf$4pf$1@nslave1.tin.it>
Source record: 49954

I had a program for dos 2.5 that transfer:
boot disk to files exe
files exe to bootdisk
bootcassette to file exe
fileexe to bootcassete

I'm looking for a monitor and in a few days I put on my desk my old 800 XL
I'm looking also for news frined with swap floppy and also resolve some
problem:

I have a 1050 disk drive normal:

How many Kbytes stores on 1 disk ?
I need a PC program to read 8bit disk on my PC.
And I need also a program to transfer .atr to real 8bit floppy.

If you can help me, or send me program, I thank you.

I thank you anymore and I'm wainting for yours response.
Hi
Carlo from Italy.
armandi@tin.it

# 2066. ATR-8000 to buy

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: Carlos Pitt <armandi@tin.it>
Message-ID: <7sg1ph$4pf$2@nslave1.tin.it>
Source record: 49955

Hi, I have a 3.5 " floppy of an Atari ST. I want use it on my 8 bit.

Does someone tell me where I can buy the interface ATR8000 ?

Or tell me a cheap way to connect the drive 3.5 to my Atari 8 bit

Carlo
armandi@tin.it
from Italy

# 2067. Re: Hardware gadget for tape loading

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: niallt@dai.ed.ac.uk
Message-ID: <7sg7hp$8tq$6@scotsman.ed.ac.uk>
Source record: 49956
Cross-posted to:
comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.acorn.misc,comp.sys.oric

Darren Salt (news@youmustbejoking.demon.com.uk) wrote:
: In message <7sai2c$rcr$8@scotsman.ed.ac.uk>
: niallt@dai.ed.ac.uk (Niall Tracey) wrote:

: > Ernest R. Schreurs (ernest@wxs.nl) wrote:
: [snip]
: >> Tapes for one system cannot be loaded on another system. I think it is
: >> very confusing to store all sorts of tape files for different machines in
: >> the same format. [...]

: > Then I'd like to suggest a slight alteration to the implementation of TZX
: > files. Provide alternative filename extensions for different machines.

: That loses immediately :-)

: > The actual encoding could be identical, but the extensions would allow the
: > user to distinguish between files for different machines. Say:
: > TII for Apple II
: > T80 for ZX80
: > T81 for ZX81
: > TBC or TAC for BBC Micro/Acorn Electron
: > TAM or TPC for Amstrad CPC
: > etc

: > (It's a shame some OSes only support 3-letter extensions. [...]

: Hmm. RISC OS doesn't recognise filename extensions at all on Filecore-based
: filing systems such as ADFS and provides extension-to-filetype mapping in
: DOSFS and CDFS (and 3rd-party FSes of this type), so unless we're going to
: allocate yet more filetype numbers...

OK, well for the majority of machines, the extension idea should
stick. I'm afraid Arc users may have to settle for a single
filetype. But then that's not a problem, because the multiple
extension standard would really only be required for idiots. The only
idiots I know with RISC PCs and Arcs are school teachers... :)

: > Then the emulator/archive program could have the 'files of which type'
: > options:
: > TZX for [computer being used] - that would show only files with the
: > relevant extension.
: > All TZX files - that would show all files with an
: > extension accepted by the TZX
: > standards body.

: Fair enough, but why bother when the emulator can multitask and interact with
: the Filer? :-)

Because the lure of the dark side is strong. It promises much to those
willing to listen. It fools the unwary and weak willed into believing
it has more power than the light side. You and I both know
differently...

There is much conflict in me. I can feel it. Perhaps one day I can
return to the true path...

: Clones are people two.

OUCH!

--
NT As long as but a hundred of us remain alive, never will we on any
\ \/ /conditions be brought under English rule. It is in truth not for
\ / glory, nor riches, nor honours that we are fighting, but for
/ \ freedom -- for that alone, which no honest man gives up but with
/ /\ \life itself. -- Arbroath, 1320

# 2068. Re: Brian Watson

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: CS&E <carys@carys.screaming.net>
Message-ID: <7sgh76$2ms$1@epos.tesco.net>
Source record: 49957
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.misc

Brian,

I'm looking for some answers here, despite the rather rude and open fashion this has been played I'm sure by now you are used to it.
I had agreed to print information about your organisation (8BIT, the one you started) and also the 8BIT event (the one where you were the publicity officer). Despite my concerns I was assured that the event was on track and that if anything went wrong WACCI would subsidise the event.
It was before the stage that the date was cancelled when my flyers arrived which you had agreed to distribute. It was only then that you seemed to 'realise' who you were dealing with and objected because I was a friend of someone you didn't like.
To be honest you're barking up the wrong tree in saying that we're in it for financial gain. This is the first thing people say to us when they are losing an argument and I've had it tens of times before from ignorant people, especially those who own a C64 related business (although most aren't registered). I've put out a non-profit making fanzine, offered to subsidise your event and offered free help to anyone who needs it in addition to our undeniably excellent service. Granted we should have taken you to court in the first place (although we wouldn't for such a minor thing) or kept quiet about it. Having said that this very thing you are trying to argue is the exact opposite of what you did with the aforementioned Mr De Vries. So who are you trying to kid? This is most ironic in my opinion! I don't get angry very easily unlike what some may think but by the same token I'm not one to hide away. Around 0.01% of our business comes from the hardcore international C64 market at present so although you think you may be able to scare us off you won't be able to. Fact is that I spend the effort with the C64 because I want to. Alex de Vries wanted to but doesn't any more. The last thing I expect is people to keep slapping me on the back for supporting the C64. I do it because I like it ... those who think otherwise should think about the other products available.
Those who think this is getting boring are probably correct, but I really would like an answer now Brian. You've put yourself in the public position so reply.

1) Where are the CS&E flyers? These don't grow on trees (well, you know!)
2) How come you only found out that I was from CS&E when it was your turn to help us?
3) Why do you object to being publicly humiliated when you did this to a friend of mine, the friend which you insist is the reason that you don't want our help.

I'm glad you admitted that as a direct result of you not wanting to be associated with us the only 8 bit event in the UK this year was cancelled.

4) How on earth were you planning to avoid us since we are the only registered company in the UK supporting the C64 (apart from Binary Zone apparently who must be registered somewhere else since they're not listed at companies house).

5) So it wasn't a CPC event all the time?

6) Are you really so stupid as to think Alex de Vries has any involvement with Crystal Software and Electronics in the UK? His company is at www.crystal-interactive.com . I didn't want to get him involved again but that's all the info you will need.

Again we stress that Brian Watson may well do an excellent job for the Amstrad. That is not the issue so please don't deluge us with tales of his service again!

David Connolly
not Peter, Brian. Or Maurice.

# 2069. Re: Copying cassettes to disk.

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19990924173921.21810.00001804@ng-fv1.aol.com>
Source record: 49958

>cassette tapes don't seem to work. I don't know if the cassette recorder is
>bad, or the tapes. Is there a way of transfering the data from the tape onto
>a
>blank disk?

There are some utilities that may make the transfers; CoppyCass will duplicate tape to tape or tape to disk, BUT ONLY single stage cassette boots will convert to a disk boot. Gemini will duplicate tape to tape (even 3-stage boots), but will not do disks. Are the cassettes boot programs? Have you done a quick, CSAVE, NEW, CLOAD in BASIC to determine if the deck is functional?
Ron

Above average intelligence has always run in my family. Ambition, however, has always walked with a slight limp....

## 2070. Re: Brian Watson is a bigger tosser than I thought (I have proof )

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: CS&E <carys@carys.screaming.net>
Message-ID: <7sgujp$km4$1@barcode.tesco.net>
Source record: 49959
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

Brian,

stop leaving our address in your posts please :-)
Brian <brian@spheroid.demon.co.uk> wrote in message > > Brian
(brian@spheroid.demon.co.uk) wrote:

# 2071. Re: Hardware gadget for tape loading

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <37EBEA9B.MD-1.3.12.unsatisfactory@bigfoot.com>
Source record: 49960
Cross-posted to:
comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.acorn.misc,comp.sys.oric

On 22 Sep 1999 12:29:00 GMT, Niall Tracey (of comp.sys.sinclair "fame")
wibbled on for an age:

> Then I'd like to suggest a slight alteration to the implementation of
> TZX files. Provide alternative filename extensions for different
> machines. The actual encoding could be identical, but the extensions
> would allow the user to distinguish between files for different
> machines. Say:
> TII for Apple II
> T80 for ZX80
> T81 for ZX81
> TBC or TAC for BBC Micro/Acorn Electron
> TAM or TPC for Amstrad CPC
> etc

I don't really see the point. Nobody is going to mix up the files on
their HD, are they? Most likely, the files will be categorised
into directories or subdirectories of the relevant emulator.
Eg.
Tapes/Spectrum/
Tapes/AppleII/
Tapes/ZX80/

> (It's a shame some OSes only support 3-letter extensions. It makes
> this far too complicated. .T64, for example, already exists for a C64
> tape archive.)

Just stick them all under .TZX (or, more accurately, they should be
under ".8BT" (8 bit tape) or ".TPE" or something.)

Chris
--
+-----------------------------------------+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
| http://www.bigfoot.com/~ysac |
+-----------------------------ICQ:28784166-+

# 2072. Re: Hardware gadget for tape loading

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <37EBEBD8.MD-1.3.12.unsatisfactory@bigfoot.com>
Source record: 49961
Cross-posted to:
comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.acorn.misc,comp.sys.oric

On Wed, 22 Sep 1999 20:07:21 +0100, Darren Salt (of comp.sys.sinclair "fame")
wibbled on for an age:

> > (It's a shame some OSes only support 3-letter extensions. [...]
>
> Hmm. RISC OS doesn't recognise filename extensions at all on Filecore-based
> filing systems such as ADFS and provides extension-to-filetype mapping in
> DOSFS and CDFS (and 3rd-party FSes of this type), so unless we're going to
> allocate yet more filetype numbers...

Agreed. All the formats are identical, so they should have the same
filetype identifier (be it extension, filetype or whatever). Of
course, if you can identify files by actually looking at the first few
bytes, then there's no way to differentiate anyway.

Of course, we might need some "TZX Launchers" that can interpret the
"machine type" field and send the file to the correct emulator on
double-click.

Chris
--
+-----------------------------------------+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
| http://www.bigfoot.com/~ysac |
+-----------------------------ICQ:28784166-+

# 2073. Re: Hardware gadget for tape loading

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: Chris Young <unsatisfactory@bigfoot.com>
Message-ID: <37EBE907.MD-1.3.12.unsatisfactory@bigfoot.com>
Source record: 49962
Cross-posted to:
comp.sys.sinclair,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.acorn.misc,comp.sys.oric

On Wed, 22 Sep 1999 23:03:17 +0100, Craig Harrison (of comp.sys.sinclair "fame")
wibbled on for an age:

> Hey, we now have claims that 8bit tapes are better transferred by

Er.. I never said it was better...

> 1. Soundcard (Midi presumably)

I fail to see how MIDI is going to help tape transfer.

Oh, or perhaps you were being sarcastic (and I completely failed to
notice, as usual)

Chris

--
+-----------------------------------------+
| Unsatisfactory Software - "because it is" |
| http://www.unsatisfactory.freeserve.co.uk |
| Your Sinclair: A Celebration |
| http://www.bigfoot.com/~ysac |
+-----------------------------ICQ:28784166-+

# 2074. Re: Brian Watson is a bigger tosser than I thought (I have proof )

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: David <daveykins@theoffice.net.spamtrap>
Message-ID: <TATG3.8777$O4.312810@nnrp4.clara.net>
Source record: 49963
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

CS&E <carys@carys.screaming.net> wrote in message
news:7sgujp$km4$1@barcode.tesco.net...
> Brian,
>
> stop leaving our address in your posts please :-)
> Brian <brian@spheroid.demon.co.uk> wrote in message > > Brian
> (brian@spheroid.demon.co.uk) wrote:

If you don't post - then he can't quote you - or your address!

# 2075. Atari users chat session Saturday night 8 pm CST!

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <37EC2AF0.4D41@swbell.net>
Source record: 49964
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Less than a day away, we are looking at having a chat session tomorrow (Saturday) at 8 pm central standard time. The chat session is a good way to kick back and hang out with other Atari enthusiasts.

Our chat room requires no special programs or even java script, but it accessable with CAB or any other browser. For CAB and earlier web browsers, you can reach the chat area at:

http://www.atariusers.com/cgi-bin/chat/chatform.html

For later web-browsers, you can jump right in at:

http://www.atariusers.com/chat

Also, if you are looking for other Atari information, check out or main website at:

http://www.atariusers.com/aunt

There you can find articles, meeting times (if you so happen to live in north texas) and we even have a message area for our friends outside of Dallas, Texas.

Look forward to seeing you at the chat tomorrow!

Greg Goodwin (aka "Doctor Clu")

--
||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

# 2076. Re: CP/M drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37EBFEBF.847527A4@sisna.com>
Source record: 49965

The went out of business years ago, think I got the last drive they had when it happened. Had one real bad on in for them to fix under warrantee and got it 2 months later. Then their phone was disconected.

bob

# 2077. Re: Copying cassettes to disk.

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7sfjvd$qfl$1@nnrp1.deja.com>
Source record: 50034

In article <19990921120908.18403.00000576@ng-cl1.aol.com>,
enovak7924@aol.com (ENovak7924) wrote:
> I have an Atari 800, a 1050 drive, and the 410 cassette. Got them off
EBAY. The
> cassette tapes don't seem to work. I don't know if the cassette
recorder is
> bad, or the tapes. Is there a way of transfering the data from the
tape onto a
> blank disk?
> Thanks
>
> .
> .
> "Know your mouth, and shut your role!"
>It depends what type of data you are transfering, if the programs are
basic language programs, then you can use any dos, or PD copying util.
to convert baic lang.tapes to disk, if your'e using dos (ie
dos2,2.5,mydos etc you can use the c option (copy file), stating the
source as a cassette file with no file name, and the destination as D1;
with a filename ie D1:testprg.bas, or whatever you want
If the program is a commercial release m/l program (ie- programmes that
use the start or start/option procedure to load/boot the program) there
are numerou sprogrammes out there to help you, I have three of them
they are called

Transdisk (all versions) from digicomm or page 6 publishing
Howfendos (versions 3.7 or higher) cant remember who wrote this one
(this unfortunately doesnt convert non standard loaders like EA's one
on one etc or novagen's mercenary or english software's timeslip type
loaders, also it doesnt seem to like anything done by byteback or
activsion/ocean, dont ask me why
There is one more and that is C:sim or Super C:sim (GERMAN PROGRAM)
the only type of programs that this doesnt handle are high speed loaders
( zonex and dimensionx) or the non standard loaders mentioned in
howfendos
There are others, namely Impossible by CSS (did they ever do an XL
version of this program)
and also cassette operating system (C.O.S for short) by Alpha systems.
not to be confused with the program released by English s/w (I'm
actually trying to track these 2 programmes down)
>

Sent via Deja.com http://www.deja.com/
Before you buy.

## 2078. Re: Quick Cash

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: jfulker985@aol.com
Message-ID: <19990923214103.23604.00001755@ng-fp1.aol.com>
Source record: 50035

Eat shit you stupid idiot. Stop clogging our newsgroup with your ILLEGAL
tripe. I have forward a copy of your garbage to the appropriate authorities.

## 2079. Converting bootable disk games to FILES?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: Nurmix@socal.SPAM
Message-ID: <7sejng$2ndi@enews3.newsguy.com>
Source record: 50036

I've been making good use of the 8-bit utility DISKFORMER by Kenneth Siders to convert ATR and XFD games back into bootable Atari 8-bit disks. It's a great way to make use of all the ATR file games out there on a real 8-bit!

However, the program takes the ATR/XFD file and makes it into a single bootable disk on the 8-bit. It works, certainly, but it's kind of a waste of floppy space.

Is there an easy way to convert a "whole disk" game into an individual executable (for example a .BIN) file?

Obviously then more than one game could be put on each floppy with menu programs etc (unless the game is too large of course).

I'm looking for an 8-bit program or utility that will do this, not something for the PC as I don't use one (I've got a Falcon).

Thanks!

-Paul

--

Paul "Nurmix" Nurminen | ICQ # 50313052 | Atari Falcon030/14+Nemesis
. El Segundo, California USA - Home of Red Light 6 Studio and NURVIS
..
... Visit Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm
.... Electronic Music | Atari Computing | Classic Video Games | Humor
.....
...... SPAM ALERT: Change "SPAM" to "com" if replying by e-mail ! ! !

## 2080. New Atari 8-bit carts for $2.99 each

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-24 00:00:00 UTC
From: swozniak@aol.comeGETsome
Message-ID: <19990924013437.23591.00001597@ng-fp1.aol.com>
Source record: 50037

If anybody is interested in these carts, Videogame Depot has them new in the box for $2.99 each.

Defender New in Oversized box - Atari $2.99
Missle Command New in Oversized box - Atari $2.99
Kaboom New In Box - Activision $2.99
E.T. Phone Home New in Oversized box - Atari $2.99
Qix New in Oversized box - Atari $2.99
Galaxian New in Oversized box - Atari $2.99
Zenji New In Box - Activision $2.99
Journey to the Planets. New In Box - Roklan $2.99
Atari 1020 Printer New in Box! Hard to find. $15.00

Here's their address for classic stuff:

http://www.videogamedepot.com/classic-other.html

Hope somebody finds this of interest. Take care. :)

- S c o t t W o z n i a k
**********
Check out my Videogame Want / Trade list here:
http://members.aol.com/swozniak/page1.html
**********

# 2081. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-25 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37ED43CF.65DE9699@sisna.com>
Source record: 49888

Wrong! The XF551 disk drive would read and format all drives from the 810 through 1050, it would Read and write to itself a single/double density double sided disk. This is where the compatibility disipated. It will read the IBM type disks with a modification from CSS, (Bob Puff). If you format a disk out on a Percom, double sided double density, the XF551 can only read side one, as it reads the disk backwards (smart move on Atari's part? I don't think so!) but that is how it is, this can be corrected by a modification to the drive. This drive will also read 3 1/2 in 720k disks and format them properly, also a modification from CSS (Bob Puff). There is a generic Rom on the web somewhere? That will do allow them to do the same thing on the 3 1/2 in disk. Use the Public Domain Rom ocassionaly myself.

bob

# 2082. Re: Can someone tell me why this is currently $305?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-25 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37ED47D4.C514459B@sisna.com>
Source record: 49889

Ok here we go E-Bay again?

If you want an Atari 8-bit system complete. I will do this, I am open to offers:

1. What computer do you want?

2. What Disk Drive do you want?

3. Do you want an Atari 850 Interface?

4. Do you need an Atari Printer?

5. Do you need an Atari Hard Drive?

6 Do you want to run an Atari Bulletin Board?

7. Do you need software, either Public Domain (do you have an IBM to move the software from CD-ROM to your 8-bit?) Are you willing to pay more for original Copyrighted software than the p/d stuff available?

8. Exactly what type system are you looking for? I have Atari 400, (stock 16k membrane keyboards), Atari 400's with 48k and upgraded keyboards, metal not membrane, Atari 800's stock 48k, Atari 600XL's stock with 16k, Atari 800XL's, Atari 130XE's, (have some upgaded to 320k), Atari 850 interfaces (does modem and printer interface), A couple 1200XL stock, 64k, Printers, can depending upon your system come up with either direct connect, or IBM type that connect through an 850 Interface.

9. Do not ever purchase an Atari 1027 printer. It is a Boat Anchor, and even Atari put out in the Repair Specs if it craps out replace the whole printer Mech! Granted if it works, it is slow and letter quality because it prints off a wheel. The ink roller on the wheel are hard to come by, but you can re-ink the spounge by putting it in any type ink, from Stamp Pad ink to whatever, just soak it up.

bob

# 2083. Re: Can someone tell me why this is currently $305?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-25 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <37ED9A21.8E46394C@qnet.com>
Source record: 49890

WOW! Bob seems that this message has gotten to you :).

I bet Bob loves EBay!!

Just jokin Bob..

Have a good week!

Don

## 2084. Re: Looking for...

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-25 00:00:00 UTC
From: Tim Irvin <ziggy29@pacbell.net>
Message-ID: <25091999223300530%ziggy29@pacbell.net>
Source record: 49891

In article <37ED7480.489CC4AD@NOSPAMworldnet.att.net>, Digger
<AdrenaChrome@NOSPAMworldnet.att.net> wrote:

> There once was a game by (I *believe*) Electronic Arts where you played
> an explorer in Hell...zombies chased you and you could sprinkle small
> crosses around to slow them down, seems to me it was a 3/4 view maze
> type game...any ideas on the name?

Realm of Impossibility.

--
Tim Irvin, ziggy29@pacbell.net

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

# 2085. Re: Brian Watson

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-25 00:00:00 UTC
From: Brian <brian@spheroid.demon.co.uk>
Message-ID: <938216753.13703.1.nnrp-06.9e98ea3a@news.demon.co.uk>
Source record: 49966
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.misc

CS&E <carys@carys.screaming.net> wrote in message
news:7sgh76$2ms$1@epos.tesco.net...
> Brian,
>
> I'm looking for some answers here, despite the rather rude and open
fashion
> this has been played I'm sure by now you are used to it.

As far as I am concerned this matter has been talked to death and/or
boredom. I suggest you stop talking to yourselves.

This correspondence is now closed.

*plonk*

--
Brian

# 2086. Re: Brian Watson

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-25 00:00:00 UTC
From: CS&E <carys@carys.screaming.net>
Message-ID: <7sh422$214$1@barcode.tesco.net>
Source record: 49967
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.misc

Brian Watson by not answering the questions hereby admits:

1) He binned/shredded/tossed away CS&E flyers printed by a charity thereby stealing around £100 from charity.
2) He used the kind nature of Commodore Faction to promote his event and organisation to the max whilst plotting not to return the favour as agreed.
3) He is a hypocrite who loves to dish the dirt when someone is rude to him but can't take the heat when he steals from another company and charity.
4) He would rather not host an event than help out an event when CS&E and not him would be the main provider of funds/resources.
5) He blatantly lied when questioned about the authenticity of the 8BIT nature of the event and the state of the financial situation as time progressed.
6) He holds a grudge so badly that he can't bear to even receive donations/not to shred a charity's money when contacted by a company whose Managing Director is a friend of the Vice President for sales of a company which used to exist and was slightly rude to him. Bitter old man, control freak, tosser, you decide.

Brian's great, as long as you can put up with someone who acts like a dictator. Please shut up about fan belts BTW, any company can deliver some goods, they don't insist on putting down anyone who they don't like. Come on Brian, let's have it out, or are you admitting your guilt? You've admitted point 4, please admit the other 5. This is not boredom, this is trying to stop things like this happening again. I did at the time remark I thought the 8Bit event was for CPC users and would be cancelled. I'm never wrong, just too honest.

# 2087. Re: Diamond GOS

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-25 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <37d8796c.1404423@news.netunlimited.net>
Source record: 49968

I feel like we have a celebrity guest in the newsgroup, thanks Alan! A couple years ago the author of Alternate Reality made a few posts.

I know that one place was making new cartridges from old programs, so I was thinking they could make more Diamond carts from the ROM image, but if it requires a "supercart" maybe that is not possible.

I respect the decision to keep rights to your source. Maybe if someone figures out how to make more Diamond carts you would license the necessary code.

I would like to get a Diamond cart and the reference materials, but this looks like a hyper rare collectors item and I wouldn't blow $200 on it, which may be the going rate!

Later!

VS

On Fri, 24 Sep 1999 14:39:29 GMT, areeve@earthlink.net (Alan Reeve) wrote:

> As of the past week we've starting receiving email asking where
>Diamond GOS can be obtained. It's not advertisied on our web page at
>www.reevesoft.com so you can probably guess that we don't have any :)
>If we had them we'd want to sell them.
> Diamond GOS supply was all sold back in 1990 and ICD informed us
>that they would no longed be producing SuperCarts for us to use so we
>could place one last order and beyond that never see them again.
>That's why so few were made (I think the count is around a thousand
>encompassing all versions).
> We have since released the 64K PROM and encouraged emulator
>developers to emulate it providing technical assistance to one
>gentleman who expressed an interest and sounded like he was making
>good progress. Source code will not be released and made freely
>available for many reasons which I'm not going to go into.
> In any event, the ROM was released and everyone is free to have a
>copy provided that there's no commercial gain from it. We, however,
>are not going to be posting it every two weeks and take on the role of
>supplier nor can we keep answering Atari 8-bit oriented emails asking
>if we have any to sell.
> - Thanks, Alan

To email me just remove the Xs and underline marks from my email address.

# 2088. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-25 00:00:00 UTC
From: rezarf@aol.com
Message-ID: <19990924212039.20767.00001977@ng-fm1.aol.com>
Source record: 49969

Not entirely true. The XF551 does match the XEGS to some degree, but is the drive mate to the 130XE system. It is a true double density double sided drive. Trouble is, in Atari wisdom, it was not compatible with a 1050 single sided floppy (would read but not write, as I recall...), so it required a patched DOS to be able to mimic the 1050 format.

# 2089. Re: Brian Watson

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-25 00:00:00 UTC
From: Craig Harrison <Craigster@amstech.screaming.net>
Message-ID: <7sibkl$ha6$1@fu-berlin.de>
Source record: 49970
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.misc

CS&E wrote ...
> Brian Watson by not answering the questions hereby admits:

NO HE DOES NOT!!

>
> 1) He binned/shredded/tossed away CS&E flyers printed by a charity thereby
> stealing around ï¿½100 from charity.
> 2) He used the kind nature of Commodore Faction to promote his event and
> organisation to the max whilst plotting not to return the favour as
agreed.
> 3) He is a hypocrite who loves to dish the dirt when someone is rude to
him
> but can't take the heat when he steals from another company and charity.
> 4) He would rather not host an event than help out an event when CS&E and
> not him would be the main provider of funds/resources.
> 5) He blatantly lied when questioned about the authenticity of the 8BIT
> nature of the event and the state of the financial situation as time
> progressed.
> 6) He holds a grudge so badly that he can't bear to even receive
> donations/not to shred a charity's money when contacted by a company whose
> Managing Director is a friend of the Vice President for sales of a company
> which used to exist and was slightly rude to him. Bitter old man, control
> freak, tosser, you decide.
>
> Brian's great, as long as you can put up with someone who acts like a
> dictator. Please shut up about fan belts BTW, any company can deliver some
> goods, they don't insist on putting down anyone who they don't like. Come
on
> Brian, let's have it out, or are you admitting your guilt? You've admitted
> point 4, please admit the other 5. This is not boredom, this is trying to
> stop things like this happening again. I did at the time remark I thought
> the 8Bit event was for CPC users and would be cancelled. I'm never wrong,
> just too honest.
>

NOW GO AWAY! Brian and just about every one else in CSA8 has said that this
thread is at an end, and no longer welcome You yourself have said so on more
than one occasion!! NOW GO AWAY

I can only assume that you are more dense than I had previously thought!!

Craig
E-mail:
Craigster@AmsTech.freeserve.co.uk

Craigster@amstech.screaming.net

AmsTech Home Page
http://members.tripod.co.uk/Craigster/index.html

## 2090. GOS on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-25 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <19990925080753.18991.00002077@ng-fe1.aol.com>
Source record: 49971

Don't the people at Video 61 make carts. Maybe they could make a cart of GOS. I would be the first to buy one. They have been making 16 bit carts lately and selling them for $20 . Maybe they could make a super cart and sell it $35 or $40. I think this would be worth it. It don't really know. I'm just speculating here but it would be nice since having GOS on disk even isn't as nice as having it on cart but I don't even have that so it really doesn't matter.

Allan B.

# 2091. Re: Brian Watson is a bigger tosser than I thought (I have proof )

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-25 00:00:00 UTC
From: NukeEmUp@ThePentagon.com
Message-ID: <37ecccca.520619010@news.insnet.net>
Source record: 49972
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,alt.c64,comp.sys.misc

On Fri, 24 Sep 1999 23:37:07 +0100, "CS&E" <carys@carys.screaming.net>
said:

>Brian,
>
>stop leaving our address in your posts please :-)
>Brian <brian@spheroid.demon.co.uk> wrote in message > > Brian
>(brian@spheroid.demon.co.uk) wrote:

You are obviously unaware of online etiquette. It is considered
proper to quote the text you are replying to (which you haven't done
here, but Brian _does_ do) and also to attribute quotes by supplying
the author's email address.

Therefore, if you don't wish Brian - or anyone else - to leave your
address in their posts, you must stop posting to Usenet.

--
David Cantrell, part-time Unix/perl/SQL/java techie
full-time chef/musician/homebrewer
occasional CPC user
http://www.ThePentagon.com/NukeEmUp

## 2092. Re: Brian Watson

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-25 00:00:00 UTC
From: CS&E <carys@carys.screaming.net>
Message-ID: <7siko8$52u$1@barcode.tesco.net>
Source record: 49973
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.misc

You go away Craig. You know nothing of the situation and are wasting my time. Let Brian answer the questions.

# 2093. Re: Brian Watson

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-25 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rupqurcl3i557@corp.supernews.com>
Source record: 49974
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.misc

CS&E <carys@carys.screaming.net> wrote in message
news:7siko8$52u$1@barcode.tesco.net...
> You go away Craig. You know nothing of the situation and are wasting my
> time. Let Brian answer the questions.
>
No, you have been repeatedly asked to stop spamming the various newsgroups
with your ranting.

Look, it is this simple: You have stated your case ad nauseum. You have
crossed over several lines that puts you in violation of a couple of
procedures that are pretty much usenet standards and I would suggest you
read you Terms of Service with your ISP.

Specifically, you are making posts to newsgroups that have no interest in
your personal tirade => spamming, and you are conducting a flame war.

Now you have been asked nicely by more then a few people to take it out, but
you refuse to do so. At this stage, it would be a pretty simple act to do a
trace route on you and get a request from you ISP for you to desist.

Understand that you may even be right and justified in your allegations, but
you are going about it the wrong way. Spamming and ranting like this is
roughly equivalent to running into a laundry and shouting "fire". Your house
may be on fire, but you are bringing the news to the wrong place. Trim your
headers.
>

# 2094. Re: Brian Watson

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-25 00:00:00 UTC
From: CS&E <carys@carys.screaming.net>
Message-ID: <7siriu$i81$1@barcode.tesco.net>
Source record: 49975
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.misc

You are right of course that newsgroups are not the place to do things like this and I appreciate the point. But it's gone this far, let Brian answer the questions. There are a number of points why we are on the newsgroup, the main one that Brian refused to reply to any form of contact. You notice my own practises are never complained about ... only me complaining about other people. Brian has put himself in the public spotlight and as such should be able to answer the questions truthfully, he admitted one of the points, admit the others and I stop immediately. No gloating, only saving my own image after people have got 'slightly' upset that we make all this fuss.

## 2095. Re: GOS on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-25 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <7766-37ECECB5-53@newsd-173.iap.bryant.webtv.net>
Source record: 49976

get us the permission to do it,and we will look into it,but the original boards are a problem,we have none,so we would not be able to make the original pass through cart,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 2096. Re: Brian Watson

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-25 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <ruq0datj3i523@corp.supernews.com>
Source record: 49977
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.misc

But you can't compel people's behavior. I mean it would be nice if everyone involved with what we loosely refer to as classic computers was even tempered and reasonable, but this is just not the case.

We are by nature advocacy groups with a light dose of useful and interesting information. Most of us realize that and some of us even avoid touchy subjects when the signal to noise ratio starts getting to high. In csa8 for example, you will seldom see threads like "Who is smarter, Bob Puff or Bob Wooley?". It is not because people don't have strong opinions about the topic, just that aside from bringing out each ones contribution to the genre <useful> it becomes personality driven and does not add a single hardware hack or piece of software to the users <pointless>.

Much better to just make a single post listing them both as contributing to the community<useful> and what they have done vs running a popularity contest.

Besides, they get along.<grin>
CS&E <carys@carys.screaming.net> wrote in message
news:7siriu$i81$1@barcode.tesco.net...
> You are right of course that newsgroups are not the place to do things
like
> this and I appreciate the point. But it's gone this far, let Brian answer
> the questions. There are a number of points why we are on the newsgroup,
the
> main one that Brian refused to reply to any form of contact. You notice my
> own practises are never complained about ... only me complaining about
other
> people. Brian has put himself in the public spotlight and as such should
be
> able to answer the questions truthfully, he admitted one of the points,
> admit the others and I stop immediately. No gloating, only saving my own
> image after people have got 'slightly' upset that we make all this fuss.
>
>

# 2097. Re: Do you want a NEW game?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-25 00:00:00 UTC
From: Nurmix@socal.SPAM
Message-ID: <7sivjg$2kro@enews4.newsguy.com>
Source record: 49978

On 19 Sep 1999 20:13:10 , John Schnittker wrote:

>I wanna see a new game for the Atari 8...

Well, I'll be putting up some of my BASIC games (from back in the day) on my web site within a week or two. I'm just doing all the file transfers from the 8-bit now, when I'm done I'll update my Atari page on my site, and post here when it's ready.

In the mean time, check out Kenneth Sider's web site. He's got several new / original Atari 8-bit games on it (check out his Wheel of Fortune type game), in addition to the excellent DISKFORMER - which I've been making heavy use of lately to convert all those ATRs to bootable 8-bit floppies.

He's @ http://home.columbus.rr.com/ksiders/atari.htm

-Paul

--

Paul "Nurmix" Nurminen | ICQ # 50313052 | Atari Falcon030/14+Nemesis
. El Segundo, California USA - Home of Red Light 6 Studio and NURVIS
..
... Visit Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm
.... Electronic Music | Atari Computing | Classic Video Games | Humor
.....
...... SPAM ALERT: Change "SPAM" to "com" if replying by e-mail ! ! !

## 2098. Can someone tell me why this is currently $305?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-25 00:00:00 UTC
From: Tim Irvin <ziggy29@pacbell.net>
Message-ID: <250919991148068572%ziggy29@pacbell.net>
Source record: 49979

That's the high bid on a fairly routine Atari 800 system with an old printer, one 1050 disk drive, two joysticks and six cartridges, none of which are extremely rare:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=165261516

Current high bid is $305 (!!!) as I write this and it ends in 4 hours. Say what?

--
Tim Irvin, ziggy29@pacbell.net

"Trouble no one about their religion; respect others in their view, and demand that they respect yours...Abuse no one and nothing, for abuse turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

# 2099. Re: Diamond GOS

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-25 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <37ED1B31.BB14C86D@erols.com>
Source record: 49980

I jsut picked up a Diamond 2.0 cart setup and was wondering what was required
to make this 2.1 or 3.0? Does it require a new ROM or a GDOS update?

Im also a little clueless on how best to use this? I wanted to get a GUI
interface to organize my disk collection onto 3 1/2 floppies. Will Diamond
work with 720K diskettes under SpartaDOS? I've heard that it doesnt work
with MyDos?
--
Thanks,

Stephen Knox
Remove the 'X' for email replies

http://pw2.netcom.com/~scknox/index.html

Velcro SPY wrote:

> I feel like we have a celebrity guest in the newsgroup, thanks Alan! A
> couple years ago the author of Alternate Reality made a few posts.
>
> I know that one place was making new cartridges from old programs, so
> I was thinking they could make more Diamond carts from the ROM image,
> but if it requires a "supercart" maybe that is not possible.
>
> I respect the decision to keep rights to your source. Maybe if someone
> figures out how to make more Diamond carts you would license the
> necessary code.
>
> I would like to get a Diamond cart and the reference materials, but
> this looks like a hyper rare collectors item and I wouldn't blow $200
> on it, which may be the going rate!
>
> Later!
>
> VS
>
> On Fri, 24 Sep 1999 14:39:29 GMT, areeve@earthlink.net (Alan Reeve)
> wrote:
>
> > As of the past week we've starting receiving email asking where
> >Diamond GOS can be obtained. It's not advertisied on our web page at
> >www.reevesoft.com so you can probably guess that we don't have any :)
> >If we had them we'd want to sell them.
> > Diamond GOS supply was all sold back in 1990 and ICD informed us
> >that they would no longed be producing SuperCarts for us to use so we
> >could place one last order and beyond that never see them again.

> >That's why so few were made (I think the count is around a thousand
> >encompassing all versions).
> > We have since released the 64K PROM and encouraged emulator
> >developers to emulate it providing technical assistance to one
> >gentleman who expressed an interest and sounded like he was making
> >good progress. Source code will not be released and made freely
> >available for many reasons which I'm not going to go into.
> > In any event, the ROM was released and everyone is free to have a
> >copy provided that there's no commercial gain from it. We, however,
> >are not going to be posting it every two weeks and take on the role of
> >supplier nor can we keep answering Atari 8-bit oriented emails asking
> >if we have any to sell.
> > - Thanks, Alan
>
> To email me just remove the Xs and underline marks from my email address.

# 2100. Re: Brian Watson

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-25 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37ed1f05.883420@news.earthlink.net>
Source record: 49981
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.misc

On Sat, 25 Sep 1999 16:57:42 +0100, "CS&E" <carys@carys.screaming.net>
wrote:

>You are right of course that newsgroups are not the place to do things like
>this and I appreciate the point. But it's gone this far, let Brian answer
>the questions. There are a number of points why we are on the newsgroup, the
>main one that Brian refused to reply to any form of contact. You notice my
>own practises are never complained about ... only me complaining about other
>people. Brian has put himself in the public spotlight and as such should be
>able to answer the questions truthfully, he admitted one of the points,
>admit the others and I stop immediately. No gloating, only saving my own
>image after people have got 'slightly' upset that we make all this fuss.
>
I don't give a shit about you, Brian, or his answers to your
questions. Why don't you contact Jerry Springer and see about doing a
show or something?

## 2101. Re: Brian Watson

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-25 00:00:00 UTC
From: CS&E <carys@carys.screaming.net>
Message-ID: <7sj87e$hpu$1@epos.tesco.net>
Source record: 49982
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.misc

> I don't give a shit about you, Brian, or his answers to your
> questions. Why don't you contact Jerry Springer and see about doing a
> show or something?

You read my mind. I already mentioned this on another post.
>
>

## 2102. Any 8-bit fans out there in Connecticut?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-25 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <19990925172123.03295.00001034@ng-co1.aol.com>
Source record: 49983

Are there any 8-bit fans out there in Connecticut? Please email me.

Allan Bushman
Nach4321@aol.com

# 2103. Re: Can someone tell me why this is currently $305?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-25 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <37ED44F8.623565C0@qnet.com>
Source record: 49984

IMHO its because a picture is worth 1000 bucks. If you watch EBay you will notice a item will go for alot more if it has a picture of the equipment. A item with the same equipment or more without a picture will sell for less money.

Don

Tim Irvin wrote:

> That's the high bid on a fairly routine Atari 800 system with an old
> printer, one 1050 disk drive, two joysticks and six cartridges, none of
> which are extremely rare:
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=165261516
>
> Current high bid is $305 (!!!) as I write this and it ends in 4 hours.
> Say what?
>
> --
> Tim Irvin, ziggy29@pacbell.net
>
> "Trouble no one about their religion; respect others in their view, and
> demand that they respect yours...Abuse no one and nothing, for abuse
> turns the wise ones to fools and robs the spirit of its vision."
> -- Tecumseh (1768-1813), Shawnee chief and statesman

## 2104. Current status of my Game effort

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-25 00:00:00 UTC
From: Lisa Laing <snailboy1@earthlink.net>
Message-ID: <37ED62F1.4E83F839@earthlink.net>
Source record: 49985

I've been working on a game for the 8 bit series of computers for a
while now...
First a brief description of the setting:

It's the late 23rd century... your on the space frontier. You are a
freelancer, just
starting out. To upgrade your ship you must complete missions, giving
you money.
Many ship systems are upgradable. You have to talk to characters to
complete
the primary goal of the game. As you complete missions you meet
different
characters who give you information (and sometimes upgrade your ship)
allowing you to complete further missions.

The 3d space combat is similar to star-raiders in concept, however you
have multiple
systems. An example is you can decide to swtich off computer control of
the reactor
and run it at 110% if you want to run away from somebody. This does
cause the
temperature to rise and eventually the warning klaxons will sound...
(You might
even decide to lower your life support settings.... for a little extra
speed).

The design:

The code is a hybrid cross of TCL and Assembler. I use whatever tool
seems appropriate/
hack one up if I cant find one that suits.

Space flight:

GTIA graphics are used for spaceflight.
Objects are blitted onto the screen (I wanted to use 16 shades)
(Multiple size/multiple angle views)
Two MFD's are visible which are zoomable to full screen.
Heads Up Display graphics are supplied via Player Missiles.
Objects are raytraced, and then appropriate post processing is applied
to produce decent atari visuals.

Scenes:

Planets/space station interiors are raytraced.
Characters (havent finished deciding if to use Raytraced people)
Music: Still working it out.

Speed:

The code is profiled. I dont believe in wasting time and speed
when its not needed... Where it's needed I have/am optimizing
the hell out of it.

Name:

Yep its got a name, but I dont want to disclose it yet.

Cost:

I want to give the authors of the tools I used to develop this software
a donation. Once I am at a publishing stage I will figure this out
better.
Dont worry I am not planning on selling this for $$$. I'm doing this
primarily because I've spent years wondering just how good a game
you really could write for the 8 bit. Besides, the hardware is just
plain
cool.

Comments/return email welcome:
snailboy1ATearthlinkDOTnet

# 2105. Re: Current status of my Game effort

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-25 00:00:00 UTC
From: Lisa or Peter Laing <snailboy1@earthlink.net>
Message-ID: <37ED6574.4D43A2A9@earthlink.net>
Source record: 49986

```
Lisa Laing wrote:
^^^ that should be Peter Laing

<rest cut>

snailboy1ATearthlinkDOTnet
```

## 2106. Looking for...

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-25 00:00:00 UTC
From: Digger <AdrenaChrome@NOSPAMworldnet.att.net>
Message-ID: <37ED7480.489CC4AD@NOSPAMworldnet.att.net>
Source record: 49987

Hi gang,

Used to own an Atari 800 (was my first computer), and now many years later I am pleased to see the wealth of info on them throughout the net.

I have the emulator for win 9x and several programs now. I am looking for only a few more, can you help me here?

There once was a game by (I *believe*) Electronic Arts where you played an explorer in Hell...zombies chased you and you could sprinkle small crosses around to slow them down, seems to me it was a 3/4 view maze type game...any ideas on the name?

There once was also a game similar to the old arcade game *Scramble*, this was a side scroller and had good music. If memory also serves (and this *may* be wrong) the game was from a company out of Hawaii.

Last, Steve Jackson's *Ogre* based on his giant robot tank game. That's the crown to my collection, used to have it on Atari 800 disk, but no more...any ideas?

Much appreciated gang
Digger

(remove 'NOSPAM' to e.mail)

--
The abductions have already begun
All around you we've infected someone you love
Initiate the start of an alien war
We're already one!

Give in to what you cannot fight Walk among Us!

## 2107. Looking for...

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-26 00:00:00 UTC
From: "Curtis H. Wilbar Jr." <curtis@cw.ici.net>
Message-ID: <37ED9257.F31B15B6@cw.ici.net>
Source record: 49892

An ICD MIO ?
How about a CSS Black Box ?
Any other Hard Disk interface for the Atari ?
1400XL ?
1450XLD ?
815 dual drive ?

How about someone who can refurb/adjust/align 810 and 1050 disk drives
????

If you have any of the above, know where I can get it, etc... please
drop
me an e-mail... (remove the xxx. from the reply address... I hate SPAM
and
feel forced to do this lest the SPAM trolls find my address... enough of
them
seem to know it already <sigh>).

-- Curt

P.S. I don't get into usent much, so please send e-mail, or if you
followup post, at
least cc it via e-mail or let me know you posted a followup... don't get
much time for
usenet... <sigh>

# 2108. ATR8000 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-26 00:00:00 UTC
From: "Curtis H. Wilbar Jr." <curtis@cw.ici.net>
Message-ID: <37ED9193.4B624020@cw.ici.net>
Source record: 49893

I've resurected my Atari's again... it's been a few years.... and I'm still looking for
anyone who knows how to low level format and setup a hard disk using an ATR8000
and a XEBEC bridgeboard to a MFM hard disk. I have everything I need except a way
to low level format on the XEBEC.... otherwise I'd have a hard disk on my Atari...

Sooo... anyone out there have a clue, or know someone that may ?

Thanks again,

-- Curt

NOTE: Please reply via e-mail, as I don't get to check usenet often....
ALSO: Remove the xxx. from the reply to address..... I get enough SPAM and
hate to resort to that... but....

# 2109. FS/T Atari 8-bit Games, Components and Literature

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-26 00:00:00 UTC
From: Jim Lazarenko <jim_l@tNOSPAM.elusplanet.net>
Message-ID: <pnhH3.3644$Y6.408746@news1.telusplanet.net>
Source record: 49894
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.classic

Last Updated 09/25/99
- Sold/traded items removed

I have the following Atari 8bit components and cartridges for sale. All the equipment is cleaned and detailed, and in good or better condition, but without boxes unless noted. If you have any questions in regards to unit condition, please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800, Colecovision, Intellivision, Classic Computer, Vectrex or Handheld games) sent to you, please specify system.

**Hardware** Please make an offer
==========
- Atari 600XL - with power supply, RF cable
- Atari 800XL - with power supply, RF cable
- Atari Portfolio PC Card Drive - Complete with box, manual & software. Like New
- Best Data Smart One 2400X - 2400 baud modem

*Controllers* Please make an offer
==========
- Paddles (multiple sets) - for Atari & Commodore units
- 2x Suncom Tac Joysticks - for Atari & Commodore units
- 1x Spectravideo Joystick with suction cup base - for Atari & Commodore units

**8-Bit Cartridges** Please make an offer
==========
- Atari Writer
- Basic
- Final Legacy
- Megamania - In a sealed/shrink-wrapped box, box is slightly squashed.
- Missle Command
- Realsports Football
- Star Raiders
- Tennis

**8-Bit Books** Please make an offer
==========
- Compute's "The Atari Basic Source Book"

**Manuals & Technical Guides (software status specified)** Please make an offer
==========
- Atari 800XL Manual and connection guide - by Atari
- Atari 1050 Manual - by Atari
- Portfolio Technical Reference Guide (Third Edition June 1991) - by Atari (with software)

**Atari Force Comics**
All are in Mint Condition
==========
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

**Trades**
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar and Jaguar CD Unit
- A working Vectrex controller
- A working DSS Satellite Receiver
- Working DSS H or J Cards
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

## 2110. Re: Looking for...

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-26 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37edc9cd.975661@news.earthlink.net>
Source record: 49895

On Sat, 25 Sep 1999 21:18:56 -0400, Digger
<AdrenaChrome@NOSPAMworldnet.att.net> wrote:

>I have the emulator for win 9x and several programs now. I am looking
>for only a few more, can you help me here?

"The" emulator for Win9x? Maybe you are unaware that there are two
different emulators of the Atari8 which run on Win9x. Which one do
you use?

>There once was a game by (I *believe*) Electronic Arts where you played
>an explorer in Hell...zombies chased you and you could sprinkle small
>crosses around to slow them down, seems to me it was a 3/4 view maze
>type game...any ideas on the name?

Sounds like "Zombies" which was later named.... damn I can't
remember... tip of my tongue. Zombies was like a prerelease or
something. Oh yeah, I think it was later called "Realm of
Impossibility" or something like that.

>There once was also a game similar to the old arcade game *Scramble*,
>this was a side scroller and had good music. If memory also serves (and
>this *may* be wrong) the game was from a company out of Hawaii.

Sorry doesn't ring any special chimes right now.

>Last, Steve Jackson's *Ogre* based on his giant robot tank game. That's
>the crown to my collection, used to have it on Atari 800 disk, but no
>more...any ideas?

I have this *somewhere*... either boot disk or binary loadable file
(maybe both ways). Don't ask me to find it right now. I have to buy
or build an APE cable. Really I do.

## 2111. Re: Looking for...

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-26 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <aXkH3.857$s82.3989@news1.online.no>
Source record: 49896

Either Zombies or Realm of Impossibility

Digger <AdrenaChrome@NOSPAMworldnet.att.net> wrote in message
news:37ED7480.489CC4AD@NOSPAMworldnet.att.net...
> Hi gang,
>
> Used to own an Atari 800 (was my first computer), and now many years
> later I am pleased to see the wealth of info on them throughout the net.
>
> I have the emulator for win 9x and several programs now. I am looking
> for only a few more, can you help me here?
>
> There once was a game by (I *believe*) Electronic Arts where you played
> an explorer in Hell...zombies chased you and you could sprinkle small
> crosses around to slow them down, seems to me it was a 3/4 view maze
> type game...any ideas on the name?
>
> There once was also a game similar to the old arcade game *Scramble*,
> this was a side scroller and had good music. If memory also serves (and
> this *may* be wrong) the game was from a company out of Hawaii.
>
> Last, Steve Jackson's *Ogre* based on his giant robot tank game. That's
> the crown to my collection, used to have it on Atari 800 disk, but no
> more...any ideas?
>
> Much appreciated gang
> Digger
>
> (remove 'NOSPAM' to e.mail)
>
> --
> The abductions have already begun
> All around you we've infected someone you love
> Initiate the start of an alien war
> We're already one!
>
> Give in to what you cannot fight Walk among Us!
>
>

# 2112. Re: Brian Watson

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-26 00:00:00 UTC
From: Etienne von Wettingfeld <etienne@-doomdark.nl.eu.org>
Message-ID: <938336873.21754.0.pluto.d4ee174b@news.demon.nl>
Source record: 49897
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.misc

CS&E <carys@carys.screaming.net> wrote in message
news:7sh422$214$1@barcode.tesco.net...

> 1) He binned/shredded/tossed away CS&E flyers printed by a charity thereby
> stealing around ?100 from charity.

I'd like to say he should be shot too, but I think that is illegal in the
US....

I once stole a whole bunch of "I love Commodore" stickers while waiting in a
shop and later handed them out to all my friends, but of course kept most of
them. I think I even got some left after all these years!

--
/Etienne Westervoort, The Netherlands

__ Etienne von Wettingfeld _____ http://commodore-64.dyns.cx/ _
| ICQ 2559832 -- pager 2559832@-pager.icq.com -- IRCNet #AmiganL & #C-64 |
| e-mail etienne@-c64.org --/ THIS SPACE IS FOR RENT! CALL NOW!!! /|
+-----------------------------------------------------------------------+

# 2113. NAME OF THE GAME

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-26 00:00:00 UTC
From: "Valentina B. M&#65533;rquez L." <vmarquez25@yahoo.com>
Message-ID: <37EE3BDB.D3510B5B@yahoo.com>
Source record: 49898

Hi Everybody!
I 'm trying to remember the name of a game for the 800xl: Check it
out: it seemed like The last V8, same kind of movement, but 2 players at

the same time, and you could see the entire track, not only a part of it

(like V8). The most difficult part was passing under the bridges. I used

to stuck down there for 1 hour or more! When starting, displayed the
classic messages "3..2..1..GO" with a digitized human-voice-like sample.

When the game was over, the voice said "GAME OVER" but it sounded like
"GAME OVAHH" or OPAHH. That was very funny for me, and that's all i
remember.

Any idea about the name of this game, please reply!

Thanks a lot.

Luis P. Baeza Q.

|||
/ | \
ATARI
F A N

# 2114. Re: Diamond GOS

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-27 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <37EF205D.16B88A2D@asw.cz>
Source record: 49899

Alan Reeve wrote:

> We have since released the 64K PROM and encouraged emulator
> developers to emulate it providing technical assistance to one
> gentleman who expressed an interest and sounded like he was making
> good progress.

The GOS banks switching code (also SDX) was added to my experimental
emulator and is working OK. If anybody wants to see it emulated in
regular Atari800 emulator, push the developers to do so, or add few
lines of code to it. Description is available on my homepage.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

# 2115. Re: GOS on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-27 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-24GmEJVbCOXk@di14-ks.cth.com.au>
Source record: 49900

On Sat, 25 Sep 1999 15:39:33, Video61@webtv.net (Lance Ringquist)
wrote:

> get us the permission to do it,and we will look into it,but the original
> boards are a problem,we have none,so we would not be able to make the
> original pass through cart,thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
>

for a start, you will need to be able to burn PAL's.
I started working on an autocad image of a supercart board but got
side tracked and never finished it.

James B

## 2116. Wanted... and help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-27 00:00:00 UTC
From: Michael & Dina Miller <enercom@unidial.com>
Message-ID: <RYFH3.994$8Q.65457@news.ntr.net>
Source record: 49901

I am looking for a 1050 happy drive. That works and will not cost me an are and a leg. If you have one you want to sell let me know.

Also looking for a COPY of atari writer plus. I lost my original copy and would like to have it back. Does anyone have the disk or even and image of this disk? If it is an image can it be converted back to disk using a 1050 or do you need a happy with happy software?

Thanks

# 2117. Re: setting up the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-27 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-CL8fll8YGMZW@localhost>
Source record: 49902

On Fri, 24 Sep 1999 11:49:27, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

> Howdy JAmes, folks
>
> >Wrong. All signals to the cart slot didn't change from the 400/800 to
> >the xl/xe.
> >The left slot in the 800 that is. Only a minior change to the timing
> >of the R/W signal was done. All 16K carts and even the xe supercarts
> >work in all 8bits. The only thing that stops some supercarts from
> >working, is the amount of ram required. ie some need 64K.
>
> Not quite true. Right cartridges will probably not work in LEFT cartridge
> slots because the cart is mapped into the wrong address space. These Right
> cartridges have only one select line (S4 I believe) which is placed where on
> the LEFT cartridge the other select line (which would be S5) resides.
>

I never talked about the right slot. It is different with the select lines like you said and if memory serves correctly, A couple of extra signals where present in the right slot.
If only i could find my 800 schematics.

James B

# 2118. Re: PBI Modification/Addon for the 65XEGS??

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-27 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-849fuggo68U7@localhost>
Source record: 49903

On Fri, 24 Sep 1999 11:32:37, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
Van Nisselroy) wrote:

> In article <PmIB3.1638$j11.39631@typhoon-la.pbi.net>, atariatari@hotmail.com
> says...
> >
> >I heard someone sold one or had plans for one?
>
> Howdy Atari Guy
>
> This would not be an easy one.
> All signals except one are available inside the XEGS. Except the MPD (Math
> Pack Disable). You can recreate it, but you will have to ty 5 signals into one
> (AND, OR and possibly NOT). And you need MPD so you PBI device can put its
> ROMcode inside your computer.
>
> If you want to try it, I can look up which signals you have to ty together.
> Stefan Dorndorf (of Qmeg fame) told me which once to use. Remember though,
> neither he or I have tried this.
>
Was just woundering if it is possiable to put an XL mmu into the
xegs. That would take care of the MPD line.
Extra pia lines and rom lines need to be looked at tho it could be
possiable.

James B

## 2119. Re: How to access this newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-27 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <7snihc$5qn$1@plutonium.compulink.co.uk>
Source record: 49904

In article <19990926122732.22425.00002608@ng-fg1.aol.com>,
locust000@aol.com (Locust000) wrote:

> Hello! I am using AOL to post this message but I will most likely be
Any Internet ISP provider will allow you access to Usenet which is what
this is. Whoever you sign up with will provide info on configuring Outlook
Express for accessing the newsgroups. Once done it's simply a matter of
rejoining this conf and diving back in again!

**********************************************
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**********************************************
* Analyst Programmer/ Freelance IT writer *
**********************************************

# 2120. Re: ATARI 8 has a GUI interface? What?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-27 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <37EF6359.3CE210E3@mail.uni-mainz.de>
Source record: 49905

Atari Guy wrote:
>
> i completely missed out on this part of the atari's development. i think it
> would be interesting for someone to try and build a new gui or expand on
> existing one. as far as i can tell, the a8's still have a lot of potential
> life in them, albeit niche. i can easily imagine an a8 with 512k-1mb of
> memory, and a harddisk running some sort of gui with, possibly a web
> browser, an 'office' suite, etc.
>
> Rick D <74766.1561@CompuServe.COM> wrote in message
> <7rv5vr$jnr$2@ssauraac-i-1.production.compuserve.com>...
> >There were actually several GUIs for the A8 Ataris. Some were
> >application specific, usually telecom, but at least a couple
> >were general desktop GUIs, Diamond GOS, version three
> >source?/rom binaries are available online, and another one I
> >can't remember the name. Of course they were bothered by high
> >ram needs, slow speed, and fussy with DOSes. And other GUIs were
> >more hybrid text/graphics.
> >
> >Rick D.
> >
> >Hello folks,
how about a new GUI that works from a bank-switching cart, rather than from a bank-switching (and mostly not so compatible) Ramdisk. The Atari carts can support up to 2 or even 4 Mega-Byte of bank-switching memory. These bank switching carts are working on every XL/XE machine, without any compatibility problems (which you have, when using a Ramdisk; i.e. Newell is not MIO, is not Rambo XL is not Axlon, is not like Mosaic, is not like Peterson, is not like ABBUC/Buchholz, is not like Atari Magazin RD, is not like Compyshop/Klaus Peters Ramdisk, etc. etc.).

This GUI should work with any DOS that does not use any reserved memory locations, thus it should be possible to use MY-DOS or Sparta DOS, higher floppy-disk or hard-disk formats (up to 16MB, besides 90-1440k floppy formats) and provide some good and useful tools, like a text editor, a painter (gr. 8,9,9+11 and 15) program, a font editor, an icon editor (for desktop icons), a picture converter (Mic,Pic, etc.), a text converter (ascii,atascii,html,etc.), some DOS functions (copy, rename, lock, unlock, delete, format, open, close, load/run, etc.) and many other functions you may think of.

There should be of course a user programmable area, thus users will be able to code their own programs, create add-ons and let them run with this GUI. But finally, this all seems a lot of work to do... I cannot program and I do not believe one will ever do this (for free or fun)...

Greets - Andreas Magenheimer

# 2121. Re: ATARI 8 has a GUI interface? What?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-27 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <37EF5D8D.A6B66E53@mail.uni-mainz.de>
Source record: 49906

Thorsten Guenther wrote:
>
> In <EZWC3.341$WI1.19724@typhoon-la.pbi.net> "Atari Guy" wrote:
> >that's very interesting! is an archive available?
>
> Sorry, I don't have the slightest clue whether it is still available
> anywhere. It was published in the ATARImagazin in the late 80s or early
> 90s, and was also shipped on disk for those too lazy to type several
> pages of hexadecimal codes.
>
> I remember that the GUI was 80 characters per column, using 4x8 pixel
> characters, and that several additional programs were published in the
> same magazine.
>
> Thorsten
>
> Hello folks,
the german GUI "SAM" (Screen Aided Management) is avaiable in Germany or Great Britain. Here in Germany it is sold by: Power per Post, Postfach 1640, 75006 Bretten, Germany. It costs about 10-15 Dollars (20-30 german marks) and has also some extra utilities avaiable for 5-10 Dollars (10-20 german marks). In the UK you can also get this GUI with english instructions, it is sold by Richard Gore or maybe Dean Garraghty...

This GUI works from a disk, but merely with DOS 2.5 it is full functionable. That`s because it once was a simple type in listing, that should work with a wide known and used DOS (which DOS 2.5 has been ). It does not work properly with My-DOS 4.x and it does not work at all with Sparta/Bewe-DOS. But it has some nice features, like text editor (80 columns), monitor, font editor (mono+color), painter program (gr. 15 with up to 128 colors, using DLI`s), and extra utilities, that supply a multi-file-copy, a memobank, a patcher/setup tool and many more things.

It is not so usable for those, that like DOS or Gamedos tools to load their games and demos, but useful for those that like to play with a sort of desktop and some nice Desktop-Tools. Andreas Magenheimer

> P.S.: You can also find it on the accompanying Atari-Magazin diskettes, called Lazy-Finger (LF). All of these LF disks are now PD, but the SAM-GUI is spreaded on several disks...

# 2122. Re: ATARI 8 has a GUI interface? What?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-27 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <37EF6059.5326CBDA@mail.uni-mainz.de>
Source record: 49907

Rick D wrote:
>
> There were actually several GUIs for the A8 Ataris. Some were
> application specific, usually telecom, but at least a couple
> were general desktop GUIs, Diamond GOS, version three
> source?/rom binaries are available online, and another one I
> can't remember the name. Of course they were bothered by high
> ram needs, slow speed, and fussy with DOSes. And other GUIs were
> more hybrid text/graphics.
>
> Rick D.
>
> The Desktop like GUI`s I know are:
1) SAM 1.x from Lazy Finger/ Atari Magazin and SAM 2.x from PPP, both avaiable in Germany and the UK (Disk)
2) G.O.S.: two different versions from Total Control systems and R. Sullivan (one with 168 sectors, one with 185 sectors), avaiable at any good PD library like ABBUC, (Bellcom), Page 6, Pooldisk CD ROM (from B. and E. Schreurs), Umich and others...
3) G.O.E.: from R. Sullivan and TCS, updated version of GOS; I have merely seen a demo version and do not know if a commercial (full functional) version did or still does exist somewhere... The demo version (without any functions) can be found at the Pooldisk CD ROM or at the ABBUC library
4) Diamond-GOS: A desktop version from Alan Reeve/Reeve software. Three versions on cart plus some add-ons did exist. Now it is Freeware (or something like that) and downloadable from the internet (with the permission of the author Alan Reeve). Unfortunately I do not know the URL...
5) There are some more Desktop GUI`s, written in Atari Basic, Turbo-Basic, Compiled-TB and other languages. I found several of them in the Bellcom, HAPS, ABBUC, Umich library. There are also some to be found on the Pooldisk and Pooldisk Too.

None of the avaiable Desktops are able to load other programs, than those that were especially written for them. Thus you cannot use them to load some demos or games with them. Most of these Desktops are also DOs dependant, they are not working with every DOS and use a big amount of memory space... Andreas Magenheimer

>

## 2123. Diamond GOS ?'s

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-27 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <37EF6608.17F55964@erols.com>
Source record: 49908

I recently picked up a Diamond 2.0 cartridge and had some questions I was hoping someone could answer.

This appears to be a great GUI start that had alot of promise. Too bad it didnt make that far.

Anyhow,
Here's my questions:

1. Version 2.1 and 3.0 of GOS came out. Do I need an updated ROM in my cartridge or an updated version of GOS?

2. Did any real .ACC files comeout for Diamond? All I have is the Reboot.Acc which appears kinda useless?

3. Version 2 supports SparatDOS (Great!), but I can ONLY read Sparatados formatted diskettes when I have that mode selected with the DOSCONFG application? I want to read my DOS 2.0 and 2.5 diskettes for some file transfers!

4. Did support for MyDOS ever come out?

5. Did Diamond Write come out? I have Diamond Paint but not Write? If someone could provide it that would be great.

6. Can you change the backgound color of the desktop? Couldn't find a way to do this?

For those who thought this application was too slow, it compared well to my Atari 1040ST with TOS 1.0 (slow screen refreshes).

--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

Remove the 'X' for email replies

# 2124. Re: Where is the best place to get carts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-27 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <37EF672D.E1986D8D@mail.uni-mainz.de>
Source record: 49909

bilbo_baggins@my-deja.com wrote:
>
> I just picked up an 800xl for my 3 year old on ebay. I figured the
> Atari 8 bit system would be good for him because of the cart based
> software, and the ease of operation with the cart port on top (you
> don't wanna turn a 3 year old loose unsupervised on a P3-500) Commodore
> 64 carts plug in a bad location, and my old CoCo never had much
> software support.
> I am looking for educational carts for it. I have been to 4jays, but
> they did not respond to my email request for info & shipping prices
> (their site says to request shipping prior to ordering, and I was going
> to buy the hardware from them too, but they must not want to sell it)
> I know the atari 8 bits had a lot of software on cart, but after hours
> of searching the web, I am not having a ton of luck locating much.
> I am looking for titles along the lines of "Big Bird's magic birdseed,"
> and probably some arcade games too. Are carts univerally compatible
> from one Atari computer to the next? With the exception of a few "xe"
> notations, I haven't found any reference to platform restrictions or
> requirements.
> USA location.
> Thanks for any help.
>
> --
> "All hail to the Lords of the Ring"
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

Hello,
my best places for buying Atari carts are 1) Video 61 & Atari Sales,
2) Best Electronics, 3) B & C Computervisions. I also know of some other
vendors like the Atari Warehouse (Canada), Dean Garraghty (UK) and ABBUC
(Germany). Sorry, I do not have the URL`s here (nor do I have them in
mind at the moment)... Greets - Andreas Magenheimer

# 2125. Re: 3.5" FDD

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-27 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <37EF6A0A.25AEBE3F@mail.uni-mainz.de>
Source record: 49910

z-0@tinet.fut.es wrote:
>
> Hi!
>
> Is it possible to connect an extern 3.5 inch floppy disc to my 65XE and 600XL?
>
> Kiss you lot?
>
> Ms. Z-0
Hello,
yes of course, but that should not be a standard Pc floppy. Use any
upgrades avaiable for XF551 or a HDI (High-density interface, built in
Germany, enables you to use up to four 5,25" or 3,5" Pc floppies), a
Black Box (CSS - Bob Puff, to use a SCSI harddisk or floppies) or an IDE
interface (built in Germany, for using an IDE harddisk or a CD-ROM drive
or a zip drive). Some of these upgrades are of course hard to find
nowadays... Greets - Andreas Magenheimer

# 2126. Re: Atari GR. 7.5 converter

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-27 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <37EF6E71.CF408A28@mail.uni-mainz.de>
Source record: 49911

A Rudzki wrote:
>
> Are there any PC programs (or A8 programs for that matter), that can convert
> a .BMP or paint file into an Atari graphics "E" format?
>
> The reason I'm asking is that I want to steal some old CGA (4-5 colors)
> pictures and use them in an Atari Program I'm designing. So I figured I'd
> use a custom display list and part of the display list would be Antic mode E
> (7.5).
>
> Thanks in advance
>
> Tony
Hello,
I know some converter programs that convert .BMP to gr. 8. If you have
the picture on your Atari it should be easy to finally convert them to
gr. 15 (7+ or 7.5 for the US!). greets - Andreas Magenheimer

# 2127. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-27 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <37EF70F4.E3855336@mail.uni-mainz.de>
Source record: 49912

Mathy Van Nisselroy wrote:
>
> In article <scZB3.1911$VR.35175@newse3.tampabay.rr.com>,
> mbowlin1@tampabay.rr.com says...
> >
> >Was a "special" floppy drive ever made to accompany the Atari XEGS game
> >system (matching color, etc., I suppose...)?
> >I remember an Atari brochure claiming that an XEGS Floppy Drive would be
> >released in the future...
> >--mb
>
> Howdy Martin
>
> The XF551 was sold as the drive for the XE series.
> There was another drive on the box both my 130XE and my XEGSs came in.
> Unfortunately it was just a fake. If I remembert correctly, somebody told me
> it was a 1050 in a new case.
>
> CU Mathy van Nisselroy
Hello all,
yes this drive was a 1050 in a XE style case (grey color). This was the
first idea from Atari to do a new 8Bit drive and that is why the first
manual for the XF551 reads faulty like this: Floppy controller: 6507 (a
1050 has it, a XF not !!), disk format: Single and Dual Density ( a XF
also supports Double and DS/DD density). Besides the size mentioned in
this first manual also varies from a real XF551 drive (as I can see,
because I have both - the older and newer XF manual !!). Why Atari did
not built this drive is easy: it was too expensive and there was no more
support from Tandon (who did the old 1050 drives). Greets - Andreas

# 2128. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-27 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <37EF73A8.7978429D@mail.uni-mainz.de>
Source record: 49913

Mike Toelle wrote:
>
> On 25 Sep 1999 01:20:39 GMT, rezarf@aol.com (Rezarf) wrote:
>
> >Not entirely true. The XF551 does match the XEGS to some degree, but is the
> >drive mate to the 130XE system. It is a true double density double sided drive.
> >Trouble is, in Atari wisdom, it was not compatible with a 1050 single sided
> >floppy (would read but not write, as I recall...), so it required a patched DOS
> >to be able to mimic the 1050 format.
>
> Actually, it would not format the back side of a disk without cutting
> another timing hole in the disk jacket. The XF 551 would write the
> back side of a disk that was already formatted. Also, it could read
> and write 1050 format without a patched DOS. My XF came with DOS 2.5
> instead of DOS XE, BTW.
>
> Mike Toelle
Hello Mike,
this depends on what sort of XF551 you have: there are two versions -
one from Mitsumi and one from another creator . The mitsumi Xf drive can
read and write to a single/dual/double density backside of a 5,25" disk
(side b) if it is already formatted. The other drive cannot read nor
write nor format the backside because it always looks for the timing
hole !! (If you insert a B-side of a disk without a timing hole, it does
not stop spinning around...even if this disk is formatted) Therefore the
other drive has a flop-mechanism and a sort of automatic-density
detection (which is not supported by the OS !!). If you put in a disk,
the drive motor starts, trying to read that disk...

For better understanding: a mitsumi drive may need a flop mechanism (so
a disk "flops" out, when opening the switch), a density detection (to
know the correct density - like a 1050 does !!) and a timing hole
redirection (thus not needing a timing hole). The other drive would
merely need a timing hole redirection. Both drives then should have a
new OS that uses the capabilities to automatically detect the density...
greets - Andreas

(Sorry, forgot the name of the other XF drive, but it was an original
drive, sold by Atari Corp.)

# 2129. Two Atari 2600 Game Systems and 15 Cartridges and Accessories

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-27 00:00:00 UTC
From: Herb Fogler <herb@schmitzpress.com>
Message-ID: <270919990939117109%herb@schmitzpress.com>
Source record: 49914

Please make note of my auction on Ebay...
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=170107925

Two Atari 2600 Game Systems and 15 Cartridges and Accessories- An Atari collectors dream! Both
systems have been plugged in and seem to play well. Included in this deal is a TRON joystick made by
Walt Disney Productions. I haven't seen many of these around and I don't know if many were made.
There is also a set of paddles used in tennis type games. Both power packs and three joysticks are here,
although one joystick has lost its black cover and there is only one tv/game RF switch (should be available
at Radio Shack for a couple of bucks). Both original Atar 2600 boxes go with it, although the older box is
in tattered shape. The games included are: Two Combat cartridges (Tank, Tank Pong, Biplane,
Jet-Fighter), Phoenix, Atlantis, E.T. The Extraterrestrial, Krull, Galaxian, Spiderman, Blue Print, Super
Cobra, Star Voyager, Donkey Kong, Street Racer,Tutankham, and Firefighter. None of the games have
boxes or instructions. We tried a few of the cartridges and included screens from our TV with them
working.

I apologize if this ad offends anyone.

herbudaman

## 2130. Atari Items for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-27 00:00:00 UTC
From: GENE EHRICH <gene@ehrich.com>
Message-ID: <GcLH3.264$QD3.35530@news3.voicenet.com>
Source record: 49915
Cross-posted to: alt.games.atari,comp.sys.atari.8bit,rec.games.video.atari

On the Atari for sale pages of my web site listed below:

--
http://members.home.net/generic3
On-Line Computer & Video Game Garage Sale
generic3@home.com

## 2131. Re: Looking for...

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-27 00:00:00 UTC
From: Frank-Oliver Malisch <fom@mchp.siemens.de>
Message-ID: <7so7ob$ncs$1@news.mch.sbs.de>
Source record: 49916

Digger <AdrenaChrome@NOSPAMworldnet.att.net> wrote:

> There once was also a game similar to the old arcade game *Scramble*,
> this was a side scroller and had good music. If memory also serves (and
> this *may* be wrong) the game was from a company out of Hawaii.

Probably "The Tale of Beta Lyrae"

--

# 2132. FS/T Atari Manuals, Books, Magazines and Comics

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-27 00:00:00 UTC
From: Jim Lazarenko <jim_l@tNOSPAM.elusplanet.net>
Message-ID: <h_NH3.3973$Y6.426025@news1.telusplanet.net>
Source record: 49917
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.2600,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Last Updated 09/27/99
- Sold/traded items removed

I have the following Atari Manuals, Books, Magazines and Comics (which are all in good to mint condition) which I am looking to sell or trade. If you have any questions in regards to style. language, or cover art, etc., please feel free to ask. I am open to reasonable offers, please make all offers in U.S. Funds (buyer pays shipping). I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800, Colecovision, Intellivision, Classic Computer, Vectrex or Handheld games) sent to you, please specify system.

This list covers the following categories:
- Atari Force Comics
- Atari 2600 Manuals
- Atari 8bit Books and Manuals
- Atari ST Books and Manuals
- Atari related Magazines

**Atari Force Comics**
==========
All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #9 - September 84
- Issue #11 - November 84
- Special Issue #1 - 1986

**Atari 2600 Game Manuals** Please make an offer
==========
- Artillery Dual by XONOX - Full color French (Canadian) variation 1983 (rare)
- Asteroids - Full color 5 language variation 1979
- Atari Game Catalog (49 Games) Full Color English variation 1982 -Breakout - Full color 5 language variation 1978
- Centipede - Full color 5 language variation 1982
- Chuck Norris Superkicks by XONOX - Full color French (Canadian) variation 1983 (rare)
- Combat - Full color 5 language variation 1978
- E.T. - Full color 5 language variation 1982

- Jungle Hunt - Full color English variation 1983
- Kangaroo - Full color 5 language variation 1983
- Maze Craze - Full color English variation 1978
- Missile Command - Full color 5 language variation 1980
- Mouse Trap by Coleco - 3 color English/French (Canadian) variation 1982 -Night Driver - Full color English variation 1980
- Outlaw - Full color English/French (Canadian) variation 1978
- Outlaw - Full color English variation 1978
- Pole Position - Full color 5 language variation 1983
- Popeye by Parker Bros. - 3 color English variation 1983
- RealSports Baseball - Full color 5 language variation 1982
- Star Raiders - Full color English variation 1982
- Street Racer - Full color 5 language variation 1978
- Yars' Revenge - Full color 5 language variation 1981
- Yars' Revenge - Full color English variation 1982

**8-Bit Books** Please make an offer
==========
- Compute's "The Atari Basic Source Book"

**ST Books** Please make an offer
==========
- Atari ST Volume One VDI
- Atari ST Volume Two AES
- Atari Volume Three TOS
- Atari ST GEM Programmers Reference
- Atari ST Tips & Tricks
- Atari ST Internals
- Programmers Guide to GEM
- MC68040 32-Bit Microprocessor Users Manual - by Motorola
- MC68000 8/16/32-Bit Microprocessor Users Manual (eighth edition) - by Motorola

**Manuals/Tech Guides (software status specified)** Please make an offer
==========
The majority of the ST/TT manuals are of the binder variety
- Atari 800XL Manual and connection guide - by Atari
- Atari 1050 Manual - by Atari
- Portfolio Technical Reference Guide (Third Edition June 1991) - by Atari (with software)
- Atari 800XL Manual and connection guide - by Atari
- Atari 1050 Manual - by Atari
- Portfolio Technical Reference Guide (Third Edition June 1991) - by Atari (with software)
- Micro C Shell - by Beckemeyer Devlopment Tools (without software)
- LDW Power Spreadsheet - by Logical Design Works (without software)
- Superbase Personal - by Precision Software (without software)
- dBMan - by Atari (without software)
- 1st Word Plus - by Electric Distribution (without software)
- HyperPaint - by Atari (without software)
- Easy Draw - by Migraph (without software)

- Regent Base/ Regent Base 2 - by Regent (without software)
- Publishing Partner Professional / PageStream -by Soft Logic (without software)
- Publishing Partner - by Soft Logic (without software)
- Touch-Up - by Migraph (without software)
- Microsoft Write - by Atari (without software)
- Codekeys The Macro Tool - by CodeHead Software (without software)
- Degas Elite - by Intregal Sollutions (without software)
- Brataccas - by Psygnosis (without software)

**Electronic Games Magazine memorabilia** Please make an offer
==========
- Order Form Insert (Vectrex Version) - Mint Condition. This was the original full color order form insert that was packaged in with many companies cartridges to help promote sales of 'Electronic Games' magazine. It is a three page foldout which covers all the regular articles that 'Electronics Games' ran. The front cover is purple and offers Vectrex players a 44% discount.

**Trades**
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar and Jaguar CD Unit
- A working Vectrex controller
- A working DSS Satellite Receiver
- Working DSS H or J Cards
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

## 2133. atari pcfolio portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-27 00:00:00 UTC
From: Klauss Ltd <cladefr@tin.it>
Message-ID: <7soc73$spg$1@nslave1.tin.it>
Source record: 49918

```
i want atari Pcfolio/portfolio and accessories
cladefr@tin.it Italy
```

# 2134. Re: Brian Watson

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-27 00:00:00 UTC
From: niallt@dai.ed.ac.uk
Message-ID: <7sojon$r09$10@scotsman.ed.ac.uk>
Source record: 49919
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.misc

CS&E (carys@carys.screaming.net) wrote:
: Brian Watson by not answering the questions hereby admits:

: 1) He binned/shredded/tossed away CS&E flyers printed by a charity thereby
: stealing around £100 from charity.
: 2) He used the kind nature of Commodore Faction to promote his event and
: organisation to the max whilst plotting not to return the favour as agreed.
: 3) He is a hypocrite who loves to dish the dirt when someone is rude to him
: but can't take the heat when he steals from another company and charity.
: 4) He would rather not host an event than help out an event when CS&E and
: not him would be the main provider of funds/resources.
: 5) He blatantly lied when questioned about the authenticity of the 8BIT
: nature of the event and the state of the financial situation as time
: progressed.
: 6) He holds a grudge so badly that he can't bear to even receive
: donations/not to shred a charity's money when contacted by a company whose
: Managing Director is a friend of the Vice President for sales of a company
: which used to exist and was slightly rude to him. Bitter old man, control
: freak, tosser, you decide.

: Brian's great, as long as you can put up with someone who acts like a
: dictator. Please shut up about fan belts BTW, any company can deliver some
: goods, they don't insist on putting down anyone who they don't like. Come on
: Brian, let's have it out, or are you admitting your guilt? You've admitted
: point 4, please admit the other 5. This is not boredom, this is trying to
: stop things like this happening again. I did at the time remark I thought
: the 8Bit event was for CPC users and would be cancelled. I'm never wrong,
: just too honest.

David Connolly by posting this message hereby lays himself open to a
clear-cut libel case.

In a post on comp.sys.cbm, Mr. Connolly mentions suing an unnamed
individual for £3000. If Mr. Connolly is so fond of the courtroom,
I suggest that someone take him on a day trip to one and shows him the
stark reality. There are already several candidates for such an
action, but perhaps none so obvious as Brian.

Point 1 accusses Mr. Watson of the destruction of the property of
another. A serious allegation.

Point 2 accusses Mr. Watson of premeditatively acting in such a way as
to solicit services without the intention of remittance for services
rendered, and breach of what is presumably a verbal contract. This is
an *extremely* serious allegation.

Point 3 is a personal attack. As character reference in support of a law suit it doesn't look good for you.

Point 4 is totally empty. It essentially says he would rather not host an event than host someone else's event.

Point 5 is an accussation of fraud. The original event was cancelled, fair and square. Even if he had never intended on it being a cross-platform event, you have no proof. Hence you have just committed a more serious libel than anyone I have ever encountered on a newsgroup.

Point 6, again, is not a good character reference. As the entire posting is likely to be read before a court hearing, you would have been better not to include it.

If anyone wishes to bring court action against Mr. Connolly over any similar libelous statements, I would be more than happy to help find additional background from usenet archives. I would also be willing to testify in court against Mr. Connolly's character after the abusive and threatening emails I received from him after complaining to his ISP and other companies working with his about his conduct on comp.sys.cbm .

--
NT As long as but a hundred of us remain alive, never will we on any
\ \/ /conditions be brought under English rule. It is in truth not for
\ / glory, nor riches, nor honours that we are fighting, but for
/ \ freedom -- for that alone, which no honest man gives up but with
/ /\ \life itself. -- Arbroath, 1320

## 2135. Scram manual request

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-28 00:00:00 UTC
From: eparent@reply.here.net
Message-ID: <37f00727.13213575@207.106.92.52>
Source record: 49920

If someone here has documentation for the game Scram then could you please copy it into the computer and submit it to

http://www.cyou.com/~richard/atari-docs.htm

so that I (and others) can better understand how to play this game? I know the basis of the game, but do not know what each screen element is suppose to do.

Thanks,

# 2136. JAM!! vs. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-28 00:00:00 UTC
From: lwhite6497@aol.com
Message-ID: <19990927200540.20348.00002807@ng-fx1.aol.com>
Source record: 49921

It looks like this may have come full circle...
In the latest "Tiger Direct" catalog that I received
today, there is an Instant TV advertised for $49.95
that allows you to hook up your TV, VCR, etc.
to your VGA monitor. From the picture, it looks
like a JAM!!, but also comes with a remote control
unit. Presumably it has a built-in tuner, although it
doesn't say specifically that it does. Says it will
work with both NTSC and PAL. Better than $79.95
for a JAM!!, assuming it does the same thing.
Oh, yes. It's from AIMS Lab, the JAM!! folks.
Larry

# 2137. Atari 2600, Intellivison, Odyssey 2, and Colecovision Auction

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-28 00:00:00 UTC
From: bcassner@pipeline.com
Message-ID: <37f00c6a.212063536@news.pipeline.com>
Source record: 49922

Atari 2600, Intellivison, Odyssey 2, and Colecovision Auction

IN this auction I will be auctioning off some very nice systems and peripherals. All Items are sold AS IS. Basic Auction rules apply�don't bid unless you plan to buy. This will be a five day auction then followed by a going once, going twice, Sold stage. Payment is MONEY ORDER only and buyer pays shipping costs.
Minimum Bid Increments is:
$1.00 to $5.00 - $.50 Increment
$6.00 to $50.00 - $1.00 Increment
$51.00 to $??? - $3.00 Increment
Upon your first initial bid please submit your postal address and phone number so as to make shipping easier.
Have Fun!!!

Item 1
Minimum Bid $20.00
Atari 2600 6-button unit w/ RF Modulator and AC Adapter
2 Joysticks
1 set of Paddles
1Set of Driving Controllers
Cartridge Holder

Following Games Included:

The Empire Strikes Back
Combat
Maze Craze
Football
Kangaroo
Canyon Bomber
Pac - Man
Space Invaders
Indy 500 - requires Driving Controller - Included
Breakout
Bowling
ET
Space War
Air Sea Battle
Dig Dug
Space Jockey
Haunted House
Home Run
Street Racer
Asteroids

Donkey Kong
Demon Attack
Star Voyager
Missile Command

Item 2
Minimum Bid $20.00
Atari 2600 4-button unit w/ AC Adapter RF ADAPTER NOT INCLUDED
1 Set of Paddles
2 Joysticks

System Case with Plastic Top - Top has a Crack in the side

Following Games Included
Missile Command
Defender
Pac - Man
Sword Quest Earth World
Demons to Diamonds
Space Invaders
Street Racer
Keystone Kapers
Asteroids
Donkey Kong
Combat
Superman
Mousetrap
Super Breakout
Kangaroo
War Lords
Pitfall

Item 3
Minimum Bid $7.50
ColecoVision Expansion Module 1 - Atari 2600 Adapter

Following Games Included

Asteroids
Space Invaders
Defender

Item 4
Minimum Bid $20.00
Odyssey 2 w/ the Voice attachment

Following Games Included

Computer Intro w/ Book
Invaders from Hyperspace
UFO
Pick Axe Pete

Item 5
Minimum Bid $10.00
Intellivision II NO RF MOULATOR or POWER SUPPLY

2 Joysticks

The Following Games Are Included with overlays for each game

Tennis
Golf
Beauty and the Beast
Pinball
Utopia
NFL Football
Shark! Shark!
Burger Time
NBA Basketball

The following Intellivision games is minimum bid of $1.00
Item 6
Intellivision Space Armada Game in box complete with overlays and instructions

Item 7
Intellivision B-17 Bomber in Box complete with overlays and instructions

Item 8
Intellivision NHL Hockey in Box complete with overlays and instructions

Item 9
Intellivision Bomb Squad in Box complete with overlays and instructions

Item 10
Intellivision NASL Soccer in Box complete with overlays and instructions

Item 11
Intellivision Skiing in Box complete with overlays and instructions

Item 12
Intellivision Space Battle in Box complete with overlays and instructions

Item 13
Intellivision BurgerTime in Box complete with overlays and instructions

Item 14
Intellivision Tron Deadly Discs with manual and overlay.

Item 15
Intellivision Advanced Dungeons and Dragons with manual and overlay.

Item 16
Intellivision Donkey Kong with manual and overlay.

Item 17
Intellivision Baseball with manual and overlay.

Item 18
Intellivision Space Battle with manual and overlay.

Item 19
Intellivision Atlantas with manual and overlay.

Item 20
Intellivision Roulette with manual and overlay.

Item 21
Intellivision Space Armada qith manual and overlay.

Item 22
Intellivision Starstrike with manual and overlay.

Item 23
Intellivision Poker and Black Jack with manual and overlays.

Item 24
Intellivision Dungeons and Dragons Treasures of Tarmin with manual and overlay.

Item 25
Intellivision Night Stalker with manuals and overlay.

# 2138. Re: Brian Watson

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-28 00:00:00 UTC
From: Brian <brian@spheroid.demon.co.uk>
Message-ID: <938500689.810.0.nnrp-04.9e98ea3a@news.demon.co.uk>
Source record: 49923
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.misc

Niall Tracey <niallt@dai.ed.ac.uk> wrote in message
news:7sojon$r09$10@scotsman.ed.ac.uk...
> CS&E (carys@carys.screaming.net) wrote:
> : Brian Watson by not answering the questions hereby admits:
>
> David Connolly by posting this message hereby lays himself open to a
> clear-cut libel case.
>

Indeed he does. None of the accusations from CS&E about me are true and I
have already posted that, "I consider the correspondence closed."

That should, of course, have included the phrase "in the newsgroups."

--
Brian

# 2139. Wanted UK/European Atari 800/1050 power supplies?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-28 00:00:00 UTC
From: Martyn <nm34@dial.pipex.com>
Message-ID: <01bf0987$c2808220$LocalHost@solnm34.dial.pipex.com>
Source record: 49924

I am looking to buy two UK/European Atari 9V AC power supplies - for an
8-bit Atari 800 and a 1050 floppy drive.

It seems that any 9V AC power supply with enough current rating would work.
Does anyone know of a place in the UK that sells suitable power supplies?

I am also looking for an SIO2PC cable if anyone could sell me one, on this
side of the Atlantic!

I live in England. Are there any Atari 8-Bitters still out there in the UK?

Thanks,

Martyn Dodsworth
nm34@NOSPAM.dial.pipex.com (remove "NOSPAM." if sending email)

# 2140. Wanted UK/European Atari 800/1050 power supplies?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-28 00:00:00 UTC
From: Martyn <nm34@dial.pipex.com>
Message-ID: <01bf098a$0b024c20$LocalHost@solnm34.dial.pipex.com>
Source record: 49925

I am looking to buy two UK/European Atari 9V AC power supplies - for an
8-bit Atari 800 and a 1050 floppy drive.

It seems that any 9V AC power supply with enough current rating would work.
Does anyone know of a place in the UK that sells suitable power supplies?

I am also looking for an SIO2PC cable if anyone could sell me one, on this
side of the Atlantic!

I live in England. Are there any Atari 8-Bitters still out there in the UK?

Thanks,

Martyn Dodsworth
nm34@NOSPAM.dial.pipex.com (remove "NOSPAM." if sending email)

# 2141. TRADE: ST monitors for A8 stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-28 00:00:00 UTC
From: ARudzki <ARudzki@sgi.net>
Message-ID: <rk6I3.336$Tg3.30927@news.sgi.net>
Source record: 49926

I have 2 monitors for the ST color & monochrome that I would like to trade
for some 8-bit stuff. Anyone need one or both of them?

Let me know,

Tony

Arudzki@sgi.net

## 2142. Re: GOS on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-28 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <20603-37F16156-116@newsd-173.iap.bryant.webtv.net>
Source record: 49927

we will keep every one informed to how this is doing,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 2143. Happy Backup

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-28 00:00:00 UTC
From: Werner <cwh@solucoes.com.br>
Message-ID: <37f0ed0e.0@news.matrix.com.br>
Source record: 49928

Hello!

I have a Happy enhanced 1050 floppy disk drive with Happy Backup software version 7.10.

Is this the last (most recent) version of this software??? If not, how can I get a newer version?

Thanks a lot,

Werner
Brazil

# 2144. Re: 3.5" FDD

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-28 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <37F188F7.5563E498@sisna.com>
Source record: 49929

You can also attach a 3 1/2 inch 720k drive to a Percom Disk Drive will format, read and write to the disk. Has pecularaties though, you have to format the disk on the drive write dos to it, and use this disk to boot the Percom or it will not know the drive is double sided double density, either in the 5 1/4 inch double sided drive or the 3 1/2 inch drive. Somewhere I have a program that corrects this, called drive swap, does it through software..Kennith Burgess..help me on this.???

bob

# 2145. Re: ATR8000 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-29 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <Xxgl3.735$o%3.22124@newse3.tampabay.rr.com>
Source record: 49838

I have an ATR8000 with a Z-Tec SCSI interface plugged into the Z80 socket. It goes to a SCSI to MFM Adaptec / Konan card. I use CP/M utilities to low level format the hard drive. I'm not sure if they would work on yours unless the interface was the same.

Curtis H. Wilbar Jr. <curtis@cw.ici.net> wrote in message news:37ED9193.4B624020@cw.ici.net...
> I've resurected my Atari's again... it's been a few years.... and I'm
> still looking for
> anyone who knows how to low level format and setup a hard disk using an
> ATR8000
> and a XEBEC bridgeboard to a MFM hard disk. I have everything I need
> except a way
> to low level format on the XEBEC.... otherwise I'd have a hard disk on
> my Atari...
>
> Sooo... anyone out there have a clue, or know someone that may ?
>
> Thanks again,
>
> -- Curt
>
> NOTE: Please reply via e-mail, as I don't get to check usenet often....
> ALSO: Remove the xxx. from the reply to address..... I get enough SPAM
> and
> hate to resort to that... but....
>
>

## 2146. Re: Happy Backup

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-29 00:00:00 UTC
From: ASI Industries <Andrew@asi-industries.freeserve.co.uk>
Message-ID: <01bf0a49$708de120$2631883e@default>
Source record: 49839

Yes that's it!
--
Andrew Mcintosh
Andrew@asi-industries.freeserve.co.uk
ASIIndustries@usa.net

# 2147. Re: ATR-8000 to buy

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-29 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-KleRKcOPIm4e@di15-ks.cth.com.au>
Source record: 49840

On Wed, 29 Sep 1999 02:52:40, Rick D <74766.1561@CompuServe.COM>
wrote:

> I know of four ways to use a 3.5" drive on the A8, an ATR-8000, a
> Black Box, an MIO, and the upgrade from CSS(Bob Woolley) for the
> XF551.

Since when could one attatch a 3.5" floppy to an MIO??
I have a MIO and have never yet found a way to connect a 3.5" floppy
or any floppy for that matter.
I do know the ATR8000 has some problems with high density drives.
Cannot remember what they are.

James B

# 2148. Re: Scram manual request

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-29 00:00:00 UTC
From: Larry Richardson <larryr@cyou.com>
Message-ID: <37F1F765.BDD2777F@cyou.com>
Source record: 49841

Russ Gilbert was nice enough to submit the Scram doc yesterday. It is
available on the web site http://www.cyou.com/~richard/atari-docs.htm.

--
Larry Richardson
larryr@cyou.com

EParent wrote:
>
> If someone here has documentation for the game Scram then could you
> please copy it into the computer and submit it to
>
> http://www.cyou.com/~richard/atari-docs.htm
>
> so that I (and others) can better understand how to play this game? I
> know the basis of the game, but do not know what each screen element
> is suppose to do.
>
> Thanks,

--
Larry Richardson
larryr@cyou.com

# 2149. Re: JAM!! vs. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-29 00:00:00 UTC
From: lonniemcclure@prodigy.net
Message-ID: <MPG.125bf8558f9a213398972b@news.prodigy.net>
Source record: 49842

In article <19990927200540.20348.00002807@ng-fx1.aol.com>,
lwhite6497@aol.com stated:

> It looks like this may have come full circle...
> In the latest "Tiger Direct" catalog that I received
> today, there is an Instant TV advertised for $49.95
> that allows you to hook up your TV, VCR, etc.
> to your VGA monitor. From the picture, it looks
> like a JAM!!, but also comes with a remote control
> unit. Presumably it has a built-in tuner, although it
> doesn't say specifically that it does. Says it will
> work with both NTSC and PAL. Better than $79.95
> for a JAM!!, assuming it does the same thing.
> Oh, yes. It's from AIMS Lab, the JAM!! folks.
> Larry

Instant TV was the earlier device. JAM! is essentially an Instant TV with
the tuner section stripped out, and the case color changed. :)

$49.95 is definitely better than the list price for the JAM!, but then I
paid about $12 less than that for my JAM! (from uBid.com), and that was
including shipping.

Still, $49.95 + shipping is not a bad price at all for everything the
JAM! can do plus a TV tuner with a remote control, and my purchases from
Tiger Direct have all went off without a hitch.

==========
lonniemcclure@prodigy.net

# 2150. Re: Diamond GOS

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-29 00:00:00 UTC
From: mr_maddog@my-deja.com
Message-ID: <7stq8b$j7a$1@nnrp1.deja.com>
Source record: 49843

In article <37EF205D.16B88A2D@asw.cz>,
Jindrich Kubec <kubecj@asw.cz> wrote:
> Alan Reeve wrote:
>
> > We have since released the 64K PROM and encouraged emulator
> > developers to emulate it providing technical assistance to one
> > gentleman who expressed an interest and sounded like he was making
> > good progress.
>
> The GOS banks switching code (also SDX) was added to my experimental
> emulator and is working OK. If anybody wants to see it emulated in
> regular Atari800 emulator, push the developers to do so, or add few
> lines of code to it. Description is available on my homepage.

Not only that, but mouse support is a must for this kind of GUI. Since
the target platforms of Atari800 use a mouse (Win, Unix, etc...) why
not just have it emulate either an ST mouse (for Diamond) or a joystick
(for XLent WP and such). It would be good to use an emulated 8-bit
Atari the same way as the computer it's emulated on.

Eric Noss
a.k.a
Mr. Maddog

Sent via Deja.com http://www.deja.com/
Before you buy.

## 2151. ITALIANI

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-29 00:00:00 UTC
From: Carlos Pitt <armandi@tin.it>
Message-ID: <7stgbp$o38$2@nslave1.tin.it>
Source record: 49844
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

C'e' qualche utente Atari in Italia ?

Who know any Italian Users of Atari computers can e-mail me

Thanks
Carlo
armandi@tin.it

# 2152. Re: Cassette pin

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-29 00:00:00 UTC
From: "Itay C..." <itayc@spam.sitcom.co.il>
Message-ID: <37f32706.0@news.sitcom.co.il>
Source record: 49845

I know that this is a rather old thread, but I'm surprised no one has
answered this (or maybe I didn't see the reply..)

Paul Irvine wrote in message <37d0f34b.22373036@news.freeserve.net>...
>The other Day "Thomas Meyer" <i03a@zfn.uni-bremen.de> wrote:
>
>>Ernest R. Schreurs <ernest@wxs.nl> wrote in message:
>>37c1ac8c.10881206@news.wxs.nl...
>>> If you want to connect a standard audio cassette deck to the Atari,
>>> this is not possible. The Atari expects digital input, not audio.

No, no, no. The Atari gets audio. The only "special" aspect to Atari tape
drives was that the computer could tell the tape recorder when to start and
stop.

If you can find a tape recorder that allows a remote switch to pause the
tape (many old recorders had a switch on the microphone that paused the
recording), this recorder can be connected to the Atari and replace the 410.
I remember seeing a cable advertised that did just that - connected the SIO
to a standard tape deck.

The audio is recorded on the tape as tones of alternating pitch,
representing ones and zeroes. You can hear this when listening to the audio
while loading, and if a long sequence of zeroes or ones is recorded, you can
hear that as well.

This sound is completely different from the sound you hear when loading from
disk. Yes, the sound originates from the disk drive and is sent in analog
form through the audio channel of the SIO cable (which explains why the
Indus drive sounds differerent than the Rana, for example). NO, this sound
doesn't hold the data itself! It's just an indication to you, the user, that
data is flowing. The data itself is sent digitally, at 19.2kbaud, in a
seperate wire.

>>Then how come that
>>a) The sound can be heard over the TV and

It's just plain audio. You're hearing what's coming from the tape.

>>b) fast loaders are possible?

I guess the fast loaders just use a higher baud rate for storing data on the
tape (meaning that each tone, representing a 1 or 0, is shorter). It makes
the process less reliable, though. Another process used the same recording
speed but shortened the gaps between every 128-byte packet stored on tape
(this was published in ANALOG magazine sometime..). These gaps are, by the
way, clearly audible and are basically a waste of tape.

>I'm not sure that's technically right but at the end of the day the
>Atari deck ran FASTER than a normal cassette playback wise.......

Nope. A simple POKE in Basic would start the Atari tape spinning, and you could pop in a tape and hear it through your TV speakers. Same sound as any deck.

-itay chamiel

itayc at sitcom dot co.il

## 2153. Does anyone trade 8bit games on floppy?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-29 00:00:00 UTC
From: Gary Beckwith <gavrael@att.net>
Message-ID: <37F1CD2D.79C5C255@att.net>
Source record: 49846

I dug up my old Atari 800 and my son has been playing games on it. Somehow I got quite a few of the games onto floppy disks (5-1/4" floppy drive that goes with the Atari 800). I also have a copy utility. Does anyone else have games for the Atari 800 on disk? I figure since they haven't made these things for years, it's gotta be legal by now to trade...(?)

So if anyone out there has some and is interested, let me know.

thanks,
gary

# 2154. Re: Atari 1027 letter quality printer -- ink??

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-29 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7srqu5$n59$1@ssauraab-i-1.production.compuserve.com>
Source record: 49930

Hi,
In reinking the 1027 pad, I've used both stamp pad ink and inkjet printer ink.

As for DOS for the 1050, you can use DOS 2.0(single density only), DOS 2.5, MYDOS, MACHDOS, SUPERDOS, DOS XL, SPARTA DOS, and others I sure that are around. Most of these are on boot disks.

Rick D.

--

## 2155. Re: CP/M drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-29 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7srr56$n59$2@ssauraab-i-1.production.compuserve.com>
Source record: 49931

About the CP/M drive...

The ATR8000 interface is a CP/M computer. It needs a standard
double density drive and the CP/M disk with ATRMON. While an 80
column screen is best, 40 will work.

Rick D.

--

# 2156. Re: Atari GR. 7.5 converter

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-29 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7sru6p$oi4$1@ssauraab-i-1.production.compuserve.com>
Source record: 49932

Hi,

One way to convert pics to gr15 is to save it as a GIF, port to
the A8, and then run a converter or viewer to get GR15.

Rick D.

--

# 2157. Re: ATR-8000 to buy

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-29 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7sruto$rr5$1@ssauraaa-i-1.production.compuserve.com>
Source record: 49933

I know of four ways to use a 3.5" drive on the A8, an ATR-8000, a Black Box, an MIO, and the upgrade from CSS(Bob Woolley) for the XF551.

My decision was to not use one. I did not want to have to mix 5 1/4" and 3.5" disks. Instead I got a 1.2 meg 5 1/4" drive for my ATR-8000 instead.

Rick D.

--

# 2158. Re: CP/M drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-29 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37f17e90.76941142@news.earthlink.net>
Source record: 49934

On 29 Sep 1999 01:48:22 GMT, Rick D <74766.1561@CompuServe.COM> wrote:

>About the CP/M drive...
>

>The ATR8000 interface is a CP/M computer. It needs a standard
>double density drive and the CP/M disk with ATRMON. While an 80
>column screen is best, 40 will work.
>

>Rick D.
>

>

Thank you for posting a non Brian Watson posting! And to everyone
else who has posted the regular good stuff in here, thank you too.

# 2159. Re: ATR8000 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-29 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7srv3a$rr5$2@ssauraaa-i-1.production.compuserve.com>
Source record: 49935

I think there are hard drive utilities on the umich website-
http://www.umich.edu/~archive/

but I don't know how well they work or what they need.

Rick D.

--

# 2160. Re: Part Needed for Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-29 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7ss04n$b61$2@ssauraac-i-1.production.compuserve.com>
Source record: 49936

Hello,

The pot is most likely a generic part. Any good electronics
place will have one. You need the model number for an exact
replacement, or at least the value and whether its horizontal,
vertical, or right angle access/mount.

Digikey and Mouser are good place to mail order from.

Rick D.

--

# 2161. Re: Micro illustrator file format

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-29 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7srvt7$b61$1@ssauraac-i-1.production.compuserve.com>
Source record: 49937

Micro Illustrator format...

There is an article in Analog by Charles Johnson, Jan 87, pg. 33
that describes it all. It does have one error, pg 35, last line
of paragraph under figure 1, '6502 LSB/MSB' should be 'MSB/LSB'.
And it doesn't mention that vertical compression is interlaced.

Rick D.

--

# 2162. Re: ATR-8000 to buy

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-30 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7sujmn$k3$1@ssauraaa-i-1.production.compuserve.com>
Source record: 49847

James,

Maybe I had just heard that ICD was working on MIO or MIO2 to
support floppies, or that someone else was working on it.

Old news is hard to keep track of.

My ATR8000 is running a 1.2 meg floppy now using MYDOS. The
disks hold a little over a meg right now. Much better than an
88K disk. I was looking into the mods to make it hold a full 1.2
meg, but 1 meg is fine, and a lot of more important things came
along that took my time. Maybe someday.

Rick D.

--

# 2163. Re: Scram manual request

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-30 00:00:00 UTC
From: eparent@reply.here.net
Message-ID: <37f2d2c6.23071836@207.106.92.52>
Source record: 49848

Thanks to Russ Gilbert for the doc and quick response. It is very
helpful.

Thanks to Larry Richardson for making it available so quickly.

On Wed, 29 Sep 1999 06:26:29 -0500, Larry Richardson <larryr@cyou.com>
wrote:

>Russ Gilbert was nice enough to submit the Scram doc yesterday. It is
>available on the web site http://www.cyou.com/~richard/atari-docs.htm.
>
>
>--
>Larry Richardson
>larryr@cyou.com
>
>EParent wrote:
>>
>> If someone here has documentation for the game Scram then could you
>> please copy it into the computer and submit it to
>>
>> http://www.cyou.com/~richard/atari-docs.htm
>>
>> so that I (and others) can better understand how to play this game? I
>> know the basis of the game, but do not know what each screen element
>> is suppose to do.
>>
>> Thanks,
>
>--
>Larry Richardson
>larryr@cyou.com

## 2164. Mail Order Monsters

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-30 00:00:00 UTC
From: clu-da-bard@geocities.com
Message-ID: <R%CI3.898$W33.41914@typhoon01.swbell.net>
Source record: 49849

Hi folks, I have a long time 8-bitter who
throughout time played two games until the disk
decentigrated! One was "The Return of Heracles"

I'm happy to say we found the ATR of that,
he now now blissfully emulates that on his PC.

The one that has us stumped is another
electronic arts game called "Mail Order Monsters"

If you know of where I can find that, please
let me know by replying here, and CC that to my
E-mail address.

Thanks in advance,

Doctor Clu

## 2165. Re: Do you want a NEW game?

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-30 00:00:00 UTC
From: clu-da-bard@geocities.com
Message-ID: <T7DI3.899$W33.41914@typhoon01.swbell.net>
Source record: 49850

On 19 Sep 99 07:49:48 +0, z-0@tinet.fut.es wrote:

Let's not forget the new games that Lance
(Video61) has put out.

Doctor Clu

# 2166. Help.. Atari 1025 printer!

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-30 00:00:00 UTC
From: clu-da-bard@geocities.com
Message-ID: <fiDI3.902$W33.41914@typhoon01.swbell.net>
Source record: 49851

My Atari 800 was about to re-enter normal space and find a good use... to print mailing labels for our Atari club's post cards and newsletters.

Worked great.. Atari 800, 1050 drive and 1025 printer. Beautiful and useful setup.

THEN..... ! :)

I was running a final test. The setup was working fine with the 800 connected to the 1025, connected to the 1050 drive. The printing was going great. Then it stopped abbruptly at the end of the printing job. (It didn't want to give linefeeds until infinity like it usually did.)

Apon trying to print (with Atari Writer, cartridge) I would get...

Select Letter: [enter P for print]

[Printer humms with acknowledgement]

Print whole document? [No]
Start page # [1]
End page # [1]
Copies? [1]

All of which when hitting enter would send the printer flying into action. However, at this point, the program goes back to the main menu, waiting for the next command while the printer sits silent. The 1025 powers on, the ink spools are in place and well tensioned, and it even humms with acknowledgement when you select the print command.

Testing with 1027 and 1020 printers work just find with this arrangement BTW.. though they are hardly what is needed for the job at hand.

I want my old reliable and rugged 1025 printer back. Any ideas on what could happened to it?

(Printer used from 1986-1989, stored, and brought back into use tonight.)

Thanks folks!

Doctor Clu
Atari 800 / TT030 User

# 2167. Re: RGB Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-30 00:00:00 UTC
From: clu-da-bard@geocities.com
Message-ID: <WrDI3.905$W33.41914@typhoon01.swbell.net>
Source record: 49852

I'm in the same boat. RGB monitor and an
Atari 800. Seems like there would be a lot of
modification involved, or so it was said when I
asked the question. The answer always seems to
be "get a Commodore or Amiga monitor."

I'm happy with a standard TV for now. :)

Doctor Clu
Atari 800 / TT user

On 12 Sep 1999 12:51:59 , sam@greenaumARSE!ARSE!ARSE!.demon.co.uk wrote:
>Is there a way to use my 800XL with an RGB monitor, instead of
>composite? The monitor I have is RGB, composite sync, and ground. It's
>an old Amstrad, it scans at the standard 15KHz, currently it's
>monitoring my Spectrum +3.
>
>I want to do it cos it, the TV, and my VGA monitor are the only
>cathode ray tubes in the house, if it were possible I'd play on it a
>lot more. I already have a disk drive and some games.
>
>I could possibly build a de-compositer if it was just a few
>components, I'm an averagely competent solderer. Are they cheap?
>
>--------------------------------------------------------------------------
>
>Why pamper life's complexity,
>when the leather runs smooth on the passenger seee-eee-aaat?
>
> http://www.greenaum.demon.co.uk/
>.

# 2168. Re: FS: Atari 800XL - MINT

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-30 00:00:00 UTC
From: clu-da-bard@geocities.com
Message-ID: <JyDI3.910$W33.41914@typhoon01.swbell.net>
Source record: 49853

For a second there I thought the 800XL was
running MINT (the Atari 16/32 bit computer Unix
clone/operating system).

Heheh..

Doctor Clu
Atari 800 / TT030 User

On 10 Sep 1999 14:39:49 , Matt Martin wrote:
>For sale:
>
>Atari 800 XL in MINT condition with power supply, RF cable, and original
>styrofoam. No box, documentation, or TV box included. Looking $20 or best
>offer + shipping.
>
>Thanks,
>
>- Matt
>.

# 2169. Re: Apeal for UN intervention - Stop East T

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-30 00:00:00 UTC
From: clu-da-bard@geocities.com
Message-ID: <0BDI3.911$W33.41914@typhoon01.swbell.net>
Source record: 49854

Well, I hear you, and you have my prayers.

Greg

On 8 Sep 1999 15:06:13 G, survey1_pt@hotmail.com wrote:
>
>In the referendum promoted by UN 80 % of East Timor people voted for
>Independence. Since then thousands on people have been killed
>JUST FOR THEIR VOTE . Almost all international journalists have been
>forced to leave East Timor ( only four rested ) .
>
>United Nations are LEAVING East Timor TOMORROW 1999-09-09 07h00
>( Pacific time ) , leaving the East Timor people ALONE, against those
>who are KILLING them.
>
>In 3 days more than 300.000 people have been forced to move.
>Indonisian policies and militaries have not been able to keep
>peace and have no conditions to maitain peace in East Timor.
>
>United Nations MUST send a Peace Keeping Force to East Timor.
>
>PLEASE, HELP EAST TIMOR, at this moment, they are being MURDERED.
>
>Forward this E-mail or write your own opinion to :
> secretary General of United Nations mailto:ecu@un.org
> president of United States of America mailto:president@whitehouse.gov
>
> president of China
> president of French Republic
> British Prime Miniter
> President of Russia
>
>the Pope or your religious leader
>your favorite newsgroup,
>your local senator,
>your favorite newspaper,
>your business partners or friends
>
>Read your favorite site for news about East Timor, or check the
>one of the world leaders http://www.cnn.com
>PS:Thanks, and our apologies for the off topic subject.
>Any coments can be sent to survey1_pt@hotmail.com
>at 15h00 GMT+01h00 Portugal will stop please do your share.
>
>MR

>.

# 2170. Re: Converting bootable disk games to F

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-30 00:00:00 UTC
From: Nurmix@socal.SPAM
Message-ID: <7sv2qm$hcv@enews4.newsguy.com>
Source record: 49855

On 23 Sep 1999 23:35:34 , "Ken Siders" wrote:

>This is all assuming they are not full sized ATR and vary in size.
>If the files display a lower case k near the upper left when they load you
>can use my AtrUtil (windows) or UnMakAtr (dos) to convert them back to an
>individual executable. You can then just transfer the executable directly to
>an Atari 8-bit and put it on a real disk. This is assuming you have access to
>a PC. If they don't display a k, they were originally a boot disk or were
>converted by some other method.

Interesting. I was wondering what that little "k" was all about.
Unfortunately, I don't have a PC (I do a lot of MIDI/audio work and am quite
happy with my modified Atari Falcon) so I can't try your utility programs
mentioned above - unless you want to make a Falcon version! ;^)

Thanks for your help, and for the extremely useful DISKFORMER.

-Paul

--

Paul "Nurmix" Nurminen | ICQ # 50313052 | Atari Falcon030/14+Nemesis
. El Segundo, California USA - Home of Red Light 6 Studio and NURVIS
..
... Visit Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm
.... Electronic Music | Atari Computing | Classic Video Games | Humor
.....
...... SPAM ALERT: Change "SPAM" to "com" if replying by e-mail ! ! !

# 2171. Re: Cassette pin

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-30 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <37F31A29.6F7C0512@asw.cz>
Source record: 49856

"Itay C..." wrote:
> >>Ernest R. Schreurs <ernest@wxs.nl> wrote in message:
> >>37c1ac8c.10881206@news.wxs.nl...
> >>> If you want to connect a standard audio cassette deck to the Atari,
> >>> this is not possible. The Atari expects digital input, not audio.
>
> No, no, no. The Atari gets audio. The only "special" aspect to Atari tape
> drives was that the computer could tell the tape recorder when to start and
> stop.

No, no, no, no :-)

To tape is going AUDIO.
From tape is going DIGITAL + AUDIO. Data are created from DIGITAL
signal, AUDIO is only sent to TV speaker.

There is no discussion needed. There is description
http://www.cu2000.com.pl/guma. But it is in Polish <g>.

But I've got somewhere schematics of FSK-decoder unit which could be put
in cable between normal cassette player and Atari.
--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

# 2172. Re: Converting bootable disk games to F

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-30 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <37F31BA6.63DAB0EA@asw.cz>
Source record: 49857

Paul Nurminen wrote:
> Interesting. I was wondering what that little "k" was all about.
> Unfortunately, I don't have a PC (I do a lot of MIDI/audio work and am quite
> happy with my modified Atari Falcon) so I can't try your utility programs
> mentioned above - unless you want to make a Falcon version! ;^)

My utility ADIR is able to extract those 'k' boots. It's C/CPP source
and it should build on any GCC dev platform. If you have GCC, you can
mail me and try it.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

# 2173. Re: Diamond GOS

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-30 00:00:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <37F31B36.CB0330C1@asw.cz>
Source record: 49858

mr_maddog@my-deja.com wrote:

> Not only that, but mouse support is a must for this kind of GUI. Since
> the target platforms of Atari800 use a mouse (Win, Unix, etc...) why
> not just have it emulate either an ST mouse (for Diamond) or a joystick
> (for XLent WP and such). It would be good to use an emulated 8-bit
> Atari the same way as the computer it's emulated on.

Joystick is emulated in Atari800.
I've tried to emulate mouse but with no success. I was only able to move
left-right. Not upside down. No matter which bit-changing schemes I've
used.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

# 2174. Re: Cassette pin

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-30 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-8vXPr8dPw7mk@di08-ks.cth.com.au>
Source record: 49859

On Tue, 28 Sep 1999 23:56:26, "Itay C..." <itayc@spam.sitcom.co.il>
wrote:

> I know that this is a rather old thread, but I'm surprised no one has
> answered this (or maybe I didn't see the reply..)
>
> Paul Irvine wrote in message <37d0f34b.22373036@news.freeserve.net>...
> >The other Day "Thomas Meyer" <i03a@zfn.uni-bremen.de> wrote:
> >
> >>Ernest R. Schreurs <ernest@wxs.nl> wrote in message:
> >>37c1ac8c.10881206@news.wxs.nl...
> >>> If you want to connect a standard audio cassette deck to the Atari,
> >>> this is not possible. The Atari expects digital input, not audio.
>
>
> No, no, no. The Atari gets audio. The only "special" aspect to Atari tape
> drives was that the computer could tell the tape recorder when to start and
> stop.

Wrong. Atari tape drives have an FSK decoder built in. It converts the
tones you hear to digital then sends it to the computer along the
serial in line. The atari also conntrols the tape motor.

> The audio is recorded on the tape as tones of alternating pitch,
> representing ones and zeroes. You can hear this when listening to the audio
> while loading, and if a long sequence of zeroes or ones is recorded, you can
> hear that as well.

The interesting part about the cassette is when it is recording.
Instead of pokey sending digital, pokey sends the fsk tones down the
serial out line. the cassette they directly recordes them on to tape.
If memory is correct, audio channels one and two have the high and
low tones of the fsk and channels 3 and 4 are joined to form the
baudrate.

>
> This sound is completely different from the sound you hear when loading from
> disk. Yes, the sound originates from the disk drive and is sent in analog
> form through the audio channel of the SIO cable (which explains why the
> Indus drive sounds differerent than the Rana, for example). NO, this sound
> doesn't hold the data itself! It's just an indication to you, the user, that
> data is flowing. The data itself is sent digitally, at 19.2kbaud, in a
> seperate wire.

The sound you hear is generated by the pokey chip. Pokey uses the
audio registers to clock the serial bus. Generally audio channel 3 and

4 are joined to make a 16bit sound register and baude rate values are placed into both registers to get the required baud rate. be it for cassette (600Baud) or all others (19200). High speed drives and special interfaces like the midimate use different baud rates. Only the Indus GT uses the audio line in the sio bus. That is the beep you hear when a button is pressed or when an error occures.

>
> >>Then how come that
> >>a) The sound can be heard over the TV and
>
>
> It's just plain audio. You're hearing what's coming from the tape.

again, that is pokey generating the sound for 600 baud

James B

# 2175. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-30 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_938691293@rtfm.mit.edu>
Source record: 49860
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

# 2176. Re: RGB Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-30 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rv6savus3i563@corp.supernews.com>
Source record: 49861

At one time I looked at it and decided it would be beyond most users and probably beyond myself. There are several outfits that make composite to RGB and sync seperator chips. These were designed to work from the reciever section of TVs to drive the CRTs, but there is no reason why they couldn't be used for driving a RGB monitor.

But the chip sets are expensive, I think something like an 1881 sync seperator is ~$5 and I looked at every supplier I know of to find the other chips required and failed to find the ones that looked like the easiest to use: Consumer electronics so I think National Semi or Thompson expects you to buy a million chips at a shot from them.

The Jam device seems like it is a much better solution.
clu-da-bard <clu-da-bard@geocities.com> wrote in message
news:WrDI3.905$W33.41914@typhoon01.swbell.net...
> I'm in the same boat. RGB monitor and an
> Atari 800. Seems like there would be a lot of
> modification involved, or so it was said when I
> asked the question. The answer always seems to
> be "get a Commodore or Amiga monitor."
>
> I'm happy with a standard TV for now. :)
>
> Doctor Clu
> Atari 800 / TT user
>
> On 12 Sep 1999 12:51:59 , sam@greenaumARSE!ARSE!ARSE!.demon.co.uk wrote:
> >Is there a way to use my 800XL with an RGB monitor, instead of
> >composite? The monitor I have is RGB, composite sync, and ground. It's
> >an old Amstrad, it scans at the standard 15KHz, currently it's
> >monitoring my Spectrum +3.
> >
> >I want to do it cos it, the TV, and my VGA monitor are the only
> >cathode ray tubes in the house, if it were possible I'd play on it a
> >lot more. I already have a disk drive and some games.
> >
> >I could possibly build a de-compositer if it was just a few
> >components, I'm an averagely competent solderer. Are they cheap?
> >
> >----------------------------------------------------------------------
> >
> >Why pamper life's complexity,
> >when the leather runs smooth on the passenger seee-eee-aaat?
> >
> > http://www.greenaum.demon.co.uk/

> >.

## 2177. Trade games

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-30 00:00:00 UTC
From: Michael & Dina Miller <enercom@unidial.com>
Message-ID: <1HMI3.1116$8Q.73517@news.ntr.net>
Source record: 49862

Gary I have a ton of stuff. Yes it is alive and kickin. That is atari.
You let me know what you want and I can either get you a copy or send you
the disk. I will let you know what I need.
If you have the atariwriter plus that would be helpful.

I have so much stuff I can really make a list but I will try. You do the
same. If you can give me your list first then I can pick from yours and go
from their.

Thanks

Michael
From: Gary Beckwith <gavrael@att.net>
Subject: Does anyone trade 8bit games on floppy?
Date: Wednesday, September 29, 1999 1:26 AM

I dug up my old Atari 800 and my son has been playing games on it.
Somehow I got quite a few of the games onto floppy disks (5-1/4" floppy
drive that goes with the Atari 800). I also have a copy utility. Does
anyone else have games for the Atari 800 on disk? I figure since they
haven't made these things for years, it's gotta be legal by now to
trade...(?)

So if anyone out there has some and is interested, let me know.

thanks,
gary

## 2178. I have mail order mosters

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-30 00:00:00 UTC
From: Michael & Dina Miller <enercom@unidial.com>
Message-ID: <BJMI3.1117$8Q.73501@news.ntr.net>
Source record: 49863

Do you want it as an atr? I have the ape system I can get it for you. I own the original disk.

Do you have the atariwriter plus? Could we trade? I really need it.

Thanks
Michael

# 2179. Re: Cassette pin

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-30 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <37f3d226.3227541@news.wxs.nl>
Source record: 49864

On Wed, 29 Sep 1999 01:56:26 +0200, "Itay C..."
<itayc@spam.sitcom.co.il> wrote:

>I know that this is a rather old thread, but I'm surprised no one has
>answered this (or maybe I didn't see the reply..)

Probably nobody answered because I was right.

>Paul Irvine wrote in message <37d0f34b.22373036@news.freeserve.net>...
>>The other Day "Thomas Meyer" <i03a@zfn.uni-bremen.de> wrote:
>>
>>>Ernest R. Schreurs <ernest@wxs.nl> wrote in message:
>>>37c1ac8c.10881206@news.wxs.nl...
>>>> If you want to connect a standard audio cassette deck to the Atari,
>>>> this is not possible. The Atari expects digital input, not audio.
>
>
>No, no, no. The Atari gets audio. The only "special" aspect to Atari tape
>drives was that the computer could tell the tape recorder when to start and
>stop.

Like Jindrich and James pointed out, there is a FSK decoder in all
Atari cassette units.

>If you can find a tape recorder that allows a remote switch to pause the
>tape (many old recorders had a switch on the microphone that paused the
>recording), this recorder can be connected to the Atari and replace the 410.
>I remember seeing a cable advertised that did just that - connected the SIO
>to a standard tape deck.

Such cables included a FSK decoder I am sure.
I have one: the TIC 40 or something like that.

>The audio is recorded on the tape as tones of alternating pitch,
>representing ones and zeroes. You can hear this when listening to the audio
>while loading, and if a long sequence of zeroes or ones is recorded, you can
>hear that as well.

If you have a PC, use my cassette stuff to output serial data on the
SIO2PC cable and you will know that there is no data coming in sound
form. The only sound that comes from the cassette unit is played
through the speaker.

>This sound is completely different from the sound you hear when loading from
>disk. Yes, the sound originates from the disk drive and is sent in analog
>form through the audio channel of the SIO cable (which explains why the
>Indus drive sounds differerent than the Rana, for example). NO, this sound

>doesn't hold the data itself! It's just an indication to you, the user, that
>data is flowing. The data itself is sent digitally, at 19.2kbaud, in a
>seperate wire.

Pokey produces noise when doing I/O. This can be shut off by setting
Pokey to quiet mode. Disk drives do not generate audio, although
James said some did generate beeps to signal errors. Hmm,
interesting, I did not know that.

>I guess the fast loaders just use a higher baud rate for storing data on the
>tape (meaning that each tone, representing a 1 or 0, is shorter). It makes
>the process less reliable, though. Another process used the same recording
>speed but shortened the gaps between every 128-byte packet stored on tape
>(this was published in ANALOG magazine sometime..). These gaps are, by the
>way, clearly audible and are basically a waste of tape.

Well, the Atari must move bytes from the cassette buffer to the proper
spot. This takes time. Also, some programs used scrambling, so some
processing was required on some tape loaders. Some loaders simply
made the blocks larger.

>>I'm not sure that's technically right but at the end of the day the
>>Atari deck ran FASTER than a normal cassette playback wise.......
When this was posted I shrugged. I am not sure that this is the
case. Mind you, Atari decks are not High Fidelity drives, but I do
not believe they ran faster as a design feature.

>Nope. A simple POKE in Basic would start the Atari tape spinning, and you
>could pop in a tape and hear it through your TV speakers. Same sound as any
>deck.

The fact that you often hear the audio is because some tapes were
written in mono. Thus, the data track was also recorded on the audio
channel, which can always be heard through the monitor. This is not
needed to load the tape though.

If you want to know more about tapes, you can find my PC tape
utilities on my home page. They include documentation, and tell
you everything you don't want to know about tapes.

http://home.planet.nl/~ernest

Keep those XL's/XE's buzzing.

# 2180. WANTED: GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-30 00:00:00 UTC
From: alt-sci@mailexcite.com
Message-ID: <o8RI3.630$CV6.681816@WReNphoon3>
Source record: 49865

I'm looking for games for by 800XL either on a diskette (I have a 1050) or cartidge.

I live in New Jersey, so U.S. responses only, please.

-**** Posted from RemarQ, http://www.remarq.com/?a ****-
Search and Read Usenet Discussions in your Browser - FREE -

# 2181. Re: Converting bootable disk games to F

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-30 00:00:00 UTC
From: Ken Siders <ksiders@no.spam.columbus.rr.com>
Message-ID: <MuRI3.4083$j4.119935@viper>
Source record: 49866

I also have source code available on my page if you are able to port it to
another platform.
'k' stands for my first initial.

Ken Siders
atari@columbus.rr.com
Atari Page: http://home.columbus.rr.com/ksiders/atari.htm
ICE Page: http://home.columbus.rr.com/ksiders/ice.htm

Paul Nurminen <Nurmix@socal.SPAM> wrote in message
news:7sv2qm$hcv@enews4.newsguy.com...
> On 23 Sep 1999 23:35:34 , "Ken Siders" wrote:
>
> >This is all assuming they are not full sized ATR and vary in size.
> >If the files display a lower case k near the upper left when they load
you
> >can use my AtrUtil (windows) or UnMakAtr (dos) to convert them back to
an
> >individual executable. You can then just transfer the executable
directly to
> >an Atari 8-bit and put it on a real disk. This is assuming you have
access to
> >a PC. If they don't display a k, they were originally a boot disk or
were
> >converted by some other method.
>
>
> Interesting. I was wondering what that little "k" was all about.
> Unfortunately, I don't have a PC (I do a lot of MIDI/audio work and am
quite
> happy with my modified Atari Falcon) so I can't try your utility programs
> mentioned above - unless you want to make a Falcon version! ;^)
>
> Thanks for your help, and for the extremely useful DISKFORMER.
>
>
>
> -Paul
>
>
> --
>
>
> Paul "Nurmix" Nurminen | ICQ # 50313052 | Atari Falcon030/14+Nemesis
> . El Segundo, California USA - Home of Red Light 6 Studio and NURVIS

> ..
> ... Visit Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm
> .... Electronic Music | Atari Computing | Classic Video Games | Humor
> .....
> ...... SPAM ALERT: Change "SPAM" to "com" if replying by e-mail ! ! !
>

# 2182. Re: Mail Order Monsters

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-30 00:00:00 UTC
From: GAREEE <gareee@earthlink.net>
Message-ID: <7t0tde$2ss$1@birch.prod.itd.earthlink.net>
Source record: 49867

clu-da-bard <clu-da-bard@geocities.com> wrote in message
news:R%CI3.898$W33.41914@typhoon01.swbell.net...
> Hi folks, I have a long time 8-bitter who
> throughout time played two games until the disk
> decentigrated! One was "The Return of Heracles"
>
> I'm happy to say we found the ATR of that,
> he now now blissfully emulates that on his PC.
>
> The one that has us stumped is another
> electronic arts game called "Mail Order Monsters"
>
> If you know of where I can find that, please
> let me know by replying here, and CC that to my
> E-mail address.
>
> Thanks in advance,
>
> Doctor Clu
>
Did that ever come out for the atari? I remember it released for the c-64,
but not the atari computers...

--
Gary Tabar Jr, @ Da Mouzzz...
EMAIL: GAREEENOSPAM@earthlink.net
INSTANT ONLINE EMAIL: 1884006@pager.mirabilis.com
HOMEPAGE (Custom Action Figures, Model Pics, Disney Oddities, Godzilla
Tripe, Lightwave 3D renderings, Wallpaper, Animal Kingdom info ):
http://www.fortunecity.com/tattooine/ellison/86/index.html

## 2183. Re: ATR-8000 to buy

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-30 00:00:00 UTC
From: bob klaas <bobkla19@sisna.com>
Message-ID: <37F40062.88B551C0@sisna.com>
Source record: 49868

There is a fifth way. One could use a Percom double density disk drive,
with Sparta Dos or My Dos.

bob

# 2184. Re: Help.. Atari 1025 printer!

Newsgroup: comp.sys.atari.8bit
Date: 1999-09-30 00:00:00 UTC
From: bob klaas <bobkla19@sisna.com>
Message-ID: <37F4030D.62D2CE58@sisna.com>
Source record: 49869

Ok, try this, clean the bar the head travels on perhaps with age is has accumulated some nice dirt and sticks? Replace the SIO cable to the printer perhaps this has been damaged? Check the Pins on the Printer/Computer or where you plug in the SIO cable perhaps one pin is off.??

bob

If not have a better direct connect printer gathereing dust cheap.

# 2185. Re: WANTED: GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-01 00:00:00 UTC
From: Michael & Dina Miller <enercom@unidial.com>
Message-ID: <yl8J3.1138$8Q.75729@news.ntr.net>
Source record: 49788

I have a ton of games. What do you have and what do you want. Let me know
by email. We can work something out.

Michael
Ed Thunder <alt-sci@mailexcite.com> wrote in message
news:o8RI3.630$CV6.681816@WReNphoon3...
| I'm looking for games for by 800XL either on a diskette (I have a 1050) or
| cartidge.
|
| I live in New Jersey, so U.S. responses only, please.
|
|
|
| -**** Posted from RemarQ, http://www.remarq.com/?a ****-
| Search and Read Usenet Discussions in your Browser - FREE -

# 2186. Mail order Monster For Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-01 00:00:00 UTC
From: Michael & Dina Miller <enercom@unidial.com>
Message-ID: <oF8J3.1137$8Q.75716@news.ntr.net>
Source record: 49789

Doctor Chu,

If you want the progam Mail Order Monsters for Atari 8 bit. I have it. Do you want an atr or the a diskette.

Email me and let me know what you want.

Thanks

# 2187. New Computer Collection Take a Look

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-01 00:00:00 UTC
From: Ian Marshall <ian@imarshall.karoo.co.uk>
Message-ID: <7t39de$sl$1@newsreader2.core.theplanet.net>
Source record: 49790

Hi all,

Would you pay a visit to my computer collection site. Its not only got UK
Atari stuff, but you will be interested.
Still early days for the site but lots to see.

Let me know what you think.

Visit at www.karoo.net/imarshall

Computer pics and info

# 2188. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-01 00:00:00 UTC
From: Mike Toelle <mwtoelle@MAPSONedge.net>
Message-ID: <vjP1NzggqwLaz72nNXs5DtmlVA7u@4ax.com>
Source record: 49791

On Mon, 27 Sep 1999 15:39:52 +0200, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>Hello Mike,
>this depends on what sort of XF551 you have: there are two versions -
>one from Mitsumi and one from another creator . The mitsumi Xf drive can
>read and write to a single/dual/double density backside of a 5,25" disk
>(side b) if it is already formatted. The other drive cannot read nor
>write nor format the backside because it always looks for the timing
>hole !! (If you insert a B-side of a disk without a timing hole, it does
>not stop spinning around...even if this disk is formatted) Therefore the
>other drive has a flop-mechanism and a sort of automatic-density
>detection (which is not supported by the OS !!). If you put in a disk,
>the drive motor starts, trying to read that disk...
>
My drive has a Mitsumi mech. Now, if I could get working again. But,
that's another story.

Mike Toelle

# 2189. Re: Looking for a game

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-01 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991001183304.29942.00000417@ng-ft1.aol.com>
Source record: 49792

>SPACE LOBSTER or something like

supposedly exhaustive archive...
http://www.tu-chemnitz.de/~sgl/atari/gamesind.htm

SOS Saturn - Domain Software
Space Ace - London Software
Space Battle - Harwick Allison
Space Blaster - (public domain)ï¿½ï¿½
Space Conflict II - Trillium Software
Space Dungeon - (5200) Taito/Atari
Space Eggs - Sirius Software
Space Hawk - Micro Value
Space Invaders - Atari
Space Invaders - (5200)Atari Inc.
Space Journey - Scott-Foresman
Space Shuttle: A Journey Into Space - Activision
Space Station 2048 - ?
Spaceball - interface Software
Spark Bugs - ?

Above average intelligence has always run in my family. Ambition, however, has always walked with a slight limp....

# 2190. Re: Current status of my Game effort

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-01 00:00:00 UTC
From: Lisa or Peter Laing <snailboy1@earthlink.net>
Message-ID: <37F5653C.25D6517D@earthlink.net>
Source record: 49793

Thanks Guys...

I will try to post regular updates about how things are going.

Since I last wrote, I've been playing with the star display algorithim (I've got bunches
of implementations I've coded over the years in various languages).

I'm almost finished tweaking away and getting the parameters just right.
It uses the stock standard 3D perspective transformation:

xp = x/z+zoffset
yp = y/z+zoffset

I've settled on graphics-9 for the starfield/ external view so I've been playing with
depth shading of the stars. It's all integer math (16 bit), so I am now looking for some
fast 6502 16 bit math code. If anyone knows where I can find some source please
let me know.

I'm not using double buffering at this point, and trying to get all redraw/erase completed
during the vblank period.

I'm using the first 128 lines of the display for the external view, and
the rest for the MFD's/instruments. (graphics 10)

The 128 lines is a tad less than I originally planned, but it still looks good,
and you quickly get used to it.

John Schnittker wrote:

> Your game effort sounds really great...
> John
>
> Thomas Drake wrote:
>
> > Peter,
> >
> > Would definitely be interested in it!
> >
> > I was intrigued by your comment about how good a game could one really write
> > for the Atari 8-bit.
> >
> > It is definitely my favorite computer.
> >

> > Tom
> >

<Previous description cut>

>
> > --
> > Quality Engineering Specialist -- IT Management & Software Consultant
> > Software Archaeology, Quality Architect, Enterprise/Operations Analysis
> > *** Transformation via People, Process, & Technology ***
> > The best way to predict the future is to invent it now!
> > Thomas Drake tadrake@earthlink.net

# 2191. Using > 192 lines in a Display List

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-01 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <37F56FFE.BDC6E56C@earthlink.net>
Source record: 49794

Hi,

Has anybody got any experience using greater than 192 visible lines
in a display list ? I have considered using 200 for a game I'm
working on. When I worked with my PAL 800XL I could routinely
display lots more than 192 visible lines without any problems.
Did many commercial games use >192 lines for the 8 bits ?

I'm not too worried about PAL Atari's I'm more concerned with NTSC
systems.

Emulator folks dont worry... I'm not planning on using over 200 lines
so all you 320x200 people can relax...I just want to know what people
think of using 200 lines.

Peter Laing
Snailboy1ATearthlinkDOTnet Please edit my email address for reply.

# 2192. Re: Current status of my Game effort

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-01 00:00:00 UTC
From: John Schnittker <jschnitt@earthlink.net>
Message-ID: <37F574E5.1BBC5036@earthlink.net>
Source record: 49795

If you need a beta tester I would be happy to volunteer. My 8-bit is in storage but
I can use the xformer emulator.

Lisa or Peter Laing wrote:

> Thanks Guys...
>
> I will try to post regular updates about how things are going.
>
> Since I last wrote, I've been playing with the star display algorithim (I've got
> bunches
> of implementations I've coded over the years in various languages).
>
> I'm almost finished tweaking away and getting the parameters just right.
> It uses the stock standard 3D perspective transformation:
>
> xp = x/z+zoffset
> yp = y/z+zoffset
>
> I've settled on graphics-9 for the starfield/ external view so I've been playing
> with
> depth shading of the stars. It's all integer math (16 bit), so I am now looking
> for some
> fast 6502 16 bit math code. If anyone knows where I can find some source please
> let me know.
>
> I'm not using double buffering at this point, and trying to get all redraw/erase
> completed
> during the vblank period.
>
> I'm using the first 128 lines of the display for the external view, and
> the rest for the MFD's/instruments. (graphics 10)
>
> The 128 lines is a tad less than I originally planned, but it still looks good,
> and you quickly get used to it.
>
> John Schnittker wrote:
>
> > Your game effort sounds really great...
> > John
> >
> > Thomas Drake wrote:
> >
> > > Peter,
> > >

> > > Would definitely be interested in it!
> > >
> > > I was intrigued by your comment about how good a game could one really write
> > > for the Atari 8-bit.
> > >
> > > It is definitely my favorite computer.
> > >
> > > Tom
> > >
>
> <Previous description cut>
>
> >
> > > --
> > > Quality Engineering Specialist -- IT Management & Software Consultant
> > > Software Archaeology, Quality Architect, Enterprise/Operations Analysis
> > > *** Transformation via People, Process, & Technology ***
> > > The best way to predict the future is to invent it now!
> > > Thomas Drake tadrake@earthlink.net

## 2193. Looking for a game

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-01 00:00:00 UTC
From: MaPa <jan.simon@vslib.cz>
Message-ID: <37F45BB3.B3E1B452@vslib.cz>
Source record: 49870

Hi all, I'm looking for a game called SPACE LOBSTER or something like that. I tried all my atari pages with games with no success. So if anyone has it, send it to me please. Thanks.

MaPa

## 2194. Looking for a game

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-01 00:00:00 UTC
From: MaPa <marek.pavlik@vslib.cz>
Message-ID: <37F45C44.CB4CE276@vslib.cz>
Source record: 49871

I'm sorry for the wrong settings in identify in my Netscape. Please
send the game to marek.pavlik@vslib.cz

MaPa

# 2195. Re: Cassette pin

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-01 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-bbdsUfbOj23O@di06-ks.cth.com.au>
Source record: 49872

On Thu, 30 Sep 1999 21:30:12, ernest@wxs.nl (Ernest R. Schreurs)
wrote:

>
> Pokey produces noise when doing I/O. This can be shut off by setting
> Pokey to quiet mode. Disk drives do not generate audio, although
> James said some did generate beeps to signal errors. Hmm,
> interesting, I did not know that.
>
Yep The indus gt did that and when a button is pressed as well.
What about the voicemaster. the one that pluges into the sio port.
surly it would use the audio line.

James B

# 2196. More Atari! FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-01 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7t1ro7$mh$1@user2.teleport.com>
Source record: 49873
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. InFact check it regularly as my Catalogs are updated regularly. I have 6 different Catalogs, and my SoftWare Catalogs are my largest. They have the biggest Byte Count. And remember if you can't come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

Click for WebSite!

***FREE*** Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, October 12th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 2197. ATTN: Atari Meeting in Portland, Oregon. USA

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-01 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7t1srg$22i$1@user2.teleport.com>
Source record: 49874
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale
Body handling: HTML body converted to readable text

Please direct all replies through E-Mail at bensmith@teleport.com or atari@benjamin.net instead of NewsGroups as I don't regularly check NewsGroups.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, October 12th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop or Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974 DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST! http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 2198. Re: JAM!! vs. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-01 00:00:00 UTC
From: Gerhard Janka <gerhard.janka@siemens.at>
Message-ID: <37F48832.BF9C03F0@siemens.at>
Source record: 49875

Lonnie McClure wrote:
>
> In article <19990927200540.20348.00002807@ng-fx1.aol.com>,
> lwhite6497@aol.com stated:
>
> > It looks like this may have come full circle...
> > In the latest "Tiger Direct" catalog that I received
> > today, there is an Instant TV advertised for $49.95
> > that allows you to hook up your TV, VCR, etc.
> > to your VGA monitor. From the picture, it looks
> > like a JAM!!, but also comes with a remote control
> > unit. Presumably it has a built-in tuner, although it
> > doesn't say specifically that it does. Says it will
> > work with both NTSC and PAL. Better than $79.95
> > for a JAM!!, assuming it does the same thing.
> > Oh, yes. It's from AIMS Lab, the JAM!! folks.
> > Larry
>
> Instant TV was the earlier device. JAM! is essentially an Instant TV with
> the tuner section stripped out, and the case color changed. :)
>
> $49.95 is definitely better than the list price for the JAM!, but then I
> paid about $12 less than that for my JAM! (from uBid.com), and that was
> including shipping.
>
> Still, $49.95 + shipping is not a bad price at all for everything the
> JAM! can do plus a TV tuner with a remote control, and my purchases from
> Tiger Direct have all went off without a hitch.
>

There's only one drawback. They sell neither JAM! nor Instant TV anymore.
One Guy there said they are closing down and, since I'm living in Europe,
I should try to get JAM! from a german computer or electronics shop.

So does anybody know an email address or web site where I could try to
get one ?

Gerhard ( gerhard.janka@siemens.at )

# 2199. Re: Greatest Atari 8-bit computer ever?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-01 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7t28m6$sg8$1@nets3.rz.RWTH-Aachen.DE>
Source record: 49876

In article <7sfmq9$acd$2@nets3.rz.RWTH-Aachen.DE>,
nisse-ma@reze-1.rz.rwth-aachen.de says...
>
>Howdy
>
>>I am very interested in hacks to the 8-bit and was wondering what kind of
>>modifications people have done to their xl/xe's. Who has the greatest 8-bit
>>out there?
>
>130XE: US+ OS, Super Audio, SuperVideo, Gumby Stereo
>800XE: 1MB SIMM upgrade
>65XE: US+ OS
>XEGS: 1MB SIMM upgrade (not running 100% yet)
>XEGS: not running at all
>800XL: removed the dust and washed it.
>
>CU Mathy van Nisselroy

Hey look, I'm replying to myself.

But seriously. The XEGS with the 1MB SIMM Upgrade is not running 100%. It
even runs the VideoBlitz demo.
And my 65XE has 64kB added, so it's 128kB.

CU Mathy van Nisselroy

>

# 2200. Re: Question about memory upgrade for an 800xl, 65xegs, and 130xe.

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-01 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7t291d$sg8$2@nets3.rz.RWTH-Aachen.DE>
Source record: 49877

In article <7sfm6q$acd$1@nets3.rz.RWTH-Aachen.DE>,
nisse-ma@reze-1.rz.rwth-aachen.de says...
>
>Howdy
>
>Thanks for the encouragement. I have thought of that. I hope the final
>version will be ready by the end of next month. The german Atari 8 bit
>user group (with over 450 members world wide) hold it's Yearly meeting
>at the Buergerhaus Sued, in Herten, Germany on October 30th of 1999.
>I would love to show it there. Since there are always about 80 people
>there. And a lot of "regional" groups.

It's ready and working. I don't like the fact that I had to lift two pins on
the Freddy chip, but....

No PCB's yet.

CU Mathy van Nisselroy

# 2201. Re: PBI Modification/Addon for the 65XEGS??

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-01 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7t29bf$sg8$3@nets3.rz.RWTH-Aachen.DE>
Source record: 49878

>sup8pdct@mail.cth.com.au says...
>
>Mathy Van Nisselroy wrote:
>
>> atariatari@hotmail.com
>> says...
>> >
>> >I heard someone sold one or had plans for one?
>>
>> Howdy Atari Guy
>>
>> This would not be an easy one.
>> All signals except one are available inside the XEGS. Except the MPD (Math
>> Pack Disable).....
>>
>Was just woundering if it is possiable to put an XL mmu into the
>xegs. That would take care of the MPD line.
>Extra pia lines and rom lines need to be looked at tho it could be
>possiable.
>
>James B

I'll have to think that one over. Problem is, that the XEGS MMU is slightly different. It uses a pin that was an output as an input (or was that the other way around. But we could ofcourse solder one on top of the other. If there is stil room for it after you installed the MATHY-Upgrade (1MB, 100% 130XE compatible). Next question, how do we make the connector look "professional"?

CU Mathy van Nisselroy

# 2202. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-01 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7t29rb$sg8$4@nets3.rz.RWTH-Aachen.DE>
Source record: 49879

rezarf@aol.com says...
>
>Not entirely true. The XF551 does match the XEGS to some degree, but is the
>drive mate to the 130XE system. It is a true double density double sided
drive.
>Trouble is, in Atari wisdom, it was not compatible with a 1050 single sided
>floppy (would read but not write, as I recall...), so it required a patched
DOS
>to be able to mimic the 1050 format.

Howdy

My XF551 (I think it uses a Mitsumi mechanism) will format the backside in
SINGLE density only.
Or it will format both halves together.
It will not correctly format a single density double sided disk however.

(Single sided to me means two separate sides. You have to flip the disk to get
it to read either side. Double sided is 3 boot sectors, one VTOC (even if it
takes a zillion sectors) and one main directory per disk.)

CU Mathy van Nisselroy

# 2203. Re: Diamond GOS

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-01 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7t2a47$sg8$5@nets3.rz.RWTH-Aachen.DE>
Source record: 49880

>I jsut picked up a Diamond 2.0 cart setup and was wondering what was required
>to make this 2.1 or 3.0? Does it require a new ROM or a GDOS update?
>
>Im also a little clueless on how best to use this? I wanted to get a GUI
>interface to organize my disk collection onto 3 1/2 floppies. Will Diamond
>work with 720K diskettes under SpartaDOS? I've heard that it doesnt work
>with MyDos?
>--
>Thanks,
>
>Stephen Knox

Howdy Stephen

I have tried the Diamond GOS cartridge. It works with MyDOS as far as I cab
remember. Back then I didn't have a mouse and I was already used to MyDOS....

CU Mathy van Nisselroy

# 2204. 1MB XL/XE upgrade 100% 130XE compatible

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-01 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7t2avl$sg8$6@nets3.rz.RWTH-Aachen.DE>
Source record: 49881

Howdy folks

Since SysOp Fox-1 didn't have the time to post my message here, and I'm very exited about this, I'll post a second message.

As of September 29th, 1999 my

MEGA XEGS

is functioning 100% OK.

It is 100% 130XE compatible:

Separate ANTIC and CPU access
Full software controle over:
BASIC
OS RAM
Selftest
Missile Command (only on the XEGS ofcourse)
NO data loss due do refresh errors.
No screen flickering during IO

I can load Turbo Basic from RAMdisk into memory.
I can run Video Blitz.
I can run Sparta.

Unfortunately, I haven't found somebody who can manufactor a small production run of PCB's. You can solder it in (no doc available yet), but it's a lot of work. Just soldering a SIMM socket to a wire (one side) makes 30 connections (well, actually 27. And if you are sure that you wanna stay at 1MB, you can forget about two more)

CU Mathy van Nisselroy

PS Come and see the MEGA XEGS and MEGA 800XE at the ABBUC meeting in the Buergerhaus Sued in Herten, Germany on Oktober 30th.

PPS is there somebody that can take a small bug out of MyDOS 4.5x for me if I provide you with the source????

# 2205. FS/T Shrink-Wrapped Atari 5200 Game Packages

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-01 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <fU4J3.5248$G6.477930@news0.telusplanet.net>
Source record: 49882
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

I have the following Shrink-wrapped/New Atari 5200 packages for sale or trade. These packages are ideal for new collector's or somebody wanting to start or add to their shrink-wrapped library. If you have any questions, please feel free to ask. I am also willing to trade for certain items, please see my list at the end of this post. All prices quoted are in U.S. funds with the buyer paying shipping.

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800, Colecovision, Intellivision, Classic Computer, Vectrex or Handheld games) sent to you, please specify system.

** Atari 5200 Activision Package - New/Shrink-wrapped**
==========
Includes 4 of the 13 released Activision titles
- Pitfall
- River Raid
- Space Shuttle
- Zone Ranger
- All four of the above for $40

** Atari 5200 Lucasfilm Package - New/Shrink-wrapped**
==========
Includes both of the released Lucasfilm titles
- Contains Ballblazer
- Rescue on Fractalus
- Both of the above for $40

**Trades**
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar and Jaguar CD Unit
- A working Vectrex controller
- A working DSS Satellite Receiver

- Working DSS H, HU or J Cards
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

# 2206. Re: WANTED: GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-01 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991001134652.14860.00000296@ng-fu1.aol.com>
Source record: 49883

> looking for games for by 800XL either on a diskette (I have a 1050) or
>cartidge.

What do you have so far? Can you transfer from this machine to the Atari?

I have a PacMan cart in original box for which I paid $5 during the closeouts.

Have you been to Yogi's page? I think you could D/L a megaATR; load emulator,
copy some files to DOS2.XFD, DisComm, transfer to 8-bit, Un-DisComm & voila!

Zap me your snail mail address & I will try to send you a disk full.

Ron

Above average intelligence has always run in my family. Ambition, however, has
always walked with a slight limp....

# 2207. Re: Looking for a game

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-01 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991001142019.14864.00000246@ng-fu1.aol.com>
Source record: 49884

<Space Lobster

I did not find it on Yogi's page here:

http://atari.webjump.com/atari0.html

Sure about title..?
Ron

Above average intelligence has always run in my family. Ambition, however, has always walked with a slight limp....

# 2208. Atari Chat Session Saturday night!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-01 00:00:00 UTC
From: Kim Goodwin <lady-aramis@geocities.com>
Message-ID: <37F4FCD0.5422@geocities.com>
Source record: 49885
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

```
Just wanted to invite everyone who might be hanging out on the internet
to a fun chat session at 8pm central standard time.

The URL to meet at will be:

http://www.atariusers.com/chat
(for most browsers.. self updating) or...

http://www.atariusers.com/cgi-bin/chat/chatform.html
(Good for simple browsers, ie. CAB... which updates only
when
text input is given or a carriage return.)

See you there!

Greg Goodwin (aka "Doctor Clu")

--
||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!
```

# 2209. Re: How to access this newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-01 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <37f50dba@news.iglou.com>
Source record: 49886

On 1999-09-27 ilaskey@cix.compulink.co.uk said:
>Any Internet ISP provider will allow you access to Usenet
>which is what this is. Whoever you sign up with will provide info
The letters ISP stand for Internet Service Provider.
A friendly reminder from the Department Of Redundancy Department. :)

Net-Tamer V 1.08X - Test Drive

# 2210. Re: Current status of my Game effort

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-01 00:00:00 UTC
From: John Schnittker <jschnitt@earthlink.net>
Message-ID: <37F510E8.C71D35BE@earthlink.net>
Source record: 49887

Your game effort sounds really great...
John

Thomas Drake wrote:

> Peter,
>
> Would definitely be interested in it!
>
> I was intrigued by your comment about how good a game could one really write
> for the Atari 8-bit.
>
> It is definitely my favorite computer.
>
> Tom
>
> Lisa Laing wrote:
>
> > I've been working on a game for the 8 bit series of computers for a
> > while now...
> > First a brief description of the setting:
> >
> > It's the late 23rd century... your on the space frontier. You are a
> > freelancer, just
> > starting out. To upgrade your ship you must complete missions, giving
> > you money.
> > Many ship systems are upgradable. You have to talk to characters to
> > complete
> > the primary goal of the game. As you complete missions you meet
> > different
> > characters who give you information (and sometimes upgrade your ship)
> > allowing you to complete further missions.
> >
> > The 3d space combat is similar to star-raiders in concept, however you
> > have multiple
> > systems. An example is you can decide to swtich off computer control of
> > the reactor
> > and run it at 110% if you want to run away from somebody. This does
> > cause the
> > temperature to rise and eventually the warning klaxons will sound...
> > (You might
> > even decide to lower your life support settings.... for a little extra
> > speed).
> >
> > The design:

> >
> > The code is a hybrid cross of TCL and Assembler. I use whatever tool
> > seems appropriate/
> > hack one up if I cant find one that suits.
> >
> > Space flight:
> >
> > GTIA graphics are used for spaceflight.
> > Objects are blitted onto the screen (I wanted to use 16 shades)
> > (Multiple size/multiple angle views)
> > Two MFD's are visible which are zoomable to full screen.
> > Heads Up Display graphics are supplied via Player Missiles.
> > Objects are raytraced, and then appropriate post processing is applied
> > to produce decent atari visuals.
> >
> > Scenes:
> >
> > Planets/space station interiors are raytraced.
> > Characters (havent finished deciding if to use Raytraced people)
> > Music: Still working it out.
> >
> > Speed:
> >
> > The code is profiled. I dont believe in wasting time and speed
> > when its not needed... Where it's needed I have/am optimizing
> > the hell out of it.
> >
> > Name:
> >
> > Yep its got a name, but I dont want to disclose it yet.
> >
> > Cost:
> >
> > I want to give the authors of the tools I used to develop this software
> > a donation. Once I am at a publishing stage I will figure this out
> > better.
> > Dont worry I am not planning on selling this for $$$. I'm doing this
> > primarily because I've spent years wondering just how good a game
> > you really could write for the 8 bit. Besides, the hardware is just
> > plain
> > cool.
> >
> > Comments/return email welcome:
> > snailboy1ATearthlinkDOTnet
>
> --
> Quality Engineering Specialist -- IT Management & Software Consultant
> Software Archaeology, Quality Architect, Enterprise/Operations Analysis
> *** Transformation via People, Process, & Technology ***
> The best way to predict the future is to invent it now!

> Thomas Drake tadrake@earthlink.net

## 2211. Re: Looking for a game

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-02 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <5xcJ3.420$Tm3.2307@news1.online.no>
Source record: 49796

I have the game Space Lobster! It was a Red Rat release. Quite decent platformer really!

# 2212. Cleveland Free-Net Offically Off-Line

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-02 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7t4173$ee5@freenet-news.carleton.ca>
Source record: 49797

Thanks for the memories!

dh395

--

BSDI BSD/OS 2.1 (kanga) (ttyp0)

```
/\
WELCOME TO THE... _! !_
_!__ __!_
__ ! !
_! !_ ! ! ! !
! ! /\ ! ! ! !
! ! ! ! ! ! ! !___
! ! ! ! ! ! ! ! !
! !_!_ ! ! ! ! ! !
! ! ! ! ! ! ! ! !
_! ! !_!_ ! ! !_
! ! !_! ! !
! !
! CLEVELAND FREE-NET !
! COMMUNITY COMPUTER SYSTEM !
!_____!
```

brought to you by

Case Western Reserve University
Office of Information Services

Are you:
1. A registered user
2. A visitor

Please enter 1 or 2: 1

Enter your user ID (in lower case) at the Login: prompt.
Then enter your password when asked. Note that the
password will not print on the screen as you type it.

Login: dh395

The Cleveland Freenet has discontinued operation. The project has
concluded. Thank you for your participation.

Connection closed by foreign host.
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *

* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 2213. Cleveland Free-Net Archive Online

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-02 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7t41bl$eev@freenet-news.carleton.ca>
Source record: 49798

With the closing of the Cleveland Free-Net, just a reminder
that the Atari SIG of the CFN has been completely archived and
re-indexed.

You can reach it at:

http://ape.penguinpowered.com

Curt Vendel has offered to host the site at his Atari
Historical Society web site, so it may be moving in the future.

The site contains tons of valuable technical info, and its
all very easy to find now w/ the new search engine.

Enjoy!

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 2214. Re: Help.. Atari 1025 printer!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-02 00:00:00 UTC
From: clu-da-bard@geocities.com
Message-ID: <WPiJ3.897$mN5.43641@typhoon01.swbell.net>
Source record: 49799

Thanks! I've give it a try!

Doctor Clu

On 30 Sep 1999 17:40:45 , bob klaas wrote:
>Ok, try this, clean the bar the head travels on perhaps with age is has
>accumulated some nice dirt and sticks? Replace the SIO cable to the
>printer perhaps this has been damaged? Check the Pins on the
>Printer/Computer or where you plug in the SIO cable perhaps one pin is
>off.??
>
>bob
>
>If not have a better direct connect printer gathereing dust cheap.
>
>
>
>.

# 2215. Re: 1MB XL/XE upgrade 100% 130XE compatible

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-02 00:00:00 UTC
From: Atari Guy <atariatari@hotmail.com>
Message-ID: <UKjJ3.516$jl5.36749@typhoon-la.pbi.net>
Source record: 49800

wow, very cool. i can put you in touch with some u.s. companies that will do small pcb production runs if you're interested. i'm sure there is no shortage of similar companies in germany either. leave a note if this happens, i'd love to buy a few.

Mathy Van Nisselroy wrote in message
<7t2avl$sg8$6@nets3.rz.RWTH-Aachen.DE>...
>Howdy folks
>
>Since SysOp Fox-1 didn't have the time to post my message here, and I'm very
>exited about this, I'll post a second message.
>
>As of September 29th, 1999 my
>
> MEGA XEGS
>
>is functioning 100% OK.
>
>It is 100% 130XE compatible:
>
> Separate ANTIC and CPU access
> Full software controle over:
> BASIC
> OS RAM
> Selftest
> Missile Command (only on the XEGS ofcourse)
> NO data loss due do refresh errors.
> No screen flickering during IO
>
>I can load Turbo Basic from RAMdisk into memory.
>I can run Video Blitz.
>I can run Sparta.
>
>Unfortunately, I haven't found somebody who can manufactor a small production
>run of PCB's. You can solder it in (no doc available yet), but it's a lot of
>work. Just soldering a SIMM socket to a wire (one side) makes 30 connections
>(well, actually 27. And if you are sure that you wanna stay at 1MB, you can
>forget about two more)
>

>CU Mathy van Nisselroy
>
>PS Come and see the MEGA XEGS and MEGA 800XE at the ABBUC meeting in the
>Buergerhaus Sued in Herten, Germany on Oktober 30th.
>
>PPS is there somebody that can take a small bug out of MyDOS 4.5x for me if
I
>provide you with the source????
>

# 2216. Re: Does anyone trade 8bit games on floppy?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-02 00:00:00 UTC
From: Atari Guy <atariatari@hotmail.com>
Message-ID: <1NjJ3.517$jl5.36749@typhoon-la.pbi.net>
Source record: 49801

it's still mostly not legal, however, a great deal of software can be had on
the internet. use sio2pc or winape to load it on your a8. you can even
copy from virtual<->real disks this way.

Gary Beckwith wrote in message <37F1CD2D.79C5C255@att.net>...
>I dug up my old Atari 800 and my son has been playing games on it.
>Somehow I got quite a few of the games onto floppy disks (5-1/4" floppy
>drive that goes with the Atari 800). I also have a copy utility. Does
>anyone else have games for the Atari 800 on disk? I figure since they
>haven't made these things for years, it's gotta be legal by now to
>trade...(?)
>
>So if anyone out there has some and is interested, let me know.
>
>thanks,
>gary

# 2217. Re: Cleveland Free-Net Offically Off-Line

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-02 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9910020827310.12326-100000@moose.erie.net>
Source record: 49802

Yes, it's really sad to see it go. It was my only Internet
conection for years. Does anyone know the real reasons it was shut down?
I know there was a lot of politics involved with NPTN which was the
original "owner" of the software.

On 2 Oct 1999, Steven J. Tucker wrote:

```
>
> Thanks for the memories!
>
> dh395
>
> --
>
> BSDI BSD/OS 2.1 (kanga) (ttyp0)
>
>
> /\
> WELCOME TO THE... _! !_
> _!__ __!_
> __ ! !
> _! !_ ! ! ! !
> ! ! /\ ! ! ! !
> ! ! ! ! ! ! ! !___
> ! ! ! ! ! ! ! ! !
> ! !_!_ ! ! ! ! ! !
> ! ! ! ! ! ! ! ! !
> _! ! !_!_ ! ! !_
> ! ! !_! ! !
> ! !
> ! CLEVELAND FREE-NET !
> ! COMMUNITY COMPUTER SYSTEM !
> !_____!
>
> brought to you by
>
> Case Western Reserve University
> Office of Information Services
>
>
> Are you:
> 1. A registered user
> 2. A visitor
>
> Please enter 1 or 2: 1
```

>
> Enter your user ID (in lower case) at the Login: prompt.
> Then enter your password when asked. Note that the
> password will not print on the screen as you type it.
>
> Login: dh395
>
> The Cleveland Freenet has discontinued operation. The project has
> concluded. Thank you for your participation.
>
> Connection closed by foreign host.
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!
>
>

# 2218. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-02 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_938872944@rtfm.mit.edu>
Source record: 49803
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
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Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: Introduction

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, are NOT listed here.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
developer. No prices are given.
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"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer
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Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection. Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!
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This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of my more prominent sources:
- New Atari User, published by Page 6 Publishing (Les and Sandy Ellingham)
- Orphaned Computers & Games Systesms, pub. by Adam Trionfo & Chris Federico

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

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Subject: A

4Jays Classic Video Games and Old Computers (Jay Colen)
mailto:4jays@ccnet.com
http://www.ncal.verio.com/~4jays/
Vendor: used hardware and software

8-Bits Forever (book)
See: GFH Marketing

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (718) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

AIMS Lab., Inc.
46740 Lakeview Boulevard
Fremont, CA 94538
USA
Tel: (510) 661-2525
Fax: (510) 252-1572
mailto:sales@aimslab.com / mailto:info@aimslab.com
http://www.aimslab.com/
Developer: JAM!! (The JAM!! is a small purple/lilac colored box made by AIMS Labs that allows an composite or S-video (chroma/luma) output device to connect to and display on a standard VGA or SVGA monitor.)

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

AS
See: Mirage Media

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Clubzentrale: c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
tel/FAX: +49 2366 39623 ( 0 23 66 / 3 96 23)
PD-Bibliothek: Theo Schwacke
Heinestrabe 17
D-45699 Herten
tel: 0 23 66 / 3 46 96
BBS: +49 5439 92592
mailto:wburger@cityweb.de
http://www.atari-computer.de/abbuc/
Developer: wide variety including: SIO2PC(SIO2ST)-Interface, PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade. also available: QMEG+ 4.0. KE-Soft products.
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine)
See: Satantronic

Atari Classics (Bob Woolley, Editor)
1161 Bay St
Alameda CA 94501-3911
USA
mailto:rwoolley@pacbell.net
"Super Video 2.1XL" - http://members.delphi.com/lmcclure/svxl/
some other reprints - http://www.redshift.com/~cdyson/atari.html
Publisher: Atari Classics (print magazine)
Bob writes: "I have altered the format of a 'subscription' somewhat. Send me
your name and address, but no money. I'll send you the next issue and a bill
for your subscription. We'll try that for a while.
$25 for six issues (about six years at the present rate)
$9 additional for a disk that only includes the code in the magazine and
any related data.
higher in other countries due to higher postage costs. (varies)
(The above information was current as of 6/20/98)

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The Atari Warehouse
c/o Richard Smith
Barrie Ontario
Canada
mailto:rsmith@planeteer.com
http://toronto.planeteer.com/~rsmith/atari.htm
Vendor: commercial software, some hardware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433

tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

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Subject: B

B&C ComputerVisions
5917 Stope Way
El Dorado, CA 95623-4716
USA
tel: (530) 295-9270
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Marlin Bates, IV (Fuji-dom)
96 W. Arcade St.
Stockton, CA 95204-4405
USA
mailto:mbates4@gte.net
http://home1.gte.net/mbates4/
Vendor: used hardware, used software

MATCO Inc.
830 East Higgins Rd, Suite 111G
Schaumburg, IL 60173
USA
Sales: (800)719-9605 or (800)440-0299
Tech. Support: (847)605-1020 or (630)350-0299
Fax: (630) 350-9546, (847)619-0852
mailto:info@mat-co.com
http://www.mat-co.com/
Developer: VGA-801 Video to VGA Converter

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA

tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
mailto:bestelec@concentric.net
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)
Na Hrebenkach 42
150 00 Praha
Czech Republic
Developer: BW-DOS 1.30 - available via http://atari.boss.com.pl/files

Steve Birmanns and Matthias Belitz
Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
Developers: MSC IDE-Harddisk-Controller (available via ABBUC)

Bit Busters Computer Group
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timless Announcement (Demo), Waves (Intro)

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657

mailto:bensmith@teleport.com
http://www.atari.benjamin.net
Vendor: new/used hardware/software

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card, ISA<->Atari interface card, Connector for above

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023

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Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

James Catalano / Classic 8-Bit Atari / Artacyis Software
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below, Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry, Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard, Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown, Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike, Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner, Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner, The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile, 3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not, Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5, Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mailto:itayc@hotmail.com
http://www.sitcom.co.il/users/itayc/
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K), The Wall, Sirtoot

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA

tel: (417) 469-4571
Vendor: used hardware
Repair shop.

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189
mailto:cgp@digitaldeluge.com
http://www.digitaldeluge.com/gamesplus/
Vendor: commercial software

Computer Software Services (CSS) (Bob Puff)
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (716) 429-5639
mailto:nleaudio@nleaudio.com
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Repair Shop.

Computer STudio (Sheldon H. Winick)
40 Westgate Parkway Suite H
Asheville, NC 28806
USA
tel: (704) 251-0201 / 800-253-0201
mailto:s.winick@worldnet.att.net
Vendor: hardware and software

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646
USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com

http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

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Subject: D

Dadgum Games
P.O. Box 1154
Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/
Publisher: Halcyon Days: Interviews with Classic Computer and Video Game Programmers (software for Mac or PC)

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

D'Antiques (Dan Dotson and Marilyn Saul)
PO Box 40751
Tucson, AZ 85717-0751
USA
tel/FAX: (888) 860-0582 (toll-free, US only) or +1 (520) 881-0582
mailto:dand1@dantiques.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

Databyte Hard- & Softwareservice
Firma Matthias Faust

Fanny-Lewald-Ring 102
D-21035 Hamburg
Germany
Tel: +49-(0)40-735 21 84
Fax: +49-(0)40-735 57 80
BBS: +49-(0)40-735 57 80 (a lot of XL/XE-Software for download)
mailto:info@databyte.hh.eunet.de
http://databyte.www-discount.de/
Vendor: hardware and software
Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DataQue (NO LONGER REACHABLE???)
See also: The AGDA Group
1623 W 4th St
Mansfield OH 44906-1701
USA
tel: (419) 529-9797 1pm-5:30pm EST M-F
mailto:dataque.1@genie.com
mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM, Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit, Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

DGS
See: Dean Garraghty

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital Force
Mario Trams
An der Eiche 1
D-09577 Lichtenwalde
Germany/Saxony
mailto:Mario.Trams@informatik.tu-chemnitz.de
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (a 65C816 Extension for the ATARI XL/XE)

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000

Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

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Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software

Repair Shop.

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:info@emulators.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer Classic, PC Xformer 98, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Raphael James Espino
mailto:rje@co.umist.ac.uk
http://www.co.umist.ac.uk/~rje/8bit/atari.html or
http://www.geocities.com/SiliconValley/Lakes/7953/atari.html
Developer: Ramdrive v1.0

Evangelo's Wares (Angelo Vahatouras)
Elizabeth NJ 07208
USA
tel: (908) 558-0383
mailto:VangelisV@AOL.com
http://vangelisv.safeshopper.com/
http://members.tripod.com/eightbits/atari84sale.html
Vendor: commercial software. "has over 1,000 titles for the Atari 8 & 16 bit
machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder ONLY!
No Store front."

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Subject: F

Far North Atari Computers (attn: Frank)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net
Vendor: new and used hardware and software, PD/freeware/shareware

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de

http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/david/
Developer: Alien Encounter, Superman, Test Computer Language (TCL),
UltraSpeed Copier 2.3, 1050 Menu - MultiBoot Variety,
Atari800 Emulator 0.8.6

Flashback Classic Video Games
See: Games + (Games Plus)

Friedland Computer Systems, Inc. (Nolan Friedland)
tel: (612) 689-0880
mailto:quinn@sliders.com
Vendor: hardware and software

Ron Fries
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

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Subject: G

Paul Gallier (Panther)
mailto:panther@strangeworld.com
http://www.pacificnet.net/~panther/Atari/
Developer: ADIR.ZIP - Atari 8-bit ATR/DSK file viewer/extractor

Games + (Games Plus) / Flashback Classic Video Games (James Mitchell)
4501 E Thomas Rd 1216 W University
Phoenix AZ 85018 ** OR ** Mesa AZ 85201
USA USA
tel: (602) 840-8866 after 10:00 am (602) 890-0556
tel: 1-888-73-GAMES
FAX: (602) 840-8838
mailto:gamespls@micronerd.com
http://www.micronerd.com/
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby

Doncaster
DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: back issues of News-Paper and News-Disk

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Developer: XL-it! 0.20
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)
is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/
Another one is at http://opossum.ml.org/~atlan/emu/index.htm

GMG - Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko)
c/o Marek Chorvat
Polna 11
974 05 B.Bystrica
Slovaki
mailto:mchorvat@econ.umb.sk
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo,

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies,
Guntris, Tag!

---

Subject: H

Norbert HALEY
Poste Restante
P.O.Wellesley St.
Auckland
New Zealand
mailto:norb@kcbbs.gen.nz
http://members.tripod.com/~apd2/catweasl.htm
Developer: Catweasel Advanced Floppy Controller (8-bit ISA card for PC)

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers)
ftp://ftp.pulsarinteractive.com/pub/

Highlander (Raimund Altmayer)
Konz, Germany
mailto:highland@t-online.de
http://home.t-online.de/home/highland/
Developer: He has coded man utilities and nice little programms for many
tasks, IDE hard disk interface, 800XL-DJ (800XL-DeeJay )

Mike Hill
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080

Vendor: hardware and software
Repair shop.

Howard W. Sams & Co.
2647 Waterfront Parkway, East Drive, Suite 100
Indianapolis, IN 46214-2041
USA
tel: (800) 255-6989
mailto:csmgr@hwsams.com
http://www.hwsams.com/
Developer: PHOTOFACTs (schematics) for the: 1025, 1050, 130XE, 400, 800, 800XL, 810

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface, Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: I

The Independent Eight Bit Association (IEBA)
Harrowden
39 High Street
Sutton-in-the-Isle
Ely
Cambridgeshire
CA6 2RA
tel: 01353 777006
FAX: 01353 777766
mailto:ieba@spheroid.demon.co.uk (Brian Watson, Publicity Officer)
Publisher: The Independent Eight Bit Association Directory, Fourth Edition (revised) Winter 1997; IEBA Newsletter

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Subject: J

Jay Software (Jan Krupka and Stanislav Opichal)
http://www.inf.upol.cz/~krupkaj/jay/
http://www.inf.upol.cz/~krupkaj/jay/atari8.htm
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107

United States
Vendor: ????

JRC Interactive
Naskove 3
150 00 Praha 5
Tel: + 420 2 57189515, +420 2 57189516
Fax: + 420 2 526424
Czech Republic
mailto:Interactive@jrc.cz or mailto:atari@jrc.cz
http://www.jrc.cz/ or http://www.jrc.cz/atari/
Developer: Turbo Tape / Turbo 2000, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

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Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

KARIN
ul. Przemyska 11a
02-361 Warszawa
Poland
tel: (0-49)-(0-22)-659-70-42
-659-34-13
-22-23-31
NEWER NUMBER -> +48 601 21-29-05
FAX: -659-34-14
mailto:karin@polbox.com
Vendor: commercial software
Developer: KARIN MAXI Disk Drive
Repair Shop: all Atari computers

K-Products (Bob Klaas)
4267 W. Midway Dr.
Salt Lake City, Ut. 84122
USA
tel: (801) 967-8738
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software
Developer: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,

TurBoss! High Speed O/S, KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM,
SpartaDOS 3.2d, SpartaDOS 3.3a
1050 US Doubler (USD), DK-Utilities for the Black Box and the MIO
Repair Shop.

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/
Developer: SIO2PC 4.19

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
mailto:draco@mi.com.pl
http://www.atari.org.pl/~draco/
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol
description, A proposed standard for Atari executable relocatable file,
DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s,
CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE,
XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0,
EmuXL v0.32 (emulator for Falcon030)

Jindrich Kubec (Jindroush)
mailto:kubecj@asw.cz
http://www.asw.cz/~kubecj/
Developer: Acvt v1.01 (PC), Adir v0.55 (PC), AutoRBas v1.00 (ATARI),
Bas2Atr v0.92 (PC+ATARI), BasLoad v1.00 (ATARI), BlkMake v0.95 (PC),
Boot2Atr v0.95 (PC), ChkBas v1.01 (PC), ChkBoot v0.95 (PC), ChkExe v2.50 (PC),
ChkRom v0.95 (PC), Exe2Tur v0.95 (PC), Rom2Exe v1.00 (PC+ATARI),
SidLoad v1.06 (ATARI), Tur2Exe v0.95 (PC), Tur2Wav v0.95 (PC),
Unix2Atr v0.95 (PC), Wav2Tur v0.95 (PC)

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Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA

tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Chris Lam
mailto:chris@shenleyfields.demon.co.uk
http://www.shenleyfields.demon.co.uk/rainbow.html
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for the Apple Mac and
Windows 95/NT with Direct X

Rich "Twist" Lawrence
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.5c (Atari 8-bit emulator for Win9X/NT)

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

London Atari Computer Enthusiasts (LACE)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
mailto:earl.halliwell@dyess.af.mil
mailto:e.halliwell@genie.com
http://www.atarihq.com/jeo/
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

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Subject: M

MacDonald Associates (Rod MacDonald)
909 NW Starlite Place
Grants Pass, OR 97526
USA
mailto:stinformer@chatlink.com
http://www.chatlink.com/~stinformer/
tel: (541) 476-2555
Publisher: ST Informer (online magazine) US$12/12 issues

MacFalkner (Andre Bertram)
mailto:macfalkner@aol.com
http://www.macfalkner.de/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

Ivan Mackintosh
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine
c/o Freddy Offenga
Paardebloemstraat 53-3
6841 BT Arnhem
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:F.Offenga@student.kun.nl
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

Microcode Solutions
mailto:msdei@ctaz.com
http://www.ctaz.com/~msdei
Developer: ACE (Atari Console Emulator - Amiga software), WACKE ("Weightless Atari Computer Keepsake Emulator - Macintosh software)

Micro Discount (Derek Fern)
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 (or international +44 021 353 5730) 4pm-8pm Mon-Fri

FAX: 0121-352-1669
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon,
Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo),
G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Mirage Media s.c. / AS
ul. Obroncow 2c
03-933 Warsaw
Poland
Phone: +48 22 616 15 51, +48 22 616 15 55
Fax: +48 22 617 93 21, +48 22 671 76 22
mailto:mirage@mirage.com.pl
http://www.mirage.com.pl/
Vendor: hardware and software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bank Bang!,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman, Around the Planet, Rockman, Starball, Crypts of Egypt,
Tommings, Mortyr
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), VideoInterFace (digitizer+genlock),
OMC65 (MAC/65 cross-assembler for DOS/Windows), Sprint XL, RAM-CART,
AST Turbo System

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, Ore 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:74766.1561@compuserve.com
mailto:rldetlefsen@delphi.com
http://members.delphi.com/rldetlefsen/web/atarmain.htm

Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

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Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software (NBS)
c/o William Kendrick
919 Drake Drive #147
Davis, CA 95616-0838
USA
tel: 1-530-759-1019
mailto:bill@newbreedsoftware.com
http://www.newbreedsoftware.com/
Developer: demos: Bob Test, Color Bars, Cells, Didi 7, DollMan, Fire, Happy Mondays, James Brown, Knives and Forks, Stars, Stimpy, T-1000. games: Aster Blast, Balloonier, Boom!, Chicken, Cooltris, Gem Drop, Mah Jongg, Puzzle, Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: SIFE (Super-IRG Font Editor), File Selector 0.4, MuxChat, Colorizer 1.1, DigiPlay Menu, Equation

Nelson Nieves
mailto:nelson@dropmail.com
http://www.celebritybase.net/atari8/
Developer: SpartaDOS tools: Undelete, DualTest, xErase, Delete Tree, xType,
Check Disk, Clear Memory (Main Bank only), Reset, SpartaDOS X On, Cls,
TS (Text Search)

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

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Subject: O

OMC Games (James Garvin)
P.O. Box 8107
Austin, TX 78713
USA
mailto:omcinfo@omcgames.com
http://www.omcgames.com/
Developer: The Assassin. Release Date: 3rd or 4th Quarter '99

Orphaned Computers & Game Systems
c/o Adam Trionfo & Chris Federico
4321 Montgomery NE Apt 406
Albuquerque, NM 87109
USA
tel: (505) 875-1526 (Adam)
mailto:atrionfo@tvi.cc.nm.us or mailto:adam@thuntek.net (Adam)
mailto:chris@abq.com (Chris)
http://w3.tvi.cc.nm.us/~atrionfo/
Publisher: Orphaned Computers & Game Systems
bi-monthy, 5-7 page, double-sided, photocopied newsletter with
information on all the classic game systems and computers (with particular
affection for Atari). Sample issue: $1.00, three issue subscription: $3.00.

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Subject: P

Page 6 Publishing (Les and Sandy Ellingham)
P.O. Box 54

Stafford
ST16 1DR
England
tel: 01785 241153 (from the USA: 011-44-1785-241153)
mailto:page6@cankita.clara.co.uk
Vendor: PD/freeware/shareware
Publisher: New Atari User (NAU) (bi-monthly print magazine, ISSN:0958-7705)
Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
Elsewhere (Surface) #17.00 #32.00
Elsewhere (Air Mail) #23.00 #42.00

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

PD-Magazin
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB)
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW

United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St
Winter Springs FL 32708-4341
USA
mailto:potterj@real3d.com
mailto:jdpotter@worldnet.att.net
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (PPP) (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany
tel.: +49 (0)7252-3058 or -4827
mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support
Disk 2, SAM (Screen Aided Management) 80 column Desktop System, SAM
Budget (spreadsheet), SAM Utilities 1, SAM Designer (DTP), Quick Ed (chr
set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

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Subject: R

Burkhard Rau (HCRBurk)
mailto:BR@HCRBurk.de
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari), ATARI FileManagement 1.5 0128 (WIN 95/98/NT)

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software
systems design, developement, and coding; Media conversion from magnetic to
optical and imaging; Consulting on system purchases and requirements; Film
production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Thomas Richter
mailto:thor@einstein.math.tu-berlin.de
http://www.math.tu-berlin.de/~thor/thor/
Developer: Atari800 Emulator for Unix, Amiga and MS-DOS, Version 0.9.2

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703

United States
Vendor: F.R.E.E. (graphic adventure)

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Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

Satantronic
Lubo ROBA
Poste restante
Posta 1
04001 Kosice
SLOVAKIA
mailto:xi@napri.sk (-XI-)
http://www.napri.sk/web/satantronic/
Developer: Demo: Te.mod. Game: Jurassic Park II. Utils: Paradox,
Mad editor.
Publisher: ATARIX - paper magazin in Slovak language

Bo Schreurs
mailto:stack@xs4all.nl
http://www.xs4all.nl/~stack/atarixle.html
Co-Vendor: the POOLDISK TOO PD/freeware/shareware CD-ROM
Developer: DTR2ATR 5.05.00, XDIRLIST, ATR2XFD, XFD2ATR, XDIR 10.05

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl
Co-Vendor: the POOLDISK TOO PD/freeware/shareware CD-ROM

Shadow Software (David Hunt, The Shadow)
16016 SE Division St Box 19
Portland OR 97236-1999
USA
mailto:The_Shadow@spnt.com (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
BBS: (503) 761-9074 (ACE of America)
Developer: Carina BBS 2.6

Ken Siders
mailto:atari@columbus.rr.com
http://jump.to/atari or http://home.columbus.rr.com/ksiders/atari.htm
Developer: Utilities: ATRUTILS.ZIP (PC utilities),
AtrUtil.zip Ver 1.13(Win95 utility), ATRSRC.ZIP (PC utilities),
ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility),

UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility),
High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super Menus.
Development Software: KAsm65 V2.51, KLink65 1.51,
KLink65 0.07 Cross Linker for MSDOS (PC Executable), KEdit, Project ICE
(Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Burger Boy, PacMunch Jr, Mr. Fish, Circle of Richness

Sikor Soft
c/o Pawel Sikorski
SKR. POCZT. 16
02-100 WARSZAWA 119
POLAND
Developer: Cyborg, Fire Stone, Tekblast, Sexy Six, Mr. Proper

Mark Simonson
mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts

SINTECH
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033
mailto:sintech@online.de
http://www.online.de/home/sintech/
Vendor: commercial software

Mirco Sobe
H.-Jentsch.Str. 7
D-03172 Guben
Germany
Developer: BOSS-XE V8.1 (a GUI)

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Len Spencer
2513 Healy Dr
Orlando FL 32818-3109
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi-IO and Black Box
interfaces), Forem-XE Pro 5.4 (BBS program)

ST Informer (online magazine)
See: MacDonald Associates

STAK Atari (print magazine)
See: Revista STAK Atari

Petr Stehlik
mailto:stehlik@cas3.zlin.vutbr.cz
http://cas3.zlin.vutbr.cz/~stehlik/
Developer: MS-DOS port of Atari800 emulator version 0.9.8,
Atari Falcon030/TT030/Medusa/Hades/Milan port of Atari800 v0.9.8

SteveR's Classic Cartridges (Steve Reed)
mailto:steverd@cet.com
http://prowlers.net/stever
BBS: Prowler's DOMAIN 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://www.atarionline.com/
Vendor: new/used hardware, new/used commercial software

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

---

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024

Laytonville, CA 95454
United States
Vendor/Developer: education related

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29 (+48 22 641 54 29)
Developer: TOMS 720 disk drive, TOMS 710 disk drives

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
mailto:classics@nacs.net
http://www.nacs.net/~classics/

Developer: Atari Peripheral Emulator (APE) 1.17, APE ProSystem 1.17,
APE Warp+ OS, Imagic 1.06

TWAUG (Tyne & Wear Atari User Group)
J. Matthewson
80 George Road
Wallsend, Tyne & Wear
NE28 6BU
United Kingdom
mailto:a.b.t@zetnet.co.uk (Alan Turnbull)
mailto:amg@zetnet.co.uk (Max Gerum)
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #6.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00---6 copies #11.00 for UK
1 copy #2.20---6 copies #12.50 for Europe
1 copy #2.50---6 copies #14.00 for Elsewhere

---

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Video 61 & Atari Sales (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
FAX: (651) 449-0488

BBS: (651) 462-3680
mailto:Video61@webtv.net
http://www.atarisales.com/
http://cth.tzo.com/pro/pro1.html (BBS Express! Professional)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): MYDOS 4.5, SpartaDOS 3.3c, Ultra Translator,
Amazemaze, Hearts, Montana Solitaire, Checkers, Jailbreak, Ricochet,
Sharp Shoooter, My Jong, Paddle Wars, Bumpers, Lights Out, Puzzler,
Paddle Pack, Puzzled, Twin Pack:Battle Ship/Jump the Pegs, Solitaire,
Video Slots, Desmonds Dungeons, Dungeonlords, Maze War, Dan Strikes Back,
Elevator Man, Plaqueman, Zybex, Mah Jong, Monopoly, Mr. Robot & His Robot
Factory, Dinky Doo, Concentration, Tetris II, Clash of the Kings.
Also: BBS Express! Professional

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
mailto:VideoGameAdvantage@DittosRush.com
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
mailto:Vintage_Micro@yahoo.com
http://pw1.netcom.com/~jonart/VMC/
Vendor: hardware and software

Vogtlander (Helmut Weidner)
Otto-Nuschke Strabe 45
08485 Lengenfeld
GERMANY
tel: +49 37606 2688
Vendor: hardware and software

---

Subject: W

Wacko Software
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

---

Subject: Z

Z Systems
mailto:zsystem@freeyellow.com
http://www.freeyellow.com/members2/zsystem/
Vendor: new and used hardware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731-0240
USA
tel: (609) 971-5807
mailto:shamroc@webspan.net
http://www.webspan.net/~shamroc/
Vendor: commercial software (some L.K Avalon games), PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

# 2219. Re: New Computer Collection Take a Look

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-02 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7t5521$t6n$1@autumn.news.rcn.net>
Source record: 49804

I would, if I could, but the link comes up bad.

Are you sure it's posted correctly, or were you just down temporarily?

Thanks.

Alan
Ian Marshall <ian@imarshall.karoo.co.uk> wrote in message
news:7t39de$sl$1@newsreader2.core.theplanet.net...
> Hi all,
>
> Would you pay a visit to my computer collection site. Its not only got UK
> Atari stuff, but you will be interested.
> Still early days for the site but lots to see.
>
> Let me know what you think.
>
> Visit at www.karoo.net/imarshall
>
> Computer pics and info
>
>

# 2220. Re: How to access this newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-02 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7t5554$fh$1@autumn.news.rcn.net>
Source record: 49805

STAMP OUT AND ERADICATE SUPERFLUOUS REDUNDANCIES! :)

Alan

<bmarcum@iglou.com> wrote in message news:37f50dba@news.iglou.com...
>
> On 1999-09-27 ilaskey@cix.compulink.co.uk said:
> >Any Internet ISP provider will allow you access to Usenet
> >which is what this is. Whoever you sign up with will provide info
> The letters ISP stand for Internet Service Provider.
> A friendly reminder from the Department Of Redundancy Department. :)
>
> Net-Tamer V 1.08X - Test Drive

# 2221. Re: New Computer Collection Take a Look

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-02 00:00:00 UTC
From: Ian Marshall <ian@imarshall.karoo.co.uk>
Message-ID: <7t5ilh$5gi$1@newsreader3.core.theplanet.net>
Source record: 49806

All working fine.

server must have been done.

cheers
Ian

Alan Sharkis <asharkis@erols.com> wrote in message
news:7t5521$t6n$1@autumn.news.rcn.net...
> I would, if I could, but the link comes up bad.
>
> Are you sure it's posted correctly, or were you just down temporarily?
>
> Thanks.
>
> Alan
> Ian Marshall <ian@imarshall.karoo.co.uk> wrote in message
> news:7t39de$sl$1@newsreader2.core.theplanet.net...
> > Hi all,
> >
> > Would you pay a visit to my computer collection site. Its not only got
UK
> > Atari stuff, but you will be interested.
> > Still early days for the site but lots to see.
> >
> > Let me know what you think.
> >
> > Visit at www.karoo.net/imarshall
> >
> > Computer pics and info
> >
> >
>
>

# 2222. Re: Using > 192 lines in a Display List

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-02 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rvd4lrmlgc442@corp.supernews.com>
Source record: 49807

Yes, no problems with a monitor but if someone is still using a TV for the
display they may have some trouble due to overscan.
Peter Laing <snailboy1@earthlink.net> wrote in message
news:37F56FFE.BDC6E56C@earthlink.net...
> Hi,
>
> Has anybody got any experience using greater than 192 visible lines
> in a display list ? I have considered using 200 for a game I'm
> working on. When I worked with my PAL 800XL I could routinely
> display lots more than 192 visible lines without any problems.
> Did many commercial games use >192 lines for the 8 bits ?
>
> I'm not too worried about PAL Atari's I'm more concerned with NTSC
> systems.
>
> Emulator folks dont worry... I'm not planning on using over 200 lines
> so all you 320x200 people can relax...I just want to know what people
> think of using 200 lines.
>
> Peter Laing
> Snailboy1ATearthlinkDOTnet Please edit my email address for reply.
>
>
>

# 2223. Re: Using > 192 lines in a Display List

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-02 00:00:00 UTC
From: A Rudzki <arudzki@sgi.net>
Message-ID: <QDxJ3.1891$Tg3.333939@news.sgi.net>
Source record: 49808

> Yes, no problems with a monitor but if someone is still using a TV for the
> display they may have some trouble due to overscan.

overscan? rolling picture, right?

tony

# 2224. Re: Using > 192 lines in a Display List

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-02 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <37F6D5D1.175796CF@earthlink.net>
Source record: 49809

A Rudzki wrote:

> > Yes, no problems with a monitor but if someone is still using a TV for the
> > display they may have some trouble due to overscan.
>
> overscan? rolling picture, right?
>
> tony

Thats certainly the case from what I remember with my PAL system,
but from memory this started occuring on a TV when I was > 240
visible lines.

Does anybody out there have a physical NTSC 8-bit they would be
willing to run a test with ?

A 10 line basic program should do... If you really want to save
time, substitute text modes for bitmap modes in the dlist, and
just see when the rolling starts... Something like this in BASIC...

```
10 graphics 8
20 dlist=peek(560)+256*peek(561)
30 j=1
40 for ptr=dlist + 20 to dlist+25
50 poke ptr,4
60 print(j*8)+192;" ";
70 for delay=1 to 10000:next delay
80 j=j+1
90 next ptr
```

Just read the numbers until the screen starts rolling...then hit
reset. It wont be accurate to one scanline, but it would be
smart to decrement the value by 8 scanlines (1 text line)
anyway to make sure that you are well within limits.

Anyone care to give it a shot ? I'd sure be interested in both
NTSC and PAL numbers.

Peter Laing

# 2225. Re: Mail Order Monsters

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-02 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <37f6af30.9531703@trumpet.uni-mannheim.de>
Source record: 49810

On Thu, 30 Sep 1999 20:05:12 -0700, "GAREEEï¿½" <gareee@earthlink.net> wrote:

>
>clu-da-bard <clu-da-bard@geocities.com> wrote in message
>news:R%CI3.898$W33.41914@typhoon01.swbell.net...
>> Hi folks, I have a long time 8-bitter who
>> throughout time played two games until the disk
>> decentigrated! One was "The Return of Heracles"
>>
>> I'm happy to say we found the ATR of that,
>> he now now blissfully emulates that on his PC.
>>
>> The one that has us stumped is another
>> electronic arts game called "Mail Order Monsters"
>>
>> If you know of where I can find that, please
>> let me know by replying here, and CC that to my
>> E-mail address.
>>
>> Thanks in advance,
>>
>> Doctor Clu
>>
>Did that ever come out for the atari? I remember it released for the c-64,
>but not the atari computers...

Yes it did. I thonk EA was still selling them (or maybe some stores,
the same that had still Seven Cities of Gold and M.U.L.E. and
Racing Destruction Set - which BTW was never fixed, hmmm, I'm
still not done fixing it)
If not, it may be available on one of the FTP sites.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 2226. Re: WANTED: GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: GENE EHRICH <generic3@home.com>
Message-ID: <CUQJ3.3884$9j6.20501@news.rdc1.pa.home.com>
Source record: 49738

I have some on my Atari page on my web site

--
http://members.home.net/generic3
On-Line Computer & Video Game Garage Sale
generic3@home.com
Ed Thunder <alt-sci@mailexcite.com> wrote in message
news:o8RI3.630$CV6.681816@WReNphoon3...
> I'm looking for games for by 800XL either on a diskette (I have a 1050) or
> cartidge.
>
> I live in New Jersey, so U.S. responses only, please.
>
>
>
> -**** Posted from RemarQ, http://www.remarq.com/?a ****-
> Search and Read Usenet Discussions in your Browser - FREE -

# 2227. How to build a Supercharger

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: "Luis P. Baeza Q." <lbaeza@yahoo.com>
Message-ID: <37F7643F.B8300D11@yahoo.com>
Source record: 49739

Hi Everybody!
I'm an Atari8bit fan, and I am a Atari2600 fan too. I need to know if there is some way to build a Supercharger by myself... I still can't find the info to build a Supercharger...
Any info please eMail me at lbaeza@yahoo.com

thanks!

PD Where should I post these Atari2600 questions? comp.sys.?.?...?

# 2228. Re: 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rvg58mfmom93@corp.supernews.com>
Source record: 49740

Rich Jackson <rj5jackson@mindspring.com> wrote in message
news:7t8k2m$gia$1@nntp3.atl.mindspring.net...
> Hi All..
> I'm new to the Atari 8-bit scene and I have a question. There was a
Vintage
> Computer Faire in Santa Clara, Ca., yesterday. At that faire, I picked up
a
> NEW in the box 1200xl for $50. Inside the box were power supply& TV
> switchbox (in their own boxes) cables, manuals, warranty card etc..
>
> The keyboard and "metal" function keys are shiny, as you would expect in a
> new machine. My questions are: 1. was $50 a good price 2. would
1983-1985
> be a good estimate of the year(s) in which this machine was manufactured?
IMO: New in the box, excellent price. This is highly subjective, but it
about like asking if you just got a good deal buying a 56 T-bird that has
been a garage for the last 43 year. That is, it has value both from a
vintage stand point and if you should chose, has value if you feel like
customizing it.

The dates are approximately right, probably closer to 1983.
>
> TIA Rich J
>
>

# 2229. Re: Need help with Atari 800XL!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7t6d8r$icg$1@nnrp1.deja.com>
Source record: 49811

In article <6FDC3.707$TZ3.73474@juliett.dax.net>,
"Jon Erik Martinsen" <je.martinsen@c2i.net> wrote:
> Hello!
>
> I just bought a beautiful little machine on a car boot sale,
> namely the Atari 800 XL. The problem is, that i don't know
> very much about it... I have the machine itself, an Atari cassette
> player/recorder, the power supply, a game called Fort Apocalypse,
> and the cables. Do i need anything else to get the machine up and
> running? Maybe there is a users manual anywhere on the net?
> Do i need a cartridge in the machine?
> I've tried some basic commands, and then presing Play on the
> cassette player, but with no luck...
> Please help!
>
> Yours sincerely,
>
> J.E.Martinsen.
>
Hi there new atarifan

you need some help regarding your atari 800xl
firstly regarding the manuals, try ben smiths website or best
electronics, alternately try the atari docs & manuals site, which can be
accessed thru any search engine (i/net)
without a disk drive (810/1050/xf551 or atari compat.) you basically
have a crippled system as most of the "must have" software is mostly on
disk, if your not in the UK then I suggest you search Atari related
sites on the net for anyone selling/parting co. with their atari
equipment (esp. diskdrives). if you are in the Uk and are in commuting
distance of london or birmingham, then Cex's retro computer shop in
London or Derek fern (in birmingham) might be able to help you regarding
Atari disk drives, or scan the free ad's in magazines like microcompuer
mart (£1 from most retailers/newsagents) or Loot (again in most
retail/news agents outlets)
With regards to the type of d/drives you need please refer to the
following
810 (standard) Atari, single density (720 sectors by 128bytes)
Atari 810- the chip, or Archiver or Happy (these are third party
modifications for Atari 810, to increase speed and storage, these mod's
give you features like double density (720 sectors by 256bytes) and in
some cases track buffering where the disk drive will attempt to load a
complete track of sector data into the drive ram, in theory if the drive
had enough ram, if could load a complete single density or 64k program

into the drives ram, and not have to access the same disk again , it will just read the required sector data from the drives ram into the computer, this means that if the 810 mod had trackbuffering, it would load one track (which is a group of sectors) in the same time (or faster) then a standard 810 loads one sector
1050 (standard) Atari (single density- as above) or 1050 density, also called dual or enhanced density which is 1040 sectors by 128bytes
Atari 1050- Super Archiver 1050, Super Archiver 2 (1050 only), Happy (all 1050 versions) duplicator (very similar to happy) the klone, and the doubler (US ripoffs or clones of Happy and USDoubler respectively, from what i was told) ISP (I S Plate) 1050, this upgrade supposedly emulates all the popular mods for Atari 810 and 1050 but mainly ALL versions of 810/1050 sup. Archiver and happy, and US doubler, and its own version of usdoubler called isdoubler- this was supposedly designed/manufactured in the UK) and also USDoubler ( this is the very first upgrade that most first time diskdrive users go for (double density and faster data transmission- 50K as opposed to the normal 1050 of 19.2k, ofcourse not forgetting Hyperdrive (another name for warplazer/lazer) and Lazer/warplazer (UK designed and manufactued, and also internationally renowned as the original happy ripoff/clone)
All 1050 mods listed above offer double density storage, and with the exception of USdoubler/the doubler (and PD versions of the USdoubler) also offer trackbuffering
XF551 (Atari)- Atari's only officially released double sided, double density disk drive
there are 3rd party mods for the xf551 which allow you to add 3.5 inch disk mechs and upto 1.4 meg disk mechs (mostly 720k)
Going back to 1050 mods in europe they have speedy and turbo/super speedy which are basically usdoublers with trackbuffering, so i'm told
Also you have 3rd party disk drives manily from poland,germany and the states
the mostpopular being anything from indus (GT), Rana, Astra and Percom, in saying that all 810/1050 upgrades and 3rd party Atari compatable drives supposedly conform to the percom standard, which derived/devolved from Atari's unreleased 815 (which was shown before the first 400/800 were released)
Alternately you could buy yourself any of the floppy board upgrades, CSS , Derek fern, and several eminating from german and poland, some of these floppy boards offer hard drive attachments, a proper printer port cdrom compatability- apparently and also you can attach anything from 360k to 1.4meg PC disk mechs

Hope that this is what you were looking for

yours Atarily

Carmel

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2230. Re: 3.5" FDD

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7t6glj$kdi$1@nnrp1.deja.com>
Source record: 49812

In article <19990919170529.01454.00002193@ng-cq1.aol.com>,
rhamiiton5@aol.comedy (RHamiIton5) wrote:
> > connect an extern 3.5 inch floppy disc to my 65XE and 600XL?
>
> Not without the proper controller; there are mods to put a 3.5 720K in
the
> Atari XF551 which has such a controller. Otherwise it requires an
interface
> like the BlackBox from Bob Puff's CSS:
> http://www.nleaudio.com/css/index.htm
> The old ATR8000 might also drive a 720K 3.5...?
> Good luck - Ron
>
> Above average intelligence has always run in my family. Ambition,
however, has
> always walked with a limp....
>

mR hAMILTON, aTARI fAN

I Believe a company called computer house in fulham,london used to sell
an interface card which allowed you attach st/amiga drives to your a8

Also I believe several firms in the states and europe (mainly
poland/germany) sell what are called floppy boards, which allow you to
attach PC disk mechs to your 8bit( the floppy board acts as an interface
between the 8bit and the pC disk mech, apparently the US floppy boards
including css's conform to the "Percom" standards (anything fromk 360k,
720k and 1.2/4 meg mechs are possible, also some floppyboards are
capable of having hard drive compat.
Hope this helps you

Yours Atarily

carmel

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2231. Re: Turbo-816

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7t6i43$l5g$1@nnrp1.deja.com>
Source record: 49813

In article <8F%F3.2025$1s6.26725@news1.online.no>,
"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
> I have it, but haven't got another 130XE or 800XL to put it in! I
don't dare
> put it in the machine I am using most and I would like to get a 800XL
with
> at least 256K
>
> Also need the utilities for it!
>
> I have been wondering the same thing too. Are anybody using it ?
>
> Nach4321 <nach4321@aol.com> wrote in message
> news:19990921223621.18992.00000749@ng-fe1.aol.com...
> > Does anybody have DataQue's Turbo-816 add-on? Just wonder if anyone
> actual had
> > one and what it was like?
> >
> > Allan B.
>
>Hi alan

God knows what happened to dataque, but their Uk importers were gralin
international (part of BAPAUG) I knew one of their directors (they
exited the atari scene about the same time Atari exited computer
manufacturing in favour of the JAG (remember that)
Anyway a number of people have upgrades based on or around the Western
design ctr's. 65816 cpu bob wooley, css and a few European a8 users are
actively engaged in doing u/g's on this scale
incidently the Apple 11gs used the same cpu (but because of the way
apple wrote the o/s or apples poor knowledge of bank switching meant
that you could only access between 1-4 megs, as opposed to the 16 megs
available on t816 apparently
This cpu also powered the S-NES or S-famicom
carmel

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2232. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7t6irl$lgt$1@nnrp1.deja.com>
Source record: 49814

In article <7sfnmj$acd$4@nets3.rz.RWTH-Aachen.DE>,
nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:
> In article <scZB3.1911$VR.35175@newse3.tampabay.rr.com>,
> mbowlin1@tampabay.rr.com says...
> >
> >Was a "special" floppy drive ever made to accompany the Atari XEGS
game
> >system (matching color, etc., I suppose...)?
> >I remember an Atari brochure claiming that an XEGS Floppy Drive
would be
> >released in the future...
> >--mb
>
> Howdy Martin
>
> The XF551 was sold as the drive for the XE series.
> There was another drive on the box both my 130XE and my XEGSs came in.

> Unfortunately it was just a fake. If I remembert correctly, somebody
told me
> it was a 1050 in a new case.
>
> CU Mathy van Nisselroy
>
>Hello there Matt

Slightly wrong about the fake d/d, and it wasn't a 1050, apparently the original external d/d's you could by for the very first st's, were adapted to work on the A8's, infact there is no difference between the original st external d/d and the proposed 3.5 d/d for the A8, the only differences were cosmetic, ie, power pinouts and serial/connections from drive to computer, infact the xf551 was originally designed as a 3.5 d/d but was changed as Atari couldn't be bothered to release programmes to convert from 5.25 or 3.5 inch format

yours

Carmel

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2233. Re: disk to cassette boot conversion

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7t6jr6$m5s$1@nnrp1.deja.com>
Source record: 49815

In article <37EAFCDF.6854@oberlin.edu>,
paul.davis@oberlin.edu wrote:
> anyone have a utility which takes a bootable a8 program on disk and
> creates a bootable cassette copy of it?
>
> thanks
> paul
>

Yo! Paul

Why the hell would you want to do that for (talk about slow slow)
Anyway, I have 3 options for you

Options one and two relate to a couple of proggie's I heard about,
although the chances of you getting you mits on them are remote
the proggies are called The Impossible (CSS) and C.O.S or Cassette O/S
(Alpha systems) both are u.s prog's.
Alternatively if you have h/w mods like omnimon/super/ultimon, or the
European versions like Qmeg/Speedyos etc... Load in the disk loader, and
replace the disk instructions/disk loader with a specially written tape
loader, the thing is you will have to scan the whole disk to see if it
is trying to access the disk again and replace these disk instructions
with the eqivalent tape instructions, you will know to know what the
disk instructions are, so it's helpfull if you have a copy of revised
mapping of the Atari (Compute) or the essential Map of the Atari xl/xe
(T.W.A.U.G -UK- and Andrew C. Thompson respectively) and also a
reasonable knowledge of 6502 m/l, because you will need to re write
parts of the program for this to work

why bother, just get the tape version, alternately, you'll have to turn
all your boot(able) disks into dos binary files and then use a dos file
to boot tape util, if you want to do that you will need a built in m/l
monitor that has the facility to read in disk sectors and write out disk
sectors (Omni/ultimon- are suitable for this)

Yours

Carmel

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2234. Re: Any 8-bit fans out there in Connecticut?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7t6l6j$msc$1@nnrp1.deja.com>
Source record: 49816

In article <19990925172123.03295.00001034@ng-co1.aol.com>,
nach4321@aol.com (Nach4321) wrote:
> Are there any 8-bit fans out there in Connecticut? Please email me.
>
>
Allan Bushman
>
Nach4321@aol.com
>Hi allan, played your atari today

as it is, I'm not from connecticut, or from the states, I'm from London, england (Islington to be more precise), I own and use Atari 130xe (2x) Atari 65xe, and 256k 800xl with o/s controller card, one of my 130's are upgraded with omni/ultimon and warp speed o/s, I also own an STE with 4meg (ouch) and a bog stndrd Amiga600 no psu, I also have a 1050 upgraded with lazer and usdoubler, also 1050 with css super archiver 2, and an indus gt, which I need the original disks and all relevent instruction manuals
As you are in the states perhaps you can hep me as I am looking for the following
Atari Roots (book- I am willing to pay 10 UKP)
The Impossible (software by CSS- the xl version preferably plus all the component programmes 20 UKP)
Cassette O/S (C.O.S) by Alpha systems (10 UKP)
I will send more requests shortly, but thats enough for now

Happy atari computing

carmel MJ andrews

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2235. 800-to-800XL transfer utility

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: "Luis P. Baeza Q." <lbaeza@yahoo.com>
Message-ID: <37F6DF5C.C0A5F89D@yahoo.com>
Source record: 49817

Hi!
I know there's a program that enables me to play those ol' Atari 800
OS/B programs in my 800XL. I had some problems with some ATRs that have
those ol' games (ALLEY CAT, ZAXXON, SHAMUS, etc...). I still can't play
then in my 800XL. So I guess there's an utility to transfer those old
games and make them run-able in an 800XL or 65XE. So here's my question.

ï¿½What's the name of that utility? ï¿½Where can I find it on the internet?

Thanx!

Luis P. Baeza Q.

| | |
/ | \
ATARI
F A N

# 2236. Re: Using > 192 lines in a Display List

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: NOSPAMlandon@best.com
Message-ID: <37f7033d$0$207@nntp1.ba.best.com>
Source record: 49818

Peter Laing <snailboy1@earthlink.net> wrote:
:>Has anybody got any experience using greater than 192 visible lines
:>in a display list ? I have considered using 200 for a game I'm
:>working on. When I worked with my PAL 800XL I could routinely
:>display lots more than 192 visible lines without any problems.
:>Did many commercial games use >192 lines for the 8 bits ?

i wrote an NTSC game for the 800 that used 208 (might have been 204)
lines -- it just didn't look *right* otherwise. the stuff at the top
and bottom, that might have been clipped, was just the score and
number of lines left and stuff

it definitely looked sucky on some televisions, until you adjusted
them. but it was worth it :-)

--

NOSPAMlandon@best.com (to reply, remove the NOSPAM)

"it's not about how well the pig dances, but whether it can fly"

# 2237. Re: Help with an emulator!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7t7be2$4nr$1@nnrp1.deja.com>
Source record: 49819

In article <19990920234120.07216.00000056@ngol02.aol.com>,
badbob1952@aol.comspamx (BadBob1952) wrote:
> First thing you should do is try Atari800win, the best Atari 8 bit
emulator.
> Even the sound is great, if you have a 100% Soundblaster compatible
card.
> http://www.concentric.net/~Twist/atari800win/
> Winfrotz is pretty neat too.
>
> badbob1952@aol.com
>

Hello there bad Bob, re: emulating an Atari 8bit

my question is, why would you want to do that for, wouldn't it be better
an get yourself a "proper" 8bit set up, and play lots of original Atari
s/w, and none of that crap they plaster on those so called Atari web
sites

Yours

The worlds no.2 atari user

Carmel

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2238. Re: Do you want a NEW game?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7t7c9g$5br$1@nnrp1.deja.com>
Source record: 49820
Cross-posted to: alt.c64,comp.sys.atari.8bit

In article <37E5A646.72FCE440@earthlink.net>,
John Schnittker <jschnitt@earthlink.net> wrote:
> I wanna see a new game for the Atari 8...
>
>question is John, who doesn't, as I want to see Atari versions of all
that jazz that speecy,commie 64 as well as st/amiga users were
salivating over during the '85 to '93 period, prog's like Nemesis-the
warlord, Rastan saga, Bubble bobble (i completed the saturn/playstation
version and the st version was crap)xybots, apb, hard drivin',
Nemesis/salamander, great giana sisters, denaris/rtype, supersprint and
basically, anything released on other formats by the big name s/w co's
during this period....get my drift... forget emulation, get see some
decent conversions
Afterall there are supposed to be Atari versions of the following
Elite- from beeb orig, Menace/Shadow o/t beast,barbarian-harlequin
(people who wrote plastron-not bad for a first effort) Jackel from
konami, Ian Botham Cricket- tynesoft, Paperboy- forgotwho wrote this
one, gunship (apparently) and I'm sure there are others, including the
much talked about but not released game of Pole Position2 which as I
understand it Atari/Datasoft wrote simultaneously for the A8 and 7800

there are others

Happy Atari computing

Yours

Carmel

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2239. Re: ATARI 8 has a GUI interface? What?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7t7ctg$5mn$1@nnrp1.deja.com>
Source record: 49821

In article <7rv5vr$jnr$2@ssauraac-i-1.production.compuserve.com>,
Rick D <74766.1561@CompuServe.COM> wrote:
> There were actually several GUIs for the A8 Ataris. Some were
> application specific, usually telecom, but at least a couple
> were general desktop GUIs, Diamond GOS, version three
> source?/rom binaries are available online, and another one I
> can't remember the name. Of course they were bothered by high
> ram needs, slow speed, and fussy with DOSes. And other GUIs were
> more hybrid text/graphics.
>
> Rick D.
>
> --
>
>I only know of 3 disk based GUI
1- M T O S- most 8bitPD libraries will have this

2-S.A.M (I think it was called that) from DGS (dean garraghty- nice
bloke- best thing is it's still available and he's on the net)

3- G.O.S- I think computerhouse were the UK importers of this, some
Atari commentators have claimed that this was a demo version of Diamond
GOS-I dont think it was, as I have an original disk, also available thru
PD (Ex Monitor)

Have you played Atari today

Carmel

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2240. Re: Brian Watson

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7t7djo$631$1@nnrp1.deja.com>
Source record: 49822
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm

In article <7siriu$i81$1@barcode.tesco.net>,
"CS&E" <carys@carys.screaming.net> wrote:
> You are right of course that newsgroups are not the place to do things
like
> this and I appreciate the point. But it's gone this far, let Brian
answer
> the questions. There are a number of points why we are on the
newsgroup, the
> main one that Brian refused to reply to any form of contact. You
notice my
> own practises are never complained about ... only me complaining about
other
> people. Brian has put himself in the public spotlight and as such
should be
> able to answer the questions truthfully, he admitted one of the
points,
> admit the others and I stop immediately. No gloating, only saving my
own
> image after people have got 'slightly' upset that we make all this
fuss.
>
>come on mate, leave this Brian character to wallow in his own pity,
he's a selfserving amstrad user (where are they know, saying that, where
are amstrad) I thought that this was supposed to be a forum for items
relevant to ATARI and not AMSTRAD, after all you are an atari user
aren't you, if not why are you consistantly slagging of this poor brian
character on an Atari forum- go back to AMSTRAD, suck up to Mr Sugar

yours

Carmel

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2241. Re: ATR-8000 to buy

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <19991003071215.07077.00000010@ng-bk1.news.cs.com>
Source record: 49823

> Instead I got a 1.2 meg 5 1/4" drive for my
>ATR-8000 instead.

Hi Rick-
Interesting. Does the ATR "see" the drive
as an 80 track 720K? Didn't think that the
ATR could write at the higher data rate on
a 1.2M drive. (?) I have some Teac 1.2M/720K, 5-1/4's that are listed in the
tech.
literature as performing this way.
Larry

# 2242. Re: Brian Watson

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: David L <daveykins@theoffice.net.spamtrap>
Message-ID: <IKHJ3.2568$M4.78782@nnrp4.clara.net>
Source record: 49824
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.oric,comp.sys.atari.8bit,comp.sys.cbm

<carmel_andrews@my-deja.com> wrote in message
news:7t7djo$631$1@nnrp1.deja.com...
> >
> >come on mate, leave this Brian character to wallow in his own pity,
> he's a selfserving amstrad user (where are they know, saying that, where
> are amstrad) I thought that this was supposed to be a forum for items
> relevant to ATARI and not AMSTRAD, after all you are an atari user
> aren't you, if not why are you consistantly slagging of this poor brian
> character on an Atari forum- go back to AMSTRAD, suck up to Mr Sugar

Wrong!

Brian is a rep of the IEBA - that's Independent Eight Bit Association (the group which in it's original incarntaion - I helped found!) - which strangely enough, is what the 400 to 800 Atari's are!

# 2243. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7t7m8t$2u1$1@autumn.news.rcn.net>
Source record: 49825

As we heard it here, Atari was fully prepared to go ahead with the 3.5",
8-bit drive but was told by the major software houses that if they had to
tool up to produce Atari 8-bit programs in two different media, they would
no do Atari stuff. Atari backed down and went to the XF551.

Years later, the same software houses had no problems producing
pple ][ software in two disk sizes when the Apple 2GS came out.

<carmel_andrews@my-deja.com> wrote in message
news:7t6irl$lgt$1@nnrp1.deja.com...

> Slightly wrong about the fake d/d, and it wasn't a 1050, apparently the
> original external d/d's you could by for the very first st's, were
> adapted to work on the A8's, infact there is no difference between the
> original st external d/d and the proposed 3.5 d/d for the A8, the only
> differences were cosmetic, ie, power pinouts and serial/connections from
> drive to computer, infact the xf551 was originally designed as a 3.5 d/d
> but was changed as Atari couldn't be bothered to release programmes to
> convert from 5.25 or 3.5 inch format

# 2244. Re: New Computer Collection Take a Look

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7t7mpd$5ku$1@autumn.news.rcn.net>
Source record: 49826

Alan Sharkis <asharkis@erols.com> wrote in message
news:7t5521$t6n$1@autumn.news.rcn.net...
> I would, if I could, but the link comes up bad.
>
> Are you sure it's posted correctly, or were you just down temporarily?
>
> Thanks.
>
> Alan

Just answered my own question. Nice site!

# 2245. Re: Brian Watson

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: Brian <brian@spheroid.demon.co.uk>
Message-ID: <938959349.12821.1.nnrp-06.9e98ea3a@news.demon.co.uk>
Source record: 49827
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit

<carmel_andrews@my-deja.com> wrote in message
news:7t7djo$631$1@nnrp1.deja.com...
> In article <7siriu$i81$1@barcode.tesco.net>,
> "CS&E" <carys@carys.screaming.net> wrote:

<excessive cross-postings trimmed>

> >No gloating, only saving my own
> > image after people have got 'slightly' upset that we make all this
> fuss.
> >
> >come on mate, leave this Brian character to wallow in his own pity,

I am not wallowing in my own pity, thank you, and *you* are very late coming
to this thread. Not a troll, I suppose? Hmm?

> he's a selfserving amstrad user.

I'm *not* a self-serving Amstrad user. Who are you to express such an
opinion?

> (where are they know, saying that, where are Amstrad)

Still in business and doing well at it, I understand. But why do you feel
you need to mention it?

> I thought that this was supposed to be a forum for items
> relevant to ATARI and not AMSTRAD, after all you are an atari user
> aren't you,

CS&E are suppliers of Commodore and PC goods.

> if not why are you consistantly slagging of this poor brian
> character on an Atari forum-

Because they are nitwits who know no better. You seem to be joining them.

> go back to AMSTRAD, suck up to Mr Sugar

Boy, are you off the plot.

I suggest you read up on this matter if you intend to belatedly jump in
again.

--
Brian

# 2246. Re: 800-to-800XL transfer utility

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <7t7ukv$229$1@news.netvision.net.il>
Source record: 49828

the name of the program called translator. it had several version and all of
the worked.
i cant remeber where i saw it..

nir

Luis P. Baeza Q. wrote in message <37F6DF5C.C0A5F89D@yahoo.com>...
>Hi!
> I know there's a program that enables me to play those ol' Atari 800
>OS/B programs in my 800XL. I had some problems with some ATRs that have
>those ol' games (ALLEY CAT, ZAXXON, SHAMUS, etc...). I still can't play
>then in my 800XL. So I guess there's an utility to transfer those old
>games and make them run-able in an 800XL or 65XE. So here's my question.
>
>�What's the name of that utility? �Where can I find it on the internet?
>
>Thanx!
>
>Luis P. Baeza Q.
>
> | | |
> / | \
>ATARI
>F A N
>
>
>

# 2247. Atari 800 setup FA

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: jtmazure <jtmazure@oakland.edu>
Message-ID: <37F79D2F.CC20CF7B@oakland.edu>
Source record: 49829
Cross-posted to: rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit

Complete expanded Atari 800 setup with printer, program recorder and carts

# 2248. Re: Using > 192 lines in a Display List

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rvf91ss8kii93@corp.supernews.com>
Source record: 49830

A Rudzki <arudzki@sgi.net> wrote in message
news:QDxJ3.1891$Tg3.333939@news.sgi.net...
>
>
> > Yes, no problems with a monitor but if someone is still using a TV for
the
> > display they may have some trouble due to overscan.
>
> overscan? rolling picture, right?
Eventually. But before that happens, you can't see what is on the bottom portion of the screen. Most TVs are set up to use the entire screen while most monitors have blank area outside of the display ~same reason why we have the default left margin at 2 instead of 0: Atari expected everyone to be using TVs, so 2 for the left margin and only 192 scan lines. I can't recall what the exact number of lines you can use before you start losing sync on everything, but it isn't a lot over 200.

# 2249. Re: Brian Watson

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: Don Judy <hsaller@epix.net>
Message-ID: <37F7A8B7.A120D7CC@epix.net>
Source record: 49831

carmel_andrews@my-deja.com wrote:
>
> In article <7siriu$i81$1@barcode.tesco.net>,
> "CS&E" <carys@carys.screaming.net> wrote:
> > You are right of course that newsgroups are not the place to do things
> like
> > this and I appreciate the point. But it's gone this far, let Brian
> answer
> > the questions. There are a number of points why we are on the
> newsgroup, the
> > main one that Brian refused to reply to any form of contact. You
> notice my
> > own practises are never complained about ... only me complaining about
> other
> > people. Brian has put himself in the public spotlight and as such
> should be
> > able to answer the questions truthfully, he admitted one of the
> points,
> > admit the others and I stop immediately. No gloating, only saving my
> own
> > image after people have got 'slightly' upset that we make all this
> fuss.
> >
> >come on mate, leave this Brian character to wallow in his own pity,
> he's a selfserving amstrad user (where are they know, saying that, where
> are amstrad) I thought that this was supposed to be a forum for items
> relevant to ATARI and not AMSTRAD, after all you are an atari user
> aren't you, if not why are you consistantly slagging of this poor brian
> character on an Atari forum- go back to AMSTRAD, suck up to Mr Sugar
>
> yours
>
> Carmel
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

Hi Carmel,

If you had read the headers you would have seen even
your own posting going to comp.sys.cbm, comp.sys.amstrad,
comp.sys.oric and comp.sys.atari.8bit, the last being
where you probably saw the message(s) you replied to.
Of course an Atari-Amstrad debate is of little value at
comp.sys.cbm (where I saw your reply) as is a personal

mud-slinging contest. Come to think, those computer
vs. computer "debates" are worth little in any forum, as
are personal appraisals of other usenet users.
Have fun with your Atari and keep the 8bit mentality alive!

DJ

## 2250. Re: ATR-8000 to buy

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rvf9ig67kii82@corp.supernews.com>
Source record: 49832

LLpwhite <llpwhite@cs.com> wrote in message
news:19991003071215.07077.00000010@ng-bk1.news.cs.com...
> > Instead I got a 1.2 meg 5 1/4" drive for my
> >ATR-8000 instead.
>
> Hi Rick-
> Interesting. Does the ATR "see" the drive
> as an 80 track 720K? Didn't think that the
> ATR could write at the higher data rate on
> a 1.2M drive. (?) I have some Teac 1.2M/720K, 5-1/4's that are listed in
the
> tech.
> literature as performing this way.
> Larry
I believe the ATR sees it as a 77 track 8.5" drive.

# 2251. FA: Happy Drive + Software + Books + MORE

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7t8bq7$gi2@freenet-news.carleton.ca>
Source record: 49833

Atari 810 Disk Drive with HAPPY ENHANCEMENT! NO RESERVE
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=174308250

Rare Atari 835 Direct Connect Modem!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=173981829

Mapping the Atari -- Compute, 1983, 190 pgs.
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=174313062

Electronic Arts AXIS ASSASSIN for Atari 8-bit
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=174297977

1983 Atari Computer Software Catalog! 300+ pg
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=173844780

Atari Sound and Graphics Book - STG 225p 1982
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=173989388

Atari BASIC - A Self Teaching Guide 325p 1979
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=173987145

Atari Tricky Tutorial #1 - Display Lists 1981
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=174303456

Computes First Book of Atari -- 1981, 187pg
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=174301970

Computes First Book of Atari Graphics! 1982
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=174305968

Zaxxon for Atari 400/800 MINT IN BOX!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=174318428

Your Atari Computer, Book, 1984, 450+ pages!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=174318212

Bernoulli 150MB Multidisk cartridge!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=174298902

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 2252. Re: Mail Order Monsters

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <j%PJ3.4042$297.67375@newse2.tampabay.rr.com>
Source record: 49834

http://www.atariworld.com/8bit/atrfiles.html

Look under "M"

http://www.atariworld.com/files/atr/m/MAILOMON.ZIP

Have fun.

clu-da-bard <clu-da-bard@geocities.com> wrote in message
news:R%CI3.898$W33.41914@typhoon01.swbell.net...
> Hi folks, I have a long time 8-bitter who
> throughout time played two games until the disk
> decentigrated! One was "The Return of Heracles"
>
> I'm happy to say we found the ATR of that,
> he now now blissfully emulates that on his PC.
>
> The one that has us stumped is another
> electronic arts game called "Mail Order Monsters"
>
> If you know of where I can find that, please
> let me know by replying here, and CC that to my
> E-mail address.
>
> Thanks in advance,
>
> Doctor Clu
>

# 2253. Re: Mail Order Monsters

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <xYPJ3.4039$297.66802@newse2.tampabay.rr.com>
Source record: 49835

http://www.atariworld.com/8bit/atrfiles.html

Look under "M"

http://www.atariworld.com/files/atr/m/MAILOMON.ZIP

Have fun.

clu-da-bard <clu-da-bard@geocities.com> wrote in message
news:R%CI3.898$W33.41914@typhoon01.swbell.net...
> Hi folks, I have a long time 8-bitter who
> throughout time played two games until the disk
> decentigrated! One was "The Return of Heracles"
>
> I'm happy to say we found the ATR of that,
> he now now blissfully emulates that on his PC.
>
> The one that has us stumped is another
> electronic arts game called "Mail Order Monsters"
>
> If you know of where I can find that, please
> let me know by replying here, and CC that to my
> E-mail address.
>
> Thanks in advance,
>
> Doctor Clu
>

## 2254. 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: Rich Jackson <rj5jackson@mindspring.com>
Message-ID: <7t8k2m$gia$1@nntp3.atl.mindspring.net>
Source record: 49836

Hi All..
I'm new to the Atari 8-bit scene and I have a question. There was a Vintage Computer Faire in Santa Clara, Ca., yesterday. At that faire, I picked up a NEW in the box 1200xl for $50. Inside the box were power supply& TV switchbox (in their own boxes) cables, manuals, warranty card etc..

The keyboard and "metal" function keys are shiny, as you would expect in a new machine. My questions are: 1. was $50 a good price 2. would 1983-1985 be a good estimate of the year(s) in which this machine was manufactured?

TIA Rich J

## 2255. Re: Looking for a game

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-03 00:00:00 UTC
From: GENE EHRICH <generic3@home.com>
Message-ID: <PTQJ3.3883$9j6.20124@news.rdc1.pa.home.com>
Source record: 49837

Did you try my Atari for sale page?

--
http://members.home.net/generic3
On-Line Computer & Video Game Garage Sale
generic3@home.com

# 2256. MEGA XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-04 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <938996665@stackbbs.xs4all.nl>
Source record: 49741

Original Mail Date: Sep 28, 1999 Time: 10:42 pm
Howdy folks

The worlds first

ONE MEGABYTE XEGS

is a fact.

It's 100% 130XE compatible:

- separate ANTIC and CPU access
- software control over BASIC
- software control over OS RAM
- selftest is still intact

I'll have to try stuff out in the
next coupe a days and remove some
unneeded stuff, but I came true the
tuffest test (PAGEFIND by Torsten
Karwoth, RDTEST2 by Compyshop,
ANALYSE.COM by M.Pascher) with flying
collars.

In the next weeks I hope to find out
if there is a way to do this WITHOUT
lifting two pins of the FREDDY chip.

Any information on the FREDDY chip is
MORE than welcome. Especially info
on which pins are multiplexed
together and timing info.

CU Mathy van Nisselroy

PS I'll bring my 1105XE and 1105XEGS
with me to the yearly meeting of the
ABBUC at the Buergerhaus Sued in
Herten Germany on October 30th 1999

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE, Pro-node 471
---

# 2257. Re: XEGS "Floppy Drive" q

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-04 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <938996670@stackbbs.xs4all.nl>
Source record: 49742

Original Mail Date: Sep 30, 1999 Time: 11:16 pm
>RezarF wrote: XF551 single density not compatible with 1050 singel dens.

That's not true. All 1050 formats are supported on the Atari XF-551 diskdrive. One dis-advantage is that you can't use the backsides of disks in a XF-551, while the 1050 can use them by cutting a hole on one edge, or better, after having installed a switch to control WP from the outside...

The XF-551 just supports more densities compared to a 1050, and has a feature to use sector-skewing to speed-up datatranfers a little. Even when a disk was formatted on a XF-551 in Single- or Enhanced-density with sector-skew, the 1050 could read the diks, be it a little bit slower then usual...

Sysop Fox-1 (fox-1 AT aq DOT nl)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE, Pro-node 471
---

# 2258. NAME OF THE GAME

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-04 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <938996671@stackbbs.xs4all.nl>
Source record: 49743

Original Mail Date: Sep 30, 1999 Time: 11:38 pm
>Luis P. wrote: looking for game like "Last-V8", but for 2 players

Sounds to me like the game "FIGURE-EIGHT-RACING" or maybe just
"FIGURE-EIGHT"...
Don't know who the programmer was. (CodeMasters?)...

I think I have an original copy laying around on tape, and a back-up on
disk too...

Sysop Fox-1

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE, Pro-node 471
---

# 2259. Re: For Sale Complete Atari 800XL System & Software

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-04 00:00:00 UTC
From: johnh@aanewberry.microserve.com
Message-ID: <MPG.1261e4fa18ce33c49896bb@news.epix.net>
Source record: 49744
Cross-posted to: alt.atari,alt.games.atari,comp.sys.atari.8bit
Body handling: HTML body converted to readable text

In article <37F7BDBB.E810FD5E@udata.com>, n8vpf@udata.com says...
>
>

Too much trouble. Please, please, always post in straight text.
--

Remove the aa in my address to reply via email.

# 2260. Re: Do you want a NEW game?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-04 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <37F89071.BD917726@erols.com>
Source record: 49745
Cross-posted to: alt.c64,comp.sys.atari.8bit

Anyone have a copy of Pole Position 2 for the Atari 8bit or seen it?

I'd love to add a copy to my collection.
--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

Remove the 'X' for email replies

carmel_andrews@my-deja.com wrote:

> In article <37E5A646.72FCE440@earthlink.net>,
> John Schnittker <jschnitt@earthlink.net> wrote:
> > I wanna see a new game for the Atari 8...
> >
> >question is John, who doesn't, as I want to see Atari versions of all
> that jazz that speecy,commie 64 as well as st/amiga users were
> salivating over during the '85 to '93 period, prog's like Nemesis-the
> warlord, Rastan saga, Bubble bobble (i completed the saturn/playstation
> version and the st version was crap)xybots, apb, hard drivin',
> Nemesis/salamander, great giana sisters, denaris/rtype, supersprint and
> basically, anything released on other formats by the big name s/w co's
> during this period....get my drift... forget emulation, get see some
> decent conversions
> Afterall there are supposed to be Atari versions of the following
> Elite- from beeb orig, Menace/Shadow o/t beast,barbarian-harlequin
> (people who wrote plastron-not bad for a first effort) Jackel from
> konami, Ian Botham Cricket- tynesoft, Paperboy- forgotwho wrote this
> one, gunship (apparently) and I'm sure there are others, including the
> much talked about but not released game of Pole Position2 which as I
> understand it Atari/Datasoft wrote simultaneously for the A8 and 7800
>
> there are others
>
> Happy Atari computing
>
> Yours
>
> Carmel
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

# 2261. Re: Diamond GOS

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-04 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <37F89028.E26C6E4A@erols.com>
Source record: 49746

I can boot Diamond with a MyDos disk, I just can't view the disk directory nor perform any disk drive related actions.

It seems there aren't alot of folks out there with GOS experience.
--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

Remove the 'X' for email replies

Mathy Van Nisselroy wrote:

> >I jsut picked up a Diamond 2.0 cart setup and was wondering what was required
> >to make this 2.1 or 3.0? Does it require a new ROM or a GDOS update?
> >
> >Im also a little clueless on how best to use this? I wanted to get a GUI
> >interface to organize my disk collection onto 3 1/2 floppies. Will Diamond
> >work with 720K diskettes under SpartaDOS? I've heard that it doesnt work
> >with MyDos?
> >--
> >Thanks,
> >
> >Stephen Knox
>
> Howdy Stephen
>
> I have tried the Diamond GOS cartridge. It works with MyDOS as far as I cab
> remember. Back then I didn't have a mouse and I was already used to MyDOS....
>
> CU Mathy van Nisselroy

# 2262. Re: Do you want a NEW game?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-04 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <B34K3.35$bm2.353@news1.online.no>
Source record: 49747
Cross-posted to: alt.c64,comp.sys.atari.8bit

Wasn't that released only on 7800 systems ? It wasn't exactly PP2 either, it lacked too much!

Stephen Knox <gooch@erols.com> wrote in message news:37F89071.BD917726@erols.com...
> Anyone have a copy of Pole Position 2 for the Atari 8bit or seen it?
>
> I'd love to add a copy to my collection.
> --
> Thanks,
>
> Stephen Knox
>
> http://pw2.netcom.com/~scknox/index.html
>
> Remove the 'X' for email replies
>
> carmel_andrews@my-deja.com wrote:
>
> > In article <37E5A646.72FCE440@earthlink.net>,
> > John Schnittker <jschnitt@earthlink.net> wrote:
> > > I wanna see a new game for the Atari 8...
> > >
> > >question is John, who doesn't, as I want to see Atari versions of all
> > that jazz that speecy,commie 64 as well as st/amiga users were
> > salivating over during the '85 to '93 period, prog's like Nemesis-the
> > warlord, Rastan saga, Bubble bobble (i completed the saturn/playstation
> > version and the st version was crap)xybots, apb, hard drivin',
> > Nemesis/salamander, great giana sisters, denaris/rtype, supersprint and
> > basically, anything released on other formats by the big name s/w co's
> > during this period....get my drift... forget emulation, get see some
> > decent conversions
> > Afterall there are supposed to be Atari versions of the following
> > Elite- from beeb orig, Menace/Shadow o/t beast,barbarian-harlequin
> > (people who wrote plastron-not bad for a first effort) Jackel from
> > konami, Ian Botham Cricket- tynesoft, Paperboy- forgotwho wrote this
> > one, gunship (apparently) and I'm sure there are others, including the
> > much talked about but not released game of Pole Position2 which as I
> > understand it Atari/Datasoft wrote simultaneously for the A8 and 7800
> >
> > there are others
> >
> > Happy Atari computing

> >
> > Yours
> >
> > Carmel
> >
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.
>
>
>
>
>

# 2263. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-04 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7taj8i$smr$2@gxsn.com>
Source record: 49748

Hi Alan,

>....was told by the major software houses that if they had to tool
>up to produce Atari 8-bit programs in two different media, they would
>no do Atari stuff....

Software houses don't have THAT sort of power over hardware companies, well not in those days at least. :-)

It's down to the customer, if the 3.5" drive had caught on then software houses would have had to support that format or lose business.

I'm hesitant to say this as I have no proof other than my memory, but I distinctly recall seeing an Atari branded 3.5" 8-bit drive on sale here in the UK around 1989. It was in a glass cabinet in a shop called "Home Entertainment" here in Birmingham, it was definitely for the 8-bit as I discussed buying one with the chap in the shop at the time - I didn't get one because I'd moved on to the ST and didn't want to spend that sort of money on a drive for my 8-bit machines (bad move in hindsight).

> Years later, the same software houses had no problems producing
>pple ][ software in two disk sizes when the Apple 2GS came out.

But that was a different kettle of fish. The ][gs was a 16-bit machine which was backwards compatible with the older ][ series....in a way its a pity Atari didn't follow a similar route.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

"Very funny Scotty, now beam down my trousers!" - J.T.Kirk

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 2264. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-04 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7taj8k$smr$3@gxsn.com>
Source record: 49749

Hi,

>....apparently the original external d/d's you could by for the
>very first st's, were adapted to work on the A8's....

I had one of the first few hundred STs in the UK, I can tell you the SF-314 and SF-354 could not work with the 8-bit machines.

ST drives were/are simply standard 3.5" drives in a case, with an interface card which adapts the standard 34 way ribbon cable to the round cable used to connect to the ST. The disc controller etc is mounted inside the ST.

To connect to the 8-bit machine you'd need a large controller board as in the 810, 1050 etc....

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

"Very funny Scotty, now beam down my trousers!" - J.T.Kirk

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 2265. Re: JAM!! vs. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-04 00:00:00 UTC
From: John Kwiatkowski <johnmk@shell.clark.net>
Message-ID: <185K3.130$N64.2821@dfw-read.news.verio.net>
Source record: 49750

Actually, if you put the instant tv in your cart and go to check out
they are only charging $29.99!!! for it.

LWhite6497 <lwhite6497@aol.com> wrote:
: It looks like this may have come full circle...
: In the latest "Tiger Direct" catalog that I received
: today, there is an Instant TV advertised for $49.95
: that allows you to hook up your TV, VCR, etc.
: to your VGA monitor. From the picture, it looks
: like a JAM!!, but also comes with a remote control
: unit. Presumably it has a built-in tuner, although it
: doesn't say specifically that it does. Says it will
: work with both NTSC and PAL. Better than $79.95
: for a JAM!!, assuming it does the same thing.
: Oh, yes. It's from AIMS Lab, the JAM!! folks.
: Larry

# 2266. Re: For Sale Complete Atari 800XL System & Software

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-04 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.19991004194646.33507A@ilaskey.compulink.co.uk>
Source record: 49751

In article <37F7BDBB.E810FD5E@udata.com>, n8vpf@udata.com (Tom Krist Sr.)
wrote:
<tons of cack removed>
Please do not post HTML to the newsgroups. Thankyou.

Iain

# 2267. Re: How to build a Supercharger

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-04 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7tb583$92g@freenet-news.carleton.ca>
Source record: 49752
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

"Luis P. Baeza Q." (lbaeza@yahoo.com) writes:
> Hi Everybody!
> I'm an Atari8bit fan, and I am a Atari2600 fan too. I need to know if
> there is some way to build a Supercharger by myself... I still can't
> find the info to build a Supercharger...

I don't know of any plans to build a supercharger. From
what i've seen its a FSK decoder, SRAM, bankswitch circuit and
ROM all in one large VLSI chip.

Building one would be educational, but they can routinely be
purchased for under $20 on ebay. If your interested in getting into
it yourself, check the Atari 2600 emulator source for the memory
map.

Most 2600/5200/7800 related posts belong in
rec.games.video.classic, though technally these are all Atari
8-bit computers :)

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 2268. For Sale Complete Atari 800XL System (Plain Text)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-04 00:00:00 UTC
From: "Tom Krist Sr." <n8vpf@udata.com>
Message-ID: <37F93483.B4B015CE@udata.com>
Source record: 49753
Cross-posted to: alt.atari,alt.games.atari,comp.sys.atari.8bit

:PLEASE EXCUSE THE FIRST POST IN HTML FORMAT:

I have for sale a complete Atari 800XL Computer System. The computer
has a "Rambo" memory upgrade kit in it ( I believe for a total of 256K),

in the origional box and packing everything is in good working order.
I am the origional purchaser of all items.

Below is a description of the items along with a link to
some photos I took of everything.

1 - Rana Systems 5 1/4 Floppy drive and power supply, (single
& double density) many options, origional box and packing.
1 - Atari 1010 program recorder and power supply and manual.
1 - Axiom AT-846 Printer Interface, connects ANY standard parallel-input

printer to ALL models of Atari computers. A direct plug-compatible

replacement for Atari 850 parallel interface. Runs all software
written for Atari 850 interface and 850 printers. I have the
manual also.
1 - Atari XM301 modem (300 baud), manual and origional box.
1 - Koala Pad & cartridge
2 - Joysticks
1 - Set of paddles.
1 - TV switchbox
1 - extra computer to tv switchbox cord

LOTS OF SOFTWARE & GAMES

Programs & Utilities

Data Perfect database program and manual
Letter Perfect program and manual
Award ware
Scoppy
Happy ver7.0
Atari DOS 2.5
Spartan Dos 3.2
Menu Plus
Prolist
Express modem
Type It!
Music Construction Set
Receipe Search & Save
and a few others...

GAMES

100 yard dash 1 for the road Abracadabra Action Biker Air
Hockey
Air Strike Air Support Alien Ambush Alley Cat Alp Man

Amazing Amphibian Androton Aquatron Arcade
Archon I Archon II Arena Arex Astro
Chase
Astroids Atlantis Axisassasin

Backgammon Back Track Bacter Baja Buggy Ball
Blaster
Ballsong I Ballsong II Baseball Basketball
Battlebring
BCSquest Beam Rider Beamtron Bean Machine Berzerk

Big Birds Fun Bio Defense Black Hole Blast Blue
Max
Blue Max 2001 Bonk Boulderdash Boulder Bomber
Boulderdash II Berakout Bricklay Bridge Bristle

Bruce Lee Buck Rogers Buried Bucks

Canyon Runner Capt Beeble Capture Flag Cavelord Caverns
Mars
Caves Of Ice Cavrnkhafka Centipede Centipede 5200
Checkers
Chess Chomper Choper Lifter Choperoid
Charlie Chick Claim Jumper Climber Clown Baloon
Cohenttower
Computer War Congo Bongo Copter Chase Cosmic Defender Cosmic
Globe
Cosmic Tunell Counter Measure Crash Dive Crisis Mnt
Crystal Castle

Darts Deathzone Decathalon Defend
Defender
Demon Birds Derblitz Destiny Diamonds Dig Dug

Dig Dug 5200 Dogdaze Dograce Donkey Kong
Donkey Kong Jr Dreadnaught Droids Dropzone Dr
Seuss

Eastern Front Electraglide Elevator Repair Man Embargo

Encounter ET

Fast Eddie Fighter Pilot Filler Up Final Legacy
Firebird
Fire Bug Fire Fleet Flack Floyd Droid
Football
Frogger Frogger I Frogger II Froggie

Glactic Galaxian Gateway 2 ASP Gauntlet Get a
Way
Ghost Buster Ghost Chasser Gladiator Gorf
Gremlins
Gun Fight Gyruss

Hacker Hard ball Hard Hat Hard Hat Willey Hero
Hi Jack Hopper Hot Copter Hot Lips Hwall
Banger

Incoming Inter Karate Invader 5200

Jagg Lines James Bond Java Jim Jaws Jet Boot
Jack
Joust Jr Pacman Jumbo Jet Jumping Jim Jungle
Hunt

Kaboom Kalidascope Kangaroo Kantics
Katerpillers
Kickback Kidgrid Krazy Krazy Kopter Kstar
Patrol

Labyrinth Lamp Master Landscape Lazer Type
Leaderboard
Legion Livewire Loco Lord Of Forbs

Maniac Mario Brothers Math Busters Matrix Maze War
Mediator Mega Mania Memory Manor Midasmaze Millipede

Miner 2049er Missle Command Mogul Man Molecule Man Money
Hungry
Monster Maze Monster Smash Montezuma Moon Beam Moon
Patrol
Mountain King Mouse Attack Mr Cool Mr Do Mrdos
Castle
Ms Pacman Mutant Camel Myripede

Nautilus Necromancer Nemos Vault New York Night
Raider
Ninja Nuclear Nick

Omega One on One Onslaught On Track Orbit
Orca Attack Othello Outlaw

Pacman Pacman Clone Panic Express Past Finder PC
Highway
Peanut Panic Pengo Pharoah Pharoah Pyrmid
Pinball
Pin Head Pitfall I Pitfall II Pitstop I Pitstop
II
Planet Defender Planet Journey Pogo Joe Pogo Man Poker Sam

Pole Position Pooyan Popcorn Popeye Porkeys
Preppie I Preppie II ProtectorII Pyramid of Doom

Qbert Qix Qix 5200 Quarxon Quasimodo

Race Race In Space Rackem Up Raid Mosco Rail King

Rainbow Walker Ram Bug II Rats Revenge Relax Repton
Retro Fire Return of Jedi River Raid Robotron Rocks
Rocket Repair Roto Roulette Roundabout Roundup

Saigon Salmon Run Satan Hollow Scooter Scream
Wings
Sea Chase Sea Fox Sea Wolf Shadow World Shamus I
Shamus II Shot Star Shuttle Side Winder Silicon
War
Ski Run Sky Blazer Slot Machine Snake Bite Snapper
Snokie Snow Fight Soccer Soccer 5200 Space
Blaster
Space Combat Space Dungen Space Invaders Space Slaughter
Special Delivery Speed King Speedway Spider
City
Spin Dizzy Spy Hunter Spy Demise Star Fighter Stargate
Star Gunner Star Island Star Raider I Star Raider II
Star Trek Star Trux Starwars Stratos Super
Cobra
Super Huey Superman Super Zaxxon Survivor Swamp
Chomp
Swatt Syntron

Tank Commander Tapper Taxi Cab Hill TGIF Theramed
Tic Tac Toe 3D Touchdown Tracer Track Attack Track &
Field
Tricky Track Trollwar I Troll War II Trust Turmoil
Type Attack

UK Pacman

Vanguard Vanhalen Vegas Jackpot Video Poker

War Games Warrior Wizards War

Xagon Xpoker

Zaxxon Zenji Zeppelin Zombie Zone
Ranger
Zorp

I am selling this as a lot, I will not piece it out, if you want
something
you buy it all and you piece it out, so don't ask to purchase just one
item.
its all or none.
$250 or make me a "REASONABLE" offer and you pay all shipping charges
from Marion, Ohio USA.

Here is a link to some photos of the equipment for sale.
http://www.geocities.com/MotorCity/1405/Atari/atarip.htm

Type Of Payment Accepted:
Personal Check (allow 2 weeks to clear before shipping)
Certified Check Or Money Order (Next Day Shipping)

If interested email me at n8vpf@geocities.com

## 2269. I am selling....

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-04 00:00:00 UTC
From: "Michael A. Miller Sr." <enercom@unidial.com>
Message-ID: <LndK3.1238$8Q.82537@news.ntr.net>
Source record: 49754

Atari 800xl works except keys k l ; + If you can restore them It a good deal. $10 shipped

Atari 16k RAM memory module (2) $8 shipped

Data transfer switch used with black box $5 shipped

Star NP-10 $25 shipped

USA shipping. Email for shipping outside USA.

## 2270. disk copy program on cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-04 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <21660-37F95C3A-49@newsd-171.iap.bryant.webtv.net>
Source record: 49755

does any one out there want a disk copy program on cart,this would have
to come from the pd arena,and it would have to be in a machine
language,if any one has preferences on whats good,please let me
know,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 2271. Antic magazine - first year

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-05 00:00:00 UTC
From: jackmndy@frontiernet.net
Message-ID: <37f961cd.19783302@news.frontiernet.net>
Source record: 49756

In case anyone's interested, I have Antic magazine issues one thru six
on eBay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=175811920

# 2272. Re: Diamond GOS

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-05 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-hTR1BEkhgleS@di04-ks.cth.com.au>
Source record: 49757

On Mon, 4 Oct 1999 11:31:52, Stephen Knox <gooch@erols.com> wrote:

> I can boot Diamond with a MyDos disk, I just can't view the disk directory nor
> perform any disk drive related actions.
>
> It seems there aren't alot of folks out there with GOS experience.
> --

I've had enough experience with it. enough to know it screwed up my
harddrive.
Fun finding what files haven't been damaged and where they are.

James B

# 2273. XDM 121 (Daisy Wheel)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-05 00:00:00 UTC
From: clu-da-bard@geocities.com
Message-ID: <%thK3.514$PG3.16484@typhoon01.swbell.net>
Source record: 49758

Just when I figure I've seen it all in
Atari-land, along pops up something else.

I have a printer that was probably released
with the 130/65 XE. It is a computer in a grey
color with selector buttons much like the ones
you would see on a 130.

So, since I'm needing an 8-bit printer, I
would appreciate all that could be said about it,
and will the cartridge version of Atari Writer
recognize it?

Thanks folks!

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

# 2274. Re: 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-05 00:00:00 UTC
From: Aaron Finney <A_Finney@wfi-inc.com>
Message-ID: <37F9D71B.23D16D74@wfi-inc.com>
Source record: 49759

Rich Jackson wrote:
>
> Hi All..
> I'm new to the Atari 8-bit scene and I have a question. There was a Vintage
> Computer Faire in Santa Clara, Ca., yesterday. At that faire, I picked up a
> NEW in the box 1200xl for $50. Inside the box were power supply& TV
> switchbox (in their own boxes) cables, manuals, warranty card etc..
>
> The keyboard and "metal" function keys are shiny, as you would expect in a
> new machine. My questions are: 1. was $50 a good price 2. would 1983-1985
> be a good estimate of the year(s) in which this machine was manufactured?
>
> TIA Rich J

Hi Rich,

I must've walked right past you there!

I recently sold 2 1200XL's with clearpic/chroma mods for around $50
each, no box/manuals/etc. So, from my viewpoint, seems good!

The 1200xl was introduced in 1982 but had a limited production run
because of some bad features like poor video quality, no easy upgrades,
and notorious software incompatibility. The 600/800xl's came out right
after and replaced it.

But they do have the best keyboard of any of them...enjoy!

Aaron

# 2275. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-05 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7tctkb$nf8$1@autumn.news.rcn.net>
Source record: 49760

The only 3.5" drive for the 8-bit that I ever saw was something that collector John Hardie brought to an Ol' Hackers AUG meeting a couple of years ago. It was clearly a prototype.

But then, there are lots of examples of stuff released outside of the US and not in the US and vice-versa.

Take care.

Alan
Peter Pachla <my.name@wintermute.org.uk> wrote in message news:7taj8i$smr$2@gxsn.com...
> Hi Alan,
>
> >....was told by the major software houses that if they had to tool
> >up to produce Atari 8-bit programs in two different media, they would
> >no do Atari stuff....
>
> Software houses don't have THAT sort of power over hardware companies, well not
> in those days at least. :-)
>
> It's down to the customer, if the 3.5" drive had caught on then software houses
> would have had to support that format or lose business.
>
>
> I'm hesitant to say this as I have no proof other than my memory, but I
> distinctly recall seeing an Atari branded 3.5" 8-bit drive on sale here in the
> UK around 1989. It was in a glass cabinet in a shop called "Home Entertainment"
> here in Birmingham, it was definitely for the 8-bit as I discussed buying one
> with the chap in the shop at the time - I didn't get one because I'd moved on
> to the ST and didn't want to spend that sort of money on a drive for my 8-bit
> machines (bad move in hindsight).
>
>
> > Years later, the same software houses had no problems producing
> >pple ][ software in two disk sizes when the Apple 2GS came out.
>
> But that was a different kettle of fish. The ][gs was a 16-bit machine

which
> was backwards compatible with the older ][ series....in a way its a pity
Atari
> didn't follow a similar route.
>
>
> TTFN - Pete.
>
> --
> Spam deflector in effect - it's obvious!
>
> "Very funny Scotty, now beam down my trousers!" - J.T.Kirk
>
> Hardware & Software Engineer. Sound Engineer.
> Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp
DEC)
> --
>
>
>

# 2276. Re: XDM 121 (Daisy Wheel)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-05 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <24908-37F9FCFC-10@newsd-171.iap.bryant.webtv.net>
Source record: 49761

its a good letter perfect printer that works good with the atari writer cart,its slow and noisy like a type writer,we used to sell them like crazy to people with 130xe's who also used atari writer plus,many writers and small bussiness's,it gives good letter quality print,thanks, lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 2277. Re: New Computer Collection Take a Look

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-05 00:00:00 UTC
From: Basmati Kasaar <Basmatim@hotmail.com>
Message-ID: <939138540.429800@services.phit.de>
Source record: 49762

Ian,

What a really limp and self-indulgent site. Absolutely nothing of interest for anyone, except yourself. Who the heck wants to see photos of your old computers? I'm sure you've spent a lot of time on the site, but you need something that will interest other people. Why not post some useful information? And by the way, you don't need an apostrophe for the plural. The apostrophe is used when denoting ownership or abbreviation. Not only do you make yourself look self-centred, you look illiterate too.

Kind Regards,

Basmati

Ian Marshall schrieb in Nachricht
<7t39de$sl$1@newsreader2.core.theplanet.net>...
>Hi all,
>
>Would you pay a visit to my computer collection site. Its not only got UK
>Atari stuff, but you will be interested.
>Still early days for the site but lots to see.
>
>Let me know what you think.
>
>Visit at www.karoo.net/imarshall
>
>Computer pics and info
>
>

# 2278. Re: New Computer Collection Take a Look

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-05 00:00:00 UTC
From: Ian Marshall <ian@imarshall.karoo.co.uk>
Message-ID: <7tda47$k60$1@newsreader2.core.theplanet.net>
Source record: 49763

A little bit harsh I think.

Firstly even I am suprised by how many people do want to see my computers.
It brings
back memories for some people.

Second I have never been verrey gud at inglish verrey sorey I do
apologisse!!

Thirdly no chance you've bookmarked it then?

Ian

Basmati Kasaar <Basmatim@hotmail.com> wrote in message
news:939138540.429800@services.phit.de...
> Ian,
>
> What a really limp and self-indulgent site. Absolutely nothing of interest
> for anyone, except yourself. Who the heck wants to see photos of your old
> computers? I'm sure you've spent a lot of time on the site, but you need
> something that will interest other people. Why not post some useful
> information? And by the way, you don't need an apostrophe for the plural.
> The apostrophe is used when denoting ownership or abbreviation. Not only
do
> you make yourself look self-centred, you look illiterate too.
>
> Kind Regards,
>
> Basmati
>
> Ian Marshall schrieb in Nachricht
> <7t39de$sl$1@newsreader2.core.theplanet.net>...
> >Hi all,
> >
> >Would you pay a visit to my computer collection site. Its not only got UK
> >Atari stuff, but you will be interested.
> >Still early days for the site but lots to see.
> >
> >Let me know what you think.
> >
> >Visit at www.karoo.net/imarshall
> >
> >Computer pics and info
> >
> >
>

>

# 2279. Re: XDM 121 (Daisy Wheel)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-05 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7tda21$45r2@news.ajou.ac.kr>
Source record: 49764

On 5 Oct 1999 08:28:28 -, Lance Ringquist wrote:
>its a good letter perfect printer that works good with the atari writer
>cart,its slow and noisy like a type writer,we used to sell them like
>crazy to people with 130xe's who also used atari writer plus,many
>writers and small bussiness's,it gives good letter quality print,thanks,
>lance

I have one of these. But don't have the manual for it and would really
like to find one. Anyone have the manual for the XDM 121 for
sale/trade?

# 2280. Looking for a Atari 8-bit Web Page

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-05 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7tdacb$45r3@news.ajou.ac.kr>
Source record: 49765

Months back, I found a Web page that had instructions and I believe
software for connecting a Atari 8-bit to a Atari Falcon.
This was not using Null modem cables. I think there was sometype
of modification that had to be done to the Falcon.
And maybe used the 800XLs expansion port.

I lost the address for the Web page and havent had any luck finding
it.

I think the Web page was in german and maybe english too.

Does anyone know the Web Page I'm asking about?

If you have the address or any info on this please pass it along.

phantomm@kih.net

## 2281. 800XL Sys FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-05 00:00:00 UTC
From: legaleze@pottsville.infi.net
Message-ID: <legaleze-0510991417250001@pm4-1-49.pot.infi.net>
Source record: 49766

I have an 800XL, 1050 drive and Smith Corona printer, various software on floppies, & game cartridges, joystick; best offer takes all. You pay shipping.

# 2282. looking for new s/w & books

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-05 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7tdjq8$e5f$1@nnrp1.deja.com>
Source record: 49767

I am looking for the following (originals only please)

ATARI ROOTS- A BOOK BY DATAMOST- I'm willing to pay £10 for this in exc.cond.

Atari XI version of CSS's 'the impossible' and all component or satellite programs- I'm willing to pay £10 for this in exc. cond. with manuals/instructions, I might also be interested in the a800 version as very so long as it comes with the ram pack (see CSS adverts in orig. Antic/Analog

All latest versions of Exodos- £10 is what I'm willing to pay

Alpha systms(US) C.O.S or cassette o/s again I'm willing to pay £10

I am also looking for the origing manuals and disks for the Indus GT which I recently bought, and technical info on the Indus GT's expansion parts, what were that used for

I am also look for information as to who to program 6502 (the easy way) and also programming the indus gt, happy and super arch.2 1050, I understand that these systems are programmable

I am willing to collect within a 30-40 mile radius of central London, other wise i'll have to make other arrangements

have YOU played Atari TODAY

carmel

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2283. Re: Do you want a NEW game?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-05 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7tdkbk$ej2$1@nnrp1.deja.com>
Source record: 49768
Cross-posted to: alt.c64,comp.sys.atari.8bit

```
In article <B34K3.35$bm2.353@news1.online.no>,
"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
> Wasn't that released only on 7800 systems ? It wasn't exactly PP2
either, it
> lacked too much!
>
> Stephen Knox <gooch@erols.com> wrote in message
> news:37F89071.BD917726@erols.com...
> > Anyone have a copy of Pole Position 2 for the Atari 8bit or seen it?
> >
> > I'd love to add a copy to my collection.
> > --
> > Thanks,
> >
> > Stephen Knox
> >
> > http://pw2.netcom.com/~scknox/index.html
> >
> > Remove the 'X' for email replies
> >
> > carmel_andrews@my-deja.com wrote:
> >
> > > In article <37E5A646.72FCE440@earthlink.net>,
> > > John Schnittker <jschnitt@earthlink.net> wrote:
> > > > I wanna see a new game for the Atari 8...
> > > >
> > > >question is John, who doesn't, as I want to see Atari versions of
all
> > > that jazz that speecy,commie 64 as well as st/amiga users were
> > > salivating over during the '85 to '93 period, prog's like
Nemesis-the
> > > warlord, Rastan saga, Bubble bobble (i completed the
saturn/playstation
> > > version and the st version was crap)xybots, apb, hard drivin',
> > > Nemesis/salamander, great giana sisters, denaris/rtype,
supersprint and
> > > basically, anything released on other formats by the big name s/w
co's
> > > during this period....get my drift... forget emulation, get see
some
> > > decent conversions
> > > Afterall there are supposed to be Atari versions of the following
> > > Elite- from beeb orig, Menace/Shadow o/t beast,barbarian-harlequin
```

> > > (people who wrote plastron-not bad for a first effort) Jackel from
> > > konami, Ian Botham Cricket- tynesoft, Paperboy- forgotwho wrote
this
> > > one, gunship (apparently) and I'm sure there are others, including
the
> > > much talked about but not released game of Pole Position2 which as
I
> > > understand it Atari/Datasoft wrote simultaneously for the A8 and
7800
> > >
> > > there are others
> > >
> > > Happy Atari computing
> > >
> > > Yours
> > >
> > > Carmel
> > >
> > > Sent via Deja.com http://www.deja.com/
> > > Before you buy.
> >
> >
> >
> >To steve, Vidar
If you live in england or bought any Atari 8bit s/w from USgold (now
Eidos) during 1986-89, on the scrolling loading screens they used to
advertise PP2, pole position2 as being available for the 8bit atari
> >might be an idea to contact any old USG staffers for more info

Happy ATARI computing

Carmel
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2284. Re: New Computer Collection Take a Look

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-05 00:00:00 UTC
From: ssilicon@earthlink.net
Message-ID: <37fb5c09.3504191@news.earthlink.net>
Source record: 49769

You just did a terrible thing Basmati. You shouldn't critisize his
web site like that, not to mention his spelling. If you don't like
his site, just don't visit it. You seem to be the one who is all full
of himself.

On Tue, 5 Oct 1999 17:48:03 +0200, "Basmati Kasaar"
<Basmatim@hotmail.com> wrote:

>Ian,
>
>What a really limp and self-indulgent site. Absolutely nothing of interest
>for anyone, except yourself. Who the heck wants to see photos of your old
>computers? I'm sure you've spent a lot of time on the site, but you need
>something that will interest other people. Why not post some useful
>information? And by the way, you don't need an apostrophe for the plural.
>The apostrophe is used when denoting ownership or abbreviation. Not only do
>you make yourself look self-centred, you look illiterate too.
>
>Kind Regards,
>
>Basmati
>
>Ian Marshall schrieb in Nachricht
><7t39de$sl$1@newsreader2.core.theplanet.net>...
>>Hi all,
>>
>>Would you pay a visit to my computer collection site. Its not only got UK
>>Atari stuff, but you will be interested.
>>Still early days for the site but lots to see.
>>
>>Let me know what you think.
>>
>>Visit at www.karoo.net/imarshall
>>
>>Computer pics and info
>>
>>
>

# 2285. Re: New Computer Collection Take a Look

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-05 00:00:00 UTC
From: dml_68@yahoo.comm
Message-ID: <8E5698174dml@news>
Source record: 49770

Basmatim@hotmail.com (Basmati Kasaar) wrote in
<939138540.429800@services.phit.de>:

>Ian,
>>
>>Visit at www.karoo.net/imarshall
>>
>>Computer pics and info
>>
>>
>
>

Great Site Ian. I love site about Old Computers with the pictures and
all. I share those sites with my 8 year old Boy and tell him about the
"grand Old Days" of Computing. Before Windows and General Protection
Faults. I HAVE bookmarked the site and will retun to see if any updates are
done to it when I can. Don't listen to the People who have nothing better
to do than Drink and Surf the web and become Page critics..Just know that
keeping those memories alive is improtant to some of us.

Take Care

Derek

--
Swing by my Classic Tandy Emulation Web Pages

TRS-80 CoCo Emulation
http://www.50megs.com/mrnukem/coco/coco.htm

Classic Tandy Emulation
http://www.50megs.com/mrnukem/tandy/tandy.htm

# 2286. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-05 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <25788-37FA7A2C-8@newsd-171.iap.bryant.webtv.net>
Source record: 49771

there are two reasons atari did not release this as a 3.5 drive,they were all ready to go into production on the 3.5 model when one of there consultants asked them if they had bothered to ask any software houses if they would support it,and they got a resounding no,the consultant also agreed(i know this person personally)so they scrambled to get a 5&1/4 into the machine to get it onto the market,its quirky but it works,thats all they cared about,thus leaving the door open for third party fixes and upgrades,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 2287. Re: Old Ultimas and Zork. Willing to pay $100's !!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-05 00:00:00 UTC
From: Rand Kiessig <rand@shawked.com>
Message-ID: <37faaf2a$0$215@nntp1.ba.best.com>
Source record: 49772
Cross-posted to: alt.games.ultima.dragons,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.ibm.pc.games.marketplace

Ultima 2 was published by Sierra, Not Ultima 1 =)

Just buy the Compilation cd..

-Rand

Hugh Falk <hughfalk@mindspring.com> wrote in message
news:cBxK3.759$Yx1.10119@newse3.tampabay.rr.com...
> My birthday is coming up, and I've convinced my wife to let me buy some
> games that I was never willing to pay for in the past (outside of my usual
> flea market or garage sale prices). Here's what I'm looking for:
>
> Original Akalabeth
> Ultima (California Pacific)
> Ultima 1: The Original (Sierra)
> Ultima 2 Big Box
> Zork (Personal Software)
>
> I'm willing to pay top dollar for these so please let me know if you (or
> someone you know) is looking to sell. Don't post here. Please write me
at:
>
> hughfalk@mindspring.com
>
> I might also be able to offer some trades. If you're interested, check
out
> my site at:
>
> http://www.emuclassics.com/gotcha/
>
> Am I trustworthy? You bet! Check out my eBay rating at:
>
>
http://cgi2.ebay.com/aw-cgi/eBayISAPI.dll?ViewFeedback&userid=hughfalk@minds
> pring.com
>
>
>
>
>
>

## 2288. Atmas II

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-05 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <7tecd0$3o7@dfw-ixnews11.ix.netcom.com>
Source record: 49773

Anyone have information on where I can get Atmas II? I am looking for program and documentation.

Thank you,

Richard Heldmann

# 2289. Re: XDM 121 (Daisy Wheel)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-05 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.991005205732.1723A-100000@vtn1>
Source record: 49774

On 5 Oct 1999, Phantomm wrote:

> On 5 Oct 1999 08:28:28 -, Lance Ringquist wrote:
> >its a good letter perfect printer that works good with the atari writer
> >cart,its slow and noisy like a type writer,we used to sell them like
> >crazy to people with 130xe's who also used atari writer plus,many
> >writers and small bussiness's,it gives good letter quality print,thanks,
> >lance
>
>
> I have one of these. But don't have the manual for it and would really
> like to find one. Anyone have the manual for the XDM 121 for
> sale/trade?
>
>
Chances are you can open it up and find the real manufacturer's name--it's
almost certainly an oem version of someone else's printer. You might also
try some of the (limited) 1027 commands with it.

jkp

# 2290. Re: WANTED: GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-06 00:00:00 UTC
From: 8bitz@my-deja.com
Message-ID: <7tfsnn$ej$1@nnrp1.deja.com>
Source record: 49688

I put up a list for a guy that has unopened atari software. He only charges $6.95 plus shipping. And lots of this stuff goes for double that used on ebay.
Check this out
http://members.tripod.com/~eightbits/atari84sale.html
He also has ST software

Mark

In article <o8RI3.630$CV6.681816@WReNphoon3>,
alt-sci@mailexcite.com (Ed Thunder) wrote:
> I'm looking for games for by 800XL either on a diskette (I have a 1050) or
> cartidge.
>
> I live in New Jersey, so U.S. responses only, please.
>
> -**** Posted from RemarQ, http://www.remarq.com/?a ****-
> Search and Read Usenet Discussions in your Browser - FREE -
>

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2291. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-06 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7tfvbd$7ka$2@gxsn.com>
Source record: 49689

Hi Alan,

> The only 3.5" drive for the 8-bit that I ever saw....
>....It was clearly a prototype.

This is why I've kept quiet so far during this conversation about 3.5" 8-bit drives. I only ever saw the drive ONCE in the shop (not that I was a regular visitor there by this time), it seemed to sink without trace.

From what I recall it was styled not entirely unlike the pictures I've seen of the XF-551(?), just with a 3.5" mechanism in place of the 5.25" one.

> But then, there are lots of examples of stuff released outside
>of the US and not in the US and vice-versa.

You have a good point there. What I'm wondering though is whether Atari test marketed the things in the UK before deciding to abandon the project? After all they did a similar thing with the 815(?) dual drive and it would certainly explain why I only ever saw it once (the shop in question was probably the largest Atari dealer in the UK (after Silica Shop) so would've been an ideal choice).

So the question is, is my memory playing tricks on me or does anyone else in the UK remember these things?

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

"....take Mr.Creosote from Acton.
He rang 'Litigation Direct' after an unfortunate accident
in a restaurant with an 'After Eight' mint...."

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

## 2292. Re: Help with an emulator!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-06 00:00:00 UTC
From: mr_maddog@my-deja.com
Message-ID: <7tgdns$e43$1@nnrp1.deja.com>
Source record: 49690

In article <7t7be2$4nr$1@nnrp1.deja.com>,
carmel_andrews@my-deja.com wrote:

> my question is, why would you want to do that for, wouldn't it be
better
> an get yourself a "proper" 8bit set up, and play lots of original
Atari
> s/w, and none of that crap they plaster on those so called Atari web
> sites

Because he "wants" to and shouldn't have to be forced into having the same preferences as some biased platform advocatcy nut. Hey, if you insist on telling people what kind of computers, operating systems and software they should have then you're no different than Bill Gates. If he wants to run Atari 8-bit programs on another computer then let him. It's a crap lot better than not running any Atari 8-bit programs 'period'.

Eric Noss
a.k.a
Mr. Maddog

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2293. Re: Can someone tell me why this is cur

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-06 00:00:00 UTC
From: Nurmix@socal.SPAM
Message-ID: <7tgble$29p3@enews3.newsguy.com>
Source record: 49691

On 26 Sep 1999 00:02:26 , BobKlaas wrote:

>Have seen several posts on what was supposedly bought on E-Bay but have
>yet to run into one of those customers. Have been to auctions and
>watched the people there get caught up in a biding war, but not with
>Atari 8-bit equipment. I guess every once in a while someone finds
>something they just have to have reguardless of the price. That is why
>I posted, with (what do you want to pay for it?)
>
>Don't get me wrong, I am not against E-Bay, just can't see someone
>shafting their self when it isn't necessary.

I am one of Bob's many satisfied customers. Bob sells quality, tested 8-bit gear. I've purchased several items from him, and he's done repairs for me as well. His prices are "the best in town" with fast shipping to boot!

Highly recommended for those who are just starting out, or those like myself; just filling out a long time collection.

-Paul

--

Paul "Nurmix" Nurminen | ICQ # 50313052 | Atari Falcon030/14+Nemesis
. El Segundo, California USA - Home of Red Light 6 Studio and NURVIS
..
... Visit Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm
.... Electronic Music | Atari Computing | Classic Video Games | Humor
.....
..... SPAM ALERT: Change "SPAM" to "com" if replying by e-mail ! ! !

# 2294. wanted 1050 with cables + psu

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-06 00:00:00 UTC
From: BENNY ROGER GUNDERSEN <mms@c2i.net>
Message-ID: <01bf1053$3e61f3c0$c227d8c1@bennygun>
Source record: 49692

I'm looking for a 1050 diskdrive with all cables if possible also with some
software.
I'm living in Norway so you must be willing to ship internationally.

Benny Roger Gundersen

# 2295. Re: Old Ultimas and Zork. Willing to pay $100's !!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-06 00:00:00 UTC
From: Rand Kiessig <news@shawked.com>
Message-ID: <37fbfa1c$0$211@nntp1.ba.best.com>
Source record: 49693
Cross-posted to: alt.games.ultima.dragons,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.ibm.pc.games.marketplace

True ;) Depends on if you want to play, or just collect =)

-Rand

Vidar "Hawk" Olavesen <olavese@online.no> wrote in message
news:XJDK3.70$%32.629@news1.online.no...
> > Just buy the Compilation cd..
> >
> > -Rand
>
> Not quite the same if you collect is it ? Not a good advice for
collectors.
> They want the original releases I guess!
>
>
>
>

# 2296. Re: Cleveland Free-Net Offically Off-Line

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-06 00:00:00 UTC
From: Michael Current <mcurrentNOmcSPAM@carleton.edu.invalid>
Message-ID: <000b8d9b.5ce332e1@usw-ex0102-016.remarq.com>
Source record: 49694

I've collected a bunch of discussion on the topic, if anyone's
interested.

-Michael (formerly 8-bit Computers Support, Cleveland Free-Net Atari
SIG.

mcurrent@carleton.edu

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

# 2297. Re: Old Ultimas and Zork. Willing to pay $100's !!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-06 00:00:00 UTC
From: fortran@earthlink.net
Message-ID: <MPG.1265c21932cb5e69989dcd@news.alt.net>
Source record: 49695
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.ibm.pc.games.marketplace

My glass typewriter shows Rand Kiessig typing...
> Ultima 2 was published by Sierra, Not Ultima 1 =)

Actually, a version of Ultima 1 *was* released by Sierra. I
should know, I have a copy. <evil grin> (Though he is going to have to
shell more than just a couple of hundred dollars if he wants an
Akalabeth, a CPC Ultima, or a Personal Software Zork. Those pull in
around $500 a pop, each, when they are complete.)

BTW, If you want to see a copy of the box check out
<http://www.scott.net/~rgregg/ultima/collectibles/Title_U1.html>.

--

Fortran Dragon -==(UDIC)==-
Hidalgo Trading Company: <http://home.earthlink.net/~fortran/>
rgcud FAQ: <http://home.earthlink.net/~fortran/faq/rgcudfaq.html>

# 2298. Re: Diamond GOS

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-06 00:00:00 UTC
From: Michael Current <mcurrentNOmcSPAM@carleton.edu.invalid>
Message-ID: <000b8d9b.33f7dd28@usw-ex0101-005.remarq.com>
Source record: 49696

I also have a Diamond GOS cart (along with the ST mouse). Version 2,
so Diamond Write wasn't included since it wasn't written yet.

It was fun to play with, but I could get very few of the apps that I
used regularly to work under Diamond.

I understand that Version 3 was significantly more compatible with
other stuff.

-Michael

mcurrent@carleton.edu

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

# 2299. Re: 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-06 00:00:00 UTC
From: Michael Current <mcurrentNOmcSPAM@carleton.edu.invalid>
Message-ID: <000b8d9b.64db646a@usw-ex0102-016.remarq.com>
Source record: 49697

```
In article <7t8k2m$gia$1@nntp3.atl.mindspring.net>, "Rich Jackson"
<rj5jackson@mindspring.com> wrote:
> 2. would
> 1983-1985
> be a good estimate of the year(s) in which this machine was
> manufactured?

In fact the 1200XL was produced from 1982-1983.

-Michael

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!
```

# 2300. Re: disk to cassette boot conversion

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-06 00:00:00 UTC
From: Paul Davis <paul.davis@oberlin.edu>
Message-ID: <37FC22AC.2224@oberlin.edu>
Source record: 49698

carmel_andrews@my-deja.com wrote:
>
> In article <37EAFCDF.6854@oberlin.edu>,
> paul.davis@oberlin.edu wrote:
> > anyone have a utility which takes a bootable a8 program on disk and
> > creates a bootable cassette copy of it?
> >
> > thanks
> > paul
> >
>
> Yo! Paul
>
> Why the hell would you want to do that for (talk about slow slow)
> Anyway, I have 3 options for you

thanks for the info carmel. just to answer your question - i'm putting out a record (vinyl) of music i've written with my 800 and i wanted to encode an actual program on there too. the only way i could think of how to do it would be to save it as a tape booter and then just transfer the audio data on the tape to the record so people could then dub their own tapes and boot them up. i made a modified sio cable so i can get the straight audio data and record it directly instead of having to actually transfer it to a cassette in my 410 and deal with hiss and speed variations. there are only like 5 people on the planet that would actually dub a tape off the record and boot it up, but i sort of want to know who they are :) anyway it sounds like it would be much easier to just write something in basic and csave it...

thanks
paul
paul.davis@oberlin.edu

# 2301. Re: Current status of my Game effort

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-06 00:00:00 UTC
From: John Schnittker <jschnitt@earthlink.net>
Message-ID: <37FC26C6.6968CE01@earthlink.net>
Source record: 49699

Just want to encourage you to finish your game. And hope it's not eating
too much of your time.

# 2302. Re: New Computer Collection Take a Look

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-06 00:00:00 UTC
From: eparent@reply.here.net
Message-ID: <37fa9430.2247860@207.106.92.52>
Source record: 49775

Nice clear pictures. Did you take them yourself? If yes then what
hardware was used? I use a Snappy on my Atari site (that has not been
updated in a long time).

Later,
Eric

http://www.shaysnet.com/~eparent/atari/showcase/

On Fri, 1 Oct 1999 22:36:34 +0100, "Ian Marshall"
<ian@imarshall.karoo.co.uk> wrote:

>Hi all,
>
>Would you pay a visit to my computer collection site. Its not only got UK
>Atari stuff, but you will be interested.
>Still early days for the site but lots to see.
>
>Let me know what you think.
>
>Visit at www.karoo.net/imarshall
>
>Computer pics and info
>
>

# 2303. WTB: Old Ultimas and Zork. Willing to pay $100's !!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-06 00:00:00 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <cBxK3.759$Yx1.10119@newse3.tampabay.rr.com>
Source record: 49776
Cross-posted to: alt.games.ultima.dragons,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.ibm.pc.games.marketplace

My birthday is coming up, and I've convinced my wife to let me buy some games that I was never willing to pay for in the past (outside of my usual flea market or garage sale prices). Here's what I'm looking for:

Original Akalabeth
Ultima (California Pacific)
Ultima 1: The Original (Sierra)
Ultima 2 Big Box
Zork (Personal Software)

I'm willing to pay top dollar for these so please let me know if you (or someone you know) is looking to sell. Don't post here. Please write me at:

hughfalk@mindspring.com

I might also be able to offer some trades. If you're interested, check out my site at:

http://www.emuclassics.com/gotcha/

Am I trustworthy? You bet! Check out my eBay rating at:

http://cgi2.ebay.com/aw-cgi/eBayISAPI.dll?ViewFeedback&userid=hughfalk@minds
pring.com

# 2304. Re: Do you want a NEW game?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-06 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7teeqt$4hk$1@gxsn.com>
Source record: 49777
Cross-posted to: alt.c64,comp.sys.atari.8bit

Hi,

>....advertise PP2, pole position2 as being available for the 8bit
>atari might be an idea to contact any old USG staffers for more
>info

I worked at US Gold during 1988/89. I don't recall PP2 coming out on the 8-bit.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

"....take Mr.Creosote from Acton.
He rang 'Litigation Direct' after an unfortunate accident
in a restaurant with an 'After Eight' mint...."

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 2305. Re: New Computer Collection Take a Look

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-06 00:00:00 UTC
From: Aaron Wheeler <holmesw@hotmail.com>
Message-ID: <7temq9$j12$1@newsource.ihug.co.nz>
Source record: 49778

How immature can you be. Go away, and grow up. Then when you have matured,
come back...

Ian's site is fine, and interesting to us who collect the old computers.

Aaron.

Basmati Kasaar <Basmatim@hotmail.com> wrote in message
news:939138540.429800@services.phit.de...
> Ian,
>
> What a really limp and self-indulgent site. Absolutely nothing of interest
> for anyone, except yourself. Who the heck wants to see photos of your old
> computers? I'm sure you've spent a lot of time on the site, but you need
> something that will interest other people. Why not post some useful
> information? And by the way, you don't need an apostrophe for the plural.
> The apostrophe is used when denoting ownership or abbreviation. Not only
do
> you make yourself look self-centred, you look illiterate too.
>
> Kind Regards,
>
> Basmati
>
> Ian Marshall schrieb in Nachricht
> <7t39de$sl$1@newsreader2.core.theplanet.net>...
> >Hi all,
> >
> >Would you pay a visit to my computer collection site. Its not only got UK
> >Atari stuff, but you will be interested.
> >Still early days for the site but lots to see.
> >
> >Let me know what you think.
> >
> >Visit at www.karoo.net/imarshall
> >
> >Computer pics and info
> >
> >
>
>

## 2306. ATR files

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-06 00:00:00 UTC
From: Lorne Hunsberger <sfcrpjbv@scfn.thpl.lib.fl.us>
Message-ID: <Pine.SUN.3.95.991006033453.27288A-100000@scfn>
Source record: 49779

Is it possible to have ATR files run on an 8-bit?

Fri, 1 Oct 1999, Michael & Dina Miller wrote:

> Doctor Chu,
>
> If you want the progam Mail Order Monsters for Atari 8 bit. I have it. Do
> you want an atr or the a diskette.
>
> Email me and let me know what you want.
>
> Thanks
>
>
>
>

# 2307. Re: Old Ultimas and Zork. Willing to pay $100's !!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-06 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <XJDK3.70$%32.629@news1.online.no>
Source record: 49780
Cross-posted to: alt.games.ultima.dragons,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.ibm.pc.games.marketplace

> Just buy the Compilation cd..
>
> -Rand

Not quite the same if you collect is it ? Not a good advice for collectors.
They want the original releases I guess!

# 2308. Re: Using > 192 lines in a Display List

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-06 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.939199701@math.tu-berlin.de>
Source record: 49781

Hi Peter!

Peter Laing <snailboy1@earthlink.net> writes:

>Has anybody got any experience using greater than 192 visible lines
>in a display list ?

Yup. Quite a while ago (several years, I'd say) I wrote some kind of
replacement screen handler that would allow overscan screens, including
drawing on them with PLOT, DRAWTO and the usual commands. IIRC the largest
available screen resolution it worked with was about 384x238, on PAL, in a
"graphics 8" like display.

>I have considered using 200 for a game I'm
>working on. When I worked with my PAL 800XL I could routinely
>display lots more than 192 visible lines without any problems.

Truely, neither had problems with it. However, this is a PAL system as well.
I can't give much advice for NTSC, unfortunately. However, Amiga NTSC LO-RES
is 320x200, so this should fit on a NTSC screen at least, unless GTIA generates
extra blank lines which are "in the way".

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

# 2309. Re: Atmas II

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-06 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <7tfapm$3ki$1@kohl.informatik.uni-bremen.de>
Source record: 49782

Richard Heldmann <heldmann@ix.netcom.com> wrote:
>Anyone have information on where I can get Atmas II? I am looking for
>program and documentation.

I can get you the ATR and I still have the original disk and manual, but
the manual is all in German.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 2310. Re: New Computer Collection Take a Look

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-06 00:00:00 UTC
From: Basmati Kasaar <Basmatim@hotmail.com>
Message-ID: <939214319.364361@services.phit.de>
Source record: 49783

Dude,

There's nothing wrong with a bit of criticism. He asked us to visit his pad, and let us know what we thought. I think it needs a bit more work, that's all. Hey, he's smart and undeterred -- look at his response -- "No chance you've book-marked it then?" Some people said "Hey, nice site" but they didn't do him any favours by saying what they liked about it. How's he supposed to improve it when he has no idea what people think?

Criticism is a GOOD thing. Imagine if no-one criticised any one else for fear of upsetting them. What if no-one criticised what was going on in Yugoslavia or East Timor? Okay, that's a bit extreme. But through criticism, things generally improve. I personally seek out criticism in my own work to make it stronger, but the problem that I find is that many people are afraid to also give (and ask) for criticism.

Right, so Ian has a basic site, a bit of feed back, and now he can work on the content and let us know when he's reached a milestone or something. Perhaps type all the tech-specs off all his stuff in or something. He doesn't seem to have much direction at the mo. There's no special interest in just looking at photographs of his old computers and magazines, because you can get photos like that all over the place.

You guys all think I was being a horrid. But really, I was being much nicer than any of you lot. Please criticise this posting!

Regards,

Basmati

Jon Melbo schrieb in Nachricht <37fb5c09.3504191@news.earthlink.net>...
>You just did a terrible thing Basmati. You shouldn't critisize his
>web site like that, not to mention his spelling. If you don't like
>his site, just don't visit it. You seem to be the one who is all full
>of himself.
>

# 2311. Need SpartaDOS menuals

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-06 00:00:00 UTC
From: NOSPAMkarpov@ugatu.ac.ru
Message-ID: <37fd2c67.788308@news.ugatu.ac.ru>
Source record: 49784

Hello All!

Somebody sent me SpartaDOS menuals please. Need!
I'm going to create program for this operation sistem.
My email is NOSPAMkarpov@ugatu.ac.ru (NOSPAM for spam protection).

# 2312. Re: ATR files

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-06 00:00:00 UTC
From: 8bitz@my-deja.com
Message-ID: <7tfs6r$vvk$1@nnrp1.deja.com>
Source record: 49785

It is if you store it on your PC and use a SIO2PC cable and a program
like APE.

Mark

In article <Pine.SUN.3.95.991006033453.27288A-100000@scfn>,
Lorne Hunsberger <sfcrpjbv@scfn.thpl.lib.fl.us> wrote:
> Is it possible to have ATR files run on an 8-bit?
>
> Fri, 1 Oct 1999, Michael & Dina Miller wrote:
>
> > Doctor Chu,
> >
> > If you want the progam Mail Order Monsters for Atari 8 bit. I have
it. Do
> > you want an atr or the a diskette.
> >
> > Email me and let me know what you want.
> >
> > Thanks
> >
> >
> >
> >
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2313. I find two games - help me plz!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-06 00:00:00 UTC
From: NOSPAMkarpov@ugatu.ac.ru
Message-ID: <37fe2d04.945183@news.ugatu.ac.ru>
Source record: 49786

Hello All!

I can't find two games for Atari in Internet.
These are Beer Belly Burt's Brew Biz and Mr.Do.
Somebody send me these games please.
My email is NOSPAMkarpov@ugatu.ac.ru (NOSPAM for spam protection).

# 2314. Why does SpartaDOS load slow?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-06 00:00:00 UTC
From: NOSPAMkarpov@ugatu.ac.ru
Message-ID: <37ff2d28.981335@news.ugatu.ac.ru>
Source record: 49787

Hello ALL!

Why does SpartaDOS load slow in any atari emulators?
What can I do for fast loading it?

# 2315. Re: disk to cassette boot conversion

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-07 00:00:00 UTC
From: indavis@yahoo.com
Message-ID: <37fc3564.38220728@news.swbell.net>
Source record: 49700

Cool idea. Have you thought about making a cd. You could still put the encoded program on there as an audio track, but make a multisession cd with an atr on the data part just as a backup. I would probably be one of the weirdos to try making a casette. Just to say I did it. The people at work think I am absolutely nuts. Why disappoint them...
Isaac

P.S. I will be happy to offer my services with the cd just in case.

On Wed, 06 Oct 1999 23:33:48 -0500, Paul Davis
<paul.davis@oberlin.edu> wrote:

>thanks for the info carmel. just to answer your question - i'm putting
>out a record (vinyl) of music i've written with my 800 and i wanted to
>encode an actual program on there too. the only way i could think of how
>to do it would be to save it as a tape booter and then just transfer the
>audio data on the tape to the record so people could then dub their own
>tapes and boot them up. i made a modified sio cable so i can get the
>straight audio data and record it directly instead of having to actually
>transfer it to a cassette in my 410 and deal with hiss and speed
>variations. there are only like 5 people on the planet that would
>actually dub a tape off the record and boot it up, but i sort of want to
>know who they are :) anyway it sounds like it would be much easier to
>just write something in basic and csave it...
>
>thanks
>paul
>paul.davis@oberlin.edu

## 2316. Formatting Speeds

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-07 00:00:00 UTC
From: Nurmix@socal.SPAM
Message-ID: <7thisr$pq5@enews4.newsguy.com>
Source record: 49701

Something I did recently that I thought might prove interesting to those here...

```
--------------------------------------------------------------------------------
Atari 8-bit Disk Drive Formatting Times Test
--------------------------------------------------------------------------------

Formatting was done under SmartDOS 8.2D in Single Density.
Each drive was made to format a disk three separate times,
with the average time of each drive being calculated based
on these results.

The drives are listed Fastest to slowest, with the drive's RPM
noted after the name.

--------------------------------------------------------------------------------

1. [B&C] Happy 810 (RPM = 729)

Average formatting time - 22:69

(Three individual times - 22:68 / 22:71 / 22:69)

--------------------------------------------------------------------------------

2. INDUS GT (RPM = 288-289)

Average formatting time - 26:45

(Three individual times - 26:43 / 26:46 / 26:46)

--------------------------------------------------------------------------------

3. Percom AT-88 (RPM = 295-296)

Average formatting time - 28:12

(Three individual times - 28:37 / 28:02 / 27:97)

--------------------------------------------------------------------------------

4. Atari 1050 (RPM = 288-289)

Average formatting time - 36:60

(Three individual times - 36:58 / 36:61 / 36:61)

--------------------------------------------------------------------------------

5. Rana 1000 (RPM = 289-290)

Average formatting time - 36:97
```

(Three individual times - 36:96 / 36:98 / 36:98)

---

-Paul

--

Paul "Nurmix" Nurminen | ICQ # 50313052 | Atari Falcon030/14+Nemesis
. El Segundo, California USA - Home of Red Light 6 Studio and NURVIS
..
... Visit Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm
.... Electronic Music | Atari Computing | Classic Video Games | Humor
.....
...... SPAM ALERT: Change "SPAM" to "com" if replying by e-mail ! ! !

# 2317. Re: Why does SpartaDOS load slow?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-07 00:00:00 UTC
From: Basmati Kasaar <Basmatim@hotmail.com>
Message-ID: <939286043.447622@services.phit.de>
Source record: 49702

This is just an idea, and you've probably thought of it, but the Atari800 emulator offers a feature to chuck away the clock speed of the Atari, and run full throttle at the speed of your PC. Just press F8 to toggle. If you can't speed up the software, just speed up the hardware??!

Alexander V. Karpov schrieb in Nachricht
<37ff2d28.981335@news.ugatu.ac.ru>...
>Hello ALL!
>
>Why does SpartaDOS load slow in any atari emulators?
>What can I do for fast loading it?
>

# 2318. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-07 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <37FC755E.665DE544@mail.uni-mainz.de>
Source record: 49703

Mathy Van Nisselroy wrote:
>
> rezarf@aol.com says...
> >
> >Not entirely true. The XF551 does match the XEGS to some degree, but is the
> >drive mate to the 130XE system. It is a true double density double sided
> drive.
> >Trouble is, in Atari wisdom, it was not compatible with a 1050 single sided
> >floppy (would read but not write, as I recall...), so it required a patched
> DOS
> >to be able to mimic the 1050 format.
>
> Howdy
>
> My XF551 (I think it uses a Mitsumi mechanism) will format the backside in
> SINGLE density only.
> Or it will format both halves together.
> It will not correctly format a single density double sided disk however.
>
> (Single sided to me means two separate sides. You have to flip the disk to get
> it to read either side. Double sided is 3 boot sectors, one VTOC (even if it
> takes a zillion sectors) and one main directory per disk.)
>
> CU Mathy van Nisselroy

Hello all,
my Mitsumi XF did never format the backside in any density, until I put
in that bad timing-hole redirection (so it does not need the timing hole
anymore). Merely DS/DD worked, which formatted both sides together...

My Chinon XF is even unable to read or write the backside of any Atari
disk (Single/Dual/Double), it always needs the timing hole !!
Greets - Andreas Magenheimer

## 2319. PC - > XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-07 00:00:00 UTC
From: Carlos Pitt <armandi@tin.it>
Message-ID: <7thpc5$ch0$1@nslave1.tin.it>
Source record: 49704

Hi, I have a problem:

copy .exe atari files (downloaded from internet) to .atr image file.

With an emulator I put zaxxon.exe in H1: virtual hard disk.
From SpartaDos I type:
H1: (enter)
DIR (enter)
and I see the file zaxxon.exe
ZAXXON.EXE (enter)
but It doesn't play it !

The same thing with dos 2.5

Carlo armandi@tin.it

## 2320. news games

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-07 00:00:00 UTC
From: Carlos Pitt <armandi@tin.it>
Message-ID: <7thpc5$ch0$2@nslave1.tin.it>
Source record: 49705

Someone can tell me some new games name that I can find on XL Search on the net ?

armandi@tin.it

# 2321. Re: Do you want a NEW game?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-07 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <37FC7BBD.4131B265@mail.uni-mainz.de>
Source record: 49706
Cross-posted to: alt.c64,comp.sys.atari.8bit

Hello all,
as far as I know PP2 was a 7800 only game. It was finished 1984, just when the 7800 should have been released. The A8 version should have been done then... As you all know, the VCS was released much later (1987) and thus there was not any A8 version of PP2. Maybe prototypes exists, who knows ?!? By the way: PP2 give you 4 different racing routes with nice background graphics. But thats all. You still cannot play a tournement race (driving all 4 routes) nor can you play with 2 players. Thus, PP2 is almost as boring as PP, you merely race one route (up to 8 laps) and then - Game Over !! Greets Andreas

P.S.: PP2 would have been better, with a 2 player mode and a tournement mode (which Pitstop and Pitstop 2 already included !!)

# 2322. Re: Need SpartaDOS menuals

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-07 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <37FC7D2C.E5B31DDD@ix.netcom.com>
Source record: 49707

"Alexander V. Karpov" wrote:
>
> Hello All!
>
> Somebody sent me SpartaDOS menuals please. Need!
> I'm going to create program for this operation sistem.
> My email is NOSPAMkarpov@ugatu.ac.ru (NOSPAM for spam protection).

Alexander,
I haven't seen these in electronic form yet. However, they are
available from www.myatari.com. You might want to get the SpartaDOS
construction set (complete) as there is quite a bit of detailed
information in there. Also, get the SDX manual. The complete kit with
the cartridge will be very hard to find. The SDX manual is pretty good
for programming.

Robert S Ely
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

# 2323. Re: PC - > XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-07 00:00:00 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <37FC7D63.514C25C7@mb1.tu-chemnitz.de>
Source record: 49708

> ZAXXON.EXE (enter)
> but It doesn't play it !
Try to trace the file for its memory locations, e.g. use FTRACE.COM.
I know there are some versions of ZAXXON outthere which don't seem to
work just because they have 300 and some overhead bytes at the end.

sven.
--
==========================================================
Sven Gleich (http://www.tu-chemnitz.de/~sgl)
mailto:sven.gleich@mb1.tu-chemnitz.de (until 2ooo)
Atari XL/XE: http://www.tu-chemnitz.de/~sgl/atari
----------------------------------------------------------
[OL] Wir gehen den langen Weg zwischen Wiege und Grab
allein. Aber unsere Reise durch das Leben wird nicht
von blindem Zufall bestimmt, wir selbst sind durch die
Entscheidungen, die wir treffen, dafï¿½r verantwortlich.
==========================================================

# 2324. Re: MEGA XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-07 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <37FC8042.9CA89AA8@mail.uni-mainz.de>
Source record: 49709

Hello Mathy,
you speak of an 1Mb upgraded XEGS and 800XE. Does your upgrade also work
with XL computers ?!? They do not have Freddy chips... Greets - Andreas

# 2325. Re: Atmas II

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-07 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <37FC8123.98019198@mail.uni-mainz.de>
Source record: 49710

Richard Heldmann wrote:
>
> Anyone have information on where I can get Atmas II? I am looking for
> program and documentation.
>
> Thank you,
>
> Richard Heldmann

Hello Richard,
here in Germany the original vendors HOFACKER still exist. They still
have the ATMAS II in their warehouse. But I do not know, where you can
buy this program in the UK or US... Greets - Andreas Magenheimer

# 2326. Re: Diamond GOS

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-07 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <37FC90F0.1189C9BC@erols.com>
Source record: 49711

To get version 3 does that require a ROM upgrade or a GOS upgrade?

Michael Current wrote:

> I also have a Diamond GOS cart (along with the ST mouse). Version 2,
> so Diamond Write wasn't included since it wasn't written yet.
>
> It was fun to play with, but I could get very few of the apps that I
> used regularly to work under Diamond.
>
> I understand that Version 3 was significantly more compatible with
> other stuff.
>
> -Michael
>
> mcurrent@carleton.edu
>
> * Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
> The fastest and easiest way to search and participate in Usenet - Free!

--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

Remove the 'X' for email replies

# 2327. Atari Stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-07 00:00:00 UTC
From: jeff gross <jgross@netaxs.com>
Message-ID: <7tihr4$2m7@netaxs.com>
Source record: 49712
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

Hi, I have 5 Atari items for sale. To make things fair for everyone,
I posted them on E-bay, so that everyone will have a fair chance.

Here's the stuff:

Atari Computer Power Supply, +5v, -12v, +12v
Atari Replacement ST Keyboard, BRAND NEW!!!
Atari "Side Board" for 810 computer NEW!!
Atari Power Adaptor Part No: C018187 11.5vdc
Atari 9 Volt AC Supply Part No: C017945

Go to this shortcut to get to my e-bay items.

http://www.elpro.com/img/

All of this stuff is in new or like new condition. Power supplies have been
tested.

Good luck.

# 2328. Re: Help.. Atari 1025 printer!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-07 00:00:00 UTC
From: kettlerp@my-deja.com
Message-ID: <7tildt$m7$1@nnrp1.deja.com>
Source record: 49713

Don't forget the little online switch on the front of the printer...

In article <WPiJ3.897$mN5.43641@typhoon01.swbell.net>,
clu-da-bard@geocities.com (clu-da-bard) wrote:
>
> Thanks! I've give it a try!
>
> Doctor Clu
>
> On 30 Sep 1999 17:40:45 , bob klaas wrote:
> >Ok, try this, clean the bar the head travels on perhaps with age is
has
> >accumulated some nice dirt and sticks? Replace the SIO cable to the
> >printer perhaps this has been damaged? Check the Pins on the
> >Printer/Computer or where you plug in the SIO cable perhaps one pin
is
> >off.??
> >
> >bob
> >
> >If not have a better direct connect printer gathereing dust cheap.
> >
> >
> >
> >.
>

--
Perry Kettler
-The pessimist says: "The glass is half empty."
The optimist says: "The glass is half full."
The engineer says: "I put half of my water in a redundant glass."

Sent via Deja.com http://www.deja.com/
Before you buy.

## 2329. www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-07 00:00:00 UTC
From: mnaberez@nyx.nyx.net
Message-ID: <939318433.521226@iris.nyx.net>
Source record: 49714
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.oric,comp.sys.atari.8bit,comp.arch.embedded

```
www.6502.org is a free resource for enthusiasts of the 6502
microprocessor. It has the largest collection of links to 6502 resources,
datasheets for any 65xx family part, homebuilt projects, development
tools, and more.

If you write programs or build hardware for the 6502 microprocessor,
please check out the site. It's relatively new and we'd like to get
feedback about its format and content, and also suggestions and
contributions.

Thanks for your interest.
--
- Mike Naberezny (mnaberez@nyx.net) http://www.6502.org
```

# 2330. FA: Atari Lab Starter Kit and Light Module

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-07 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <se7L3.180636$5r2.344146@tor-nn1.netcom.ca>
Source record: 49715
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

I have an Atari Lab Starter Kit and an Atari Lab Light Module on auction on Ebay. The starter kit is item # 174689480, and the light module is item # 174691319. Both items are new, unused etc. and are starting bidding at $9.99.

Thanks,

Richard.

# 2331. Re: Download Ia.n.i.!!! It's free! CONTAINS VIRUS!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-07 00:00:00 UTC
From: BENNY ROGER GUNDERSEN <mms@c2i.net>
Message-ID: <01bf1119$8410a080$bce9d9c1@bennygun>
Source record: 49716

Dont start this file, its a VIRUS!!!!!!!!!!!
I have scanned it!
DONT START IT!!!!!!!

madQ <madq968@djeksta.comNOSPAM> skrev i artikkelen
<7tj019$6fd$207@nslave1.tin.it>...
>
>

# 2332. FA: HAPPY 810, 835 Modem + MORE Rare Items

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-07 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7tjafh$hli@freenet-news.carleton.ca>
Source record: 49717

Atari 810 Disk Drive with HAPPY ENHANCEMENT!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=174308250

Atari Tricky Tutorial #1 - Display Lists 1981
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=174303456

Electronic Arts AXIS ASSASSIN for Atari 8-bit
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=174297977

Rare Atari 835 Direct Connect Modem!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=173981829

Atari Sound and Graphics Book - STG 225p 1982
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=173989388

Atari BASIC - A Self Teaching Guide 325p 1979
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=173987145

Computes First Book of Atari -- 1981, 187pg
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=174301970

Computes First Book of Atari Graphics! 1982
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=174305968

Your Atari Computer, Book, 1984, 450+ pages!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=174318212

Zaxxon for Atari 400/800 MINT IN BOX!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=174318428

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

## 2333. Odd Beast

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-07 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rvqg15c3flj75@corp.supernews.com>
Source record: 49718

Just found an 800xl with a label where the normal Atari and serial # go that said:

Working Sample for Atari 800xl Computer
Chelco Group of Companies

Anyone have an clue? Prerelease for developers, sample production run???

# 2334. Re: Odd Beast

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-07 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <7tjkot$dbf$1@news.storm.ca>
Source record: 49719

Anything out of the ordinary inside? EPROMs rather than ROMs? Early board revision numbers? Sounds very interesting...

David P.

Richard Cortese <ricortes@netmagic.net> wrote in message news:rvqg15c3flj75@corp.supernews.com...
> Just found an 800xl with a label where the normal Atari and serial # go that
> said:
>
> Working Sample for Atari 800xl Computer
> Chelco Group of Companies
>
> Anyone have an clue? Prerelease for developers, sample production run???
>
>

# 2335. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-07 00:00:00 UTC
From: Rubywand <rubywand@swbell.net>
Message-ID: <37FD5882.D062BEE1@swbell.net>
Source record: 49720
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.oric,comp.sys.atari.8bit,comp.arch.embedded

Michael Naberezny writes ...
>
> www.6502.org is a free resource for enthusiasts of the 6502
> microprocessor. It has the largest collection of links to 6502 resources,
> datasheets for any 65xx family part, homebuilt projects, development
> tools, and more.
>
> If you write programs or build hardware for the 6502 microprocessor,
> please check out the site. It's relatively new and we'd like to get
> feedback about its format and content, and also suggestions and
> contributions.
>
....

Looks like a nice 6502 resource. The site has been added to the Apple II
FAQs 'Major Sites' list at ...
http://home.swbell.net/rubywand/A2FAQs4MAJORSITES.html .

Rubywand

# 2336. Re: Help with my 1050 Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-08 00:00:00 UTC
From: Jeff Jewell <jeffjewell@netscape.net>
Message-ID: <37FEAB87.2C109F65@netscape.net>
Source record: 49538

Suspect the cable.

Jeff

Derek Gabbard wrote:

> Big problems here. I have a 130XE and a 1050 which I bought in the mid 80s.
> Pulled it out of the attic and the drive didn't work too well. I got it to
> work intermittently (sp) by opening up the case and jiggling the disk sensor
> (holding it and pressing it forward from the back of the sensor) - but I was
> unsatisfied with this arrangement so I bought a new 1050 drive from eBay.
> Got it out of the box and it worked great for about 20 minutes. Then I just
> continue to get 'boot errors'.
>
> Has anyone experienced similiar problems with a 1050 drive? If it needs to
> be fixed, who can repair it?
>
> Thank you very much for your responses.
>
> Derek Gabbard
> dgabbard@boundarylight.com

# 2337. Re: Using > 192 lines in a Display List

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-08 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <37FEBBC8.9E00B4AF@earthlink.net>
Source record: 49539

From reading the responses of this thread it looks like:::

PAL atari's can handle many more lines (As you would suspect)
NTSC atari's can handle at least 208 lines.
TV overscan varies widely.

I think I will go with 200 lines.

I'm planning on posting a subset/demo/test version before the final
product anyway. I guess if I mess up the display list the screams
will be heard ;)

Thanks to all who responded.
Peter

# 2338. Re: Current status of my Game effort

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-08 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <37FEBE10.C6930E95@earthlink.net>
Source record: 49540

John Schnittker wrote:

> Just want to encourage you to finish your game. And hope it's not eating
> too much of your time.

Thanks John

I'm working on it fairly heavily at the moment. The latest work is
on high speed multiply/divide routines. I've gotten help from some kind
soul's on the net.

Thanks for the beta-testing offer.
I might post a demo using some of the code on a webpage
for free download/comments in a few weeks time.

Peter

## 2339. Number of Atari 8-bits in use

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-08 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <37FEC08B.8E1424F3@earthlink.net>
Source record: 49541

Has anybody run a survey recently to get an idea of how many Atari
8-bits are actually still in use?

It would be interesting to find out how many folks are still running
the original iron.

Peter

# 2340. Re: 800XL Sys FS

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-08 00:00:00 UTC
From: psxguy123@aol.com
Message-ID: <19991007201022.03801.00000195@ng-fb1.aol.com>
Source record: 49721

how about 25 for everything plus shipping

## 2341. Re: news games

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-08 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991007205449.02415.00000117@ng-fh1.aol.com>
Source record: 49722

>games name that I can find on XL Search on the net ?
>

try ...
http://atari.webjump.com/atari0.html

Above average intelligence has always run in my family. Ambition, however, has always walked with a slight limp....

# 2342. Re: PC - > XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-08 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991007210128.02415.00000123@ng-fh1.aol.com>
Source record: 49723

>but It doesn't play it !
>

Many game files are incompatible with and will NOT load with DOS because the
memory conflicts; if it loads on top of DOS while DOS is trying to load it ...
crash!
Try Yogi's DosMenuLoader; it works with most ATR's in the emulators
.
http://atari.webjump.com/atari0.html
Above average intelligence has always run in my family. Ambition, however, has
always walked with a slight limp....

# 2343. Re: I find two games - help me plz!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-08 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991007210348.02415.00000124@ng-fh1.aol.com>
Source record: 49724

>Burt's Brew Biz and Mr.Do.

Try: http://atari.webjump.com/atari0.html

thought I saw Do there, don't know re: Brewery...?

Above average intelligence has always run in my family. Ambition, however, has always walked with a slight limp....

# 2344. Re: Formatting Speeds

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-08 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-vJ5O5eWS29XQ@di10-ks.cth.com.au>
Source record: 49725

On Thu, 7 Oct 1999 07:42:19, Nurmix@socal.SPAM (Paul Nurminen) wrote:

> 
> Something I did recently that I thought might prove interesting to those here...
> 
> ---------------------------------------------------------------------------
> Atari 8-bit Disk Drive Formatting Times Test
> ---------------------------------------------------------------------------
> 
> Formatting was done under SmartDOS 8.2D in Single Density.
> Each drive was made to format a disk three separate times,
> with the average time of each drive being calculated based
> on these results.
> 
> The drives are listed Fastest to slowest, with the drive's RPM
> noted after the name.
> 
> ---------------------------------------------------------------------------
> 
> 1. [B&C] Happy 810 (RPM = 729)
> 
> Average formatting time - 22:69
> 
> (Three individual times - 22:68 / 22:71 / 22:69)
> 

hmmm 729. that would be with track buffering on. not a real reading.
all it is doing is pulling sector one from the buffer in the drive.
not from the disk it self.
the real rpm is at or near 288.
I would expect similar format times from other 1050 enhancements.

James B

# 2345. More Atari! FREE Atari Computer Catalogs! Also on Web site and FTP!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-08 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7tkb86$nmr$1@user2.teleport.com>
Source record: 49726
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. In Fact check it regularly as my Catalogs are updated regularly. I have 6 different Catalogs, and my SoftWare Catalogs are my largest. They have the biggest Byte Count. And remember if you can't come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

Click for WebSite!

***FREE*** Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, October 12th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 2346. ATTN: Atari Meeting in Portland, Oregon. USA

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-08 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7tkboc$o6a$1@user2.teleport.com>
Source record: 49727
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale
Body handling: HTML body converted to readable text

Please direct all replies through E-Mail at bensmith@teleport.com or
atari@benjamin.net instead of NewsGroups as I don't regularly check
NewsGroups.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity,
you are cordially invited to attend a Meeting of the Portland Atari
Club. You don't have to be a member to attend. We meet the 2nd Tuesday
of each Month. Our Next meeting will be Tuesday, October 12th, 7 pm
at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get
together with other Atarians. Make friends, meet new people, maybe find
an old friend. Eat Pizza, drink Pop or Beer in a decorative atmosphere.
Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 2347. Re: XDM 121 (Daisy Wheel)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-08 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7tkcm9$7m71@news.ajou.ac.kr>
Source record: 49728

On 5 Oct 1999 21:00:02 -, "John K. Picken" wrote:
>
>
>
>Chances are you can open it up and find the real manufacturer's name--it's
>almost certainly an oem version of someone else's printer. You might also
>try some of the (limited) 1027 commands with it.
>
>jkp
>

I'd really hate to open it up. The thing works real well and produces
good type. I made the mistake of taking a 1027 apart once to try and
replace the characters on the print head. Still have it for parts
if anyone needs something from it. Have a brand new print head/wheel
but it doesnt have the characters on it.

Anyway, the only problem I have with the XDM121 is that it will
accept different widths of paper. And I could never get any
wordprocessors to set the margins right. All prints usually ended
up going off the standard page and on to the printer roller.

I need the manual for the printer codes if it has them in it and or
a driver for some of the Word Processing software.

Also, this printer has a connection on the side or back that looks
exactly like a telephone wire plug in. Never knew what that was
for?

phantomm@kih.net

# 2348. 1050 drive on a ST

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-08 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7tkcmd$7m72@news.ajou.ac.kr>
Source record: 49729

Years back I had someone make a Atari 8-bit 1050 disk drive
cable that would connect to a Atari ST.

AFAIK there was a program that allowed one to use a 1050
disk drive on a ST computer.

Anyone remember the name of the program and where I might
locate it?

Also, I'm not sure if the purpose of this was to transfer
Atari 8-bit files from the 1050 drive to the ST or if it was
just to use the 1050 with the ST for normal ST software storage.

If its possible, I'd like to use the cable I have to hook up
a 1050 to a ST so that I can transfer Atari 8-bit files over
to my STs hard drive.

I know one can do this with Null modem cables and such, but
for me it would be fun and interesting if I could do it with
the 1050.

Does anyone out there know if its possible to do this?
If so, I could use a little info on how to do it properly.

Thanks,
phantomm@kih.net

## 2349. IDE Interfaces

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-08 00:00:00 UTC
From: ARudzki <ARudzki@sgi.net>
Message-ID: <JPIL3.1392$iC6.224534@news.sgi.net>
Source record: 49730

Is it possible to still get an IDE interface for the 8-bit?

Are they PBI or serial port?

Cost?

Thanks Tony

# 2350. Re: 1050 drive on a ST

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-08 00:00:00 UTC
From: David Hopcroft <davidh@cdex.ericsson.se>
Message-ID: <01bf118d$7b9cd580$60cb30a4@etlcolpc23.ericsson.se>
Source record: 49731

Phantomm <phantomm@kih.net> wrote in article
<7tkcmd$7m72@news.ajou.ac.kr>...
>
> Years back I had someone make a Atari 8-bit 1050 disk drive
> cable that would connect to a Atari ST.
>
> AFAIK there was a program that allowed one to use a 1050
> disk drive on a ST computer.
>
> Anyone remember the name of the program and where I might
> locate it?

ST Xformer 8-bit Peripheral Cable
at URL:
http://www.emulators.com/xformer.htm#CABLE

I must point out that after using this cable for a while I blew a driver chip up in my 1050. Cheap and easy to fix, but only once you knew what was wrong;) May have been coincidence!

> Also, I'm not sure if the purpose of this was to transfer
> Atari 8-bit files from the 1050 drive to the ST or if it was
> just to use the 1050 with the ST for normal ST software storage.

The Former(for transferring files for use with there emulator), in ST terms, the 1050 is not much storage at all;) [130K(Stock Enhanced density) to 720K(standard ST)]

> If its possible, I'd like to use the cable I have to hook up
> a 1050 to a ST so that I can transfer Atari 8-bit files over
> to my STs hard drive.

It should do that fine. But a better solution is SIO2PC/APE cable and a PC. unfortunately you need a PC (Yeeeuk); (and then transfer to ST Via floppy
See
http://seka.nacs.net/~classics/
for information on what you can do with it, but believe me it's a LOT more powerful than ST-XFORMER.

The good part of this solution is you do not need a very powerful PC. From what as been said here every thing down to old XT's can do the job. So you should be able to pick one up VERY cheaply.

> I know one can do this with Null modem cables and such, but
> for me it would be fun and interesting if I could do it with
> the 1050.

Protected disks will cause you problems though.

> Does anyone out there know if its possible to do this?

Yes (See above)

> If so, I could use a little info on how to do it properly.
>
> Thanks,
> phantomm@kih.net
>
>

PS. sorry to quote all of your message, you just ask make a lot of point's
;)

# 2351. Re: Odd Beast

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-08 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rvsaar87h1s54@corp.supernews.com>
Source record: 49732

Everything seems to be out of the ordinary! All the chips are mounted in
different locations then either the normal 800xl or a 1200xl. For instance,
the ram chips instead of being in a vertical row on the left of the board
are mounted 1 row in with the normal locations for the chips being taken up
by the ttl glue chips. Ditto for the LSI devices, different locations for
everything but the built in basic and OS ROM.

The DOM for most of the glue chips is 1983 and the OS ROM is:

CN#62504
CO62024-08
The DOM is 8326 ~June/July 1983.

MB is:
8326
Chelco 1983
800XL
REV 1
P/N150800001

Fully socketed MB too.

Thing powers right up, but the ribbon connector to the keyboard is so old it
is falling apart and the silver has turned black. I must say the video is
quite good on it.

The mounting screws/holes through the MB were wrong, they used snips to cut
notches in the PC board so it would fit.

BASIC chip is copyright 1979 which I assume means REV A.

Case looks to be standard 800XL.

May be a production test run from the pre Tramiel days.
David A. Paterson <david_p@storm.ca> wrote in message
news:7tjkot$dbf$1@news.storm.ca...
> Anything out of the ordinary inside? EPROMs rather than ROMs? Early
board
> revision numbers? Sounds very interesting...
>
> David P.
>
> Richard Cortese <ricortes@netmagic.net> wrote in message
> news:rvqg15c3flj75@corp.supernews.com...
> > Just found an 800xl with a label where the normal Atari and serial # go
> that
> > said:

> >
> > Working Sample for Atari 800xl Computer
> > Chelco Group of Companies
> >
> > Anyone have an clue? Prerelease for developers, sample production run???
> >
> >
>
>

# 2352. Re: Odd Beast

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-08 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7tle5f$2a@freenet-news.carleton.ca>
Source record: 49733

"Richard Cortese" (ricortes@netmagic.net) writes:
> Just found an 800xl with a label where the normal Atari and serial # go that
> said:
>
> Working Sample for Atari 800xl Computer
> Chelco Group of Companies
>
> Anyone have an clue? Prerelease for developers, sample production run???

I believe Chelco as a subcontractor for Atari that made a lot of
different items like SIO cables, cassette drives, 800XL's, etc.

I have a few 800XL's here that have Chelco screened on the motherboard.

I imagine it was used to test stuff as it came off the line?

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 2353. Re: 1050 drive on a ST

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-08 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <38026ff2.4517505@news.wxs.nl>
Source record: 49734

On 8 Oct 1999 09:14:53 GMT, phantomm@kih.net (Phantomm) wrote:

>
>Years back I had someone make a Atari 8-bit 1050 disk drive
>cable that would connect to a Atari ST.
>
>AFAIK there was a program that allowed one to use a 1050
>disk drive on a ST computer.
>
>Anyone remember the name of the program and where I might
>locate it?
>
>Also, I'm not sure if the purpose of this was to transfer
>Atari 8-bit files from the 1050 drive to the ST or if it was
>just to use the 1050 with the ST for normal ST software storage.

There was a program that used the Xformer cable and then installed
a driver to make the 1050 appear as a normal ST drive on the desktop.
Unfortunately, the stuff was of course stored in ST format on the
floppy disks.

This program was real neat, I had a lot of respect for the person
that coded it. Of course, since the disk holds 90 K at most,
this was utterly useless for normal ST usage. But it did work.

Anyway, you might try the QTU utility that comes with Xformer,
as others already pointed out. That will copy disks to XFD images.
Then with the file xfer program, you can extract and store files
in these disk images. QTU only works with 90 K disks though.
SIO2PC or APE on a PC works a lot better, since it allows usage
of all sorts of formats, including copy-protected ones.
But trying them all out is a lot of fun, so try them all!

Keep those XL's/XE's humming.

# 2354. Re: 1050 drive on a ST

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-08 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7tlrd5$alg$1@gxsn.com>
Source record: 49735

Hi,

> The good part of this solution is you do not need a very
>powerful PC. From what as been said here every thing down
>to old XT's can do the job. So you should be able to pick
>one up VERY cheaply.

In the UK you can often get XTs and 286s for nothing (I've even seen 486-SX machines going for £30).

If he's in the UK and needs a PC or XT for this purpose then he can have one of mine for the cost of coming over and getting it.

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

"....take Mr.Creosote from Acton.
He rang 'Litigation Direct' after an unfortunate accident
in a restaurant with an 'After Eight' mint...."

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 2355. Help with my 1050 Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-08 00:00:00 UTC
From: Derek Gabbard <dmgeag@bellsouth.net>
Message-ID: <hbwL3.6844$F51.73938@news3.mia>
Source record: 49736

Big problems here. I have a 130XE and a 1050 which I bought in the mid 80s. Pulled it out of the attic and the drive didn't work too well. I got it to work intermittently (sp) by opening up the case and jiggling the disk sensor (holding it and pressing it forward from the back of the sensor) - but I was unsatisfied with this arrangement so I bought a new 1050 drive from eBay. Got it out of the box and it worked great for about 20 minutes. Then I just continue to get 'boot errors'.

Has anyone experienced similiar problems with a 1050 drive? If it needs to be fixed, who can repair it?

Thank you very much for your responses.

Derek Gabbard
dgabbard@boundarylight.com

# 2356. Re: Help with an emulator!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-08 00:00:00 UTC
From: John Hale <hale@onet.net>
Message-ID: <37FE9EBB.53EA18BF@onet.net>
Source record: 49737

Having experienced the limitations of both atari800win and the various versions of xformer, I can't say I would fault someone for advocating use of the original Atari equipment when available. When a PC emulator comes out for the Atari 8-bit that works as flawlessly and easily as Nesticle does emulating the original Nintendo system, then folks can (almost) start forgetting the original Atari 8-bit hardware.

John Hale

mr_maddog@my-deja.com wrote:
>
> In article <7t7be2$4nr$1@nnrp1.deja.com>,
> carmel_andrews@my-deja.com wrote:
>
> > my question is, why would you want to do that for, wouldn't it be
> better
> > an get yourself a "proper" 8bit set up, and play lots of original
> Atari
> > s/w, and none of that crap they plaster on those so called Atari web
> > sites
>
> Because he "wants" to and shouldn't have to be forced into having the
> same preferences as some biased platform advocatcy nut. Hey, if you
> insist on telling people what kind of computers, operating systems and
> software they should have then you're no different than Bill Gates. If
> he wants to run Atari 8-bit programs on another computer then let him.
> It's a crap lot better than not running any Atari 8-bit programs
> 'period'.
>
> Eric Noss
> a.k.a
> Mr. Maddog
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

# 2357. Re: Help with my 1050 Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-09 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7tmk6n$hnq@freenet-news.carleton.ca>
Source record: 49542

"Derek Gabbard" (dmgeag@bellsouth.net) writes:
> Big problems here. I have a 130XE and a 1050 which I bought in the mid 80s.
> Pulled it out of the attic and the drive didn't work too well. I got it to
> work intermittently (sp) by opening up the case and jiggling the disk sensor
> (holding it and pressing it forward from the back of the sensor) - but I was
> unsatisfied with this arrangement so I bought a new 1050 drive from eBay.
> Got it out of the box and it worked great for about 20 minutes. Then I just
> continue to get 'boot errors'.

Try cleaning the r/w head w/ a foam swab and some alcohol. Just one nasty
old disk with all the coating flaking off can render a perfectly
working 1050 complete useless.

If the drive just spins and you hear very slow beeps, about 10 seconds
apart, like the drive cannot find sector 1 of any disk, this is very
likely the cause.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 2358. Re: Why does SpartaDOS load slow?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-09 00:00:00 UTC
From: NOSPAMkarpov@ugatu.ac.ru
Message-ID: <3800f1a2.3568217@news.ugatu.ac.ru>
Source record: 49543

Thu, 7 Oct 1999 10:46:30 +0200, "Basmati Kasaar" <Basmatim@hotmail.com> wrote me:

>
>This is just an idea, and you've probably thought of it, but the Atari800
>emulator offers a feature to chuck away the clock speed of the Atari, and
>run full throttle at the speed of your PC. Just press F8 to toggle. If you
>can't speed up the software, just speed up the hardware??!

My computer is AMD K6-2 380 - 32 M RAM/win98
I tested loading Sparta DOS in two Atari emulators: Atari800 for MSDOS and Atari800 for Win.
It took me 20 sec in both emulators. But it took me 20 sec if I pressed F8 in Atari800 for Windows.
How long does it takes to load Sparta DOS in real Atari?

>>Why does SpartaDOS load slow in any atari emulators?
>>What can I do for fast loading it?

# 2359. Re: PC - > XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-09 00:00:00 UTC
From: NOSPAMkarpov@ugatu.ac.ru
Message-ID: <3801fb87.6101753@news.ugatu.ac.ru>
Source record: 49544

Thu, 7 Oct 1999 11:28:04 +0200, "Carlos Pitt" <armandi@tin.it> wrote:

>Hi, I have a problem:
>
>copy .exe atari files (downloaded from internet) to .atr image file.
>
Use for it these programs:

Atari 8-bit Disk Image Utility Ver 1.13
Copyright 1998 Ken Siders.
This program is freeware and may be freely distributed but
not sold.
Last update: December 5, 1998
Web page:
http://home.columbus.rr.com/ksiders/atari.htm

or

Atari File Management v 1.5.0128 Burkhart Rau & Andri Bertram for W9x
BR@HCRBurk.de
MacFalkner@AOL.com

>With an emulator I put zaxxon.exe in H1: virtual hard disk.
>From SpartaDos I type:
>H1: (enter)
>DIR (enter)
>and I see the file zaxxon.exe
>ZAXXON.EXE (enter)
>but It doesn't play it !
>
>The same thing with dos 2.5

## 2360. hard disk with emulators

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-09 00:00:00 UTC
From: Carlos Pitt <armandi@tin.it>
Message-ID: <7tmucd$37l$1@nslave1.tin.it>
Source record: 49545

I have tryed few emulators on my PC and I see that exist H1 such as a hard disk.

Well, on internet I download some files .exe for Atari 8 bit.
I put its in H1 and with Dos 2.5 or SpartaDos I see the correct DIR with my Atari files .exe

But how can I run this files ?

How can I copy files .exe from H1 to an image file .atr ?

Thank
Carlo.

# 2361. Re: Number of Atari 8-bits in use

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-09 00:00:00 UTC
From: alykahn@aol.com
Message-ID: <19991009093602.16085.00000038@ng-fo1.aol.com>
Source record: 49546

Uninterrupted service same 800 since 1981.

## 2362. Atari chat session tonight at 8pm CST

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-09 00:00:00 UTC
From: Kim Goodwin <lady-aramis@geocities.com>
Message-ID: <37FF38BC.7B5D@geocities.com>
Source record: 49547
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

```
Just wanted to invite everyone who might be hanging out on the internet
to a fun chat session at 8pm central standard time.

DOOR PRIZES TO BE GIVEN OUT DURING THE SESSION!

The URL to meet at will be:

http://www.atariusers.com/chat
(for most browsers.. self updating) or...

http://www.atariusers.com/cgi-bin/chat/chatform.html
(Good for simple browsers, ie. CAB... which updates
only when text input is given or a carriage return.)

See you there!

Greg Goodwin (aka "Doctor Clu")

--
||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!
```

# 2363. Re: Number of Atari 8-bits in use

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-09 00:00:00 UTC
From: Will Dwinnell <predictor@compuserve.com>
Message-ID: <37FF736B.47B0@compuserve.com>
Source record: 49548

AlyKahn wrote:
"Uninterrupted service same 800 since 1981."

Well, that's nothing: My Microsoft Windows computer has been running uninterrupted for 18 minutes! Heh heh...

Will Dwinnell
predictor@compuserve.com

# 2364. Re: Help with my 1050 Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-09 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <37ff3b9d.713619@news.netunlimited.net>
Source record: 49549

It may be cheaper to try your luck on another than to get yours
repaired.

VS

On Fri, 8 Oct 1999 19:42:25 -0500, "Derek Gabbard"
<dmgeag@bellsouth.net> wrote:

>Big problems here. I have a 130XE and a 1050 which I bought in the mid 80s.
>Pulled it out of the attic and the drive didn't work too well. I got it to
>work intermittently (sp) by opening up the case and jiggling the disk sensor
>(holding it and pressing it forward from the back of the sensor) - but I was
>unsatisfied with this arrangement so I bought a new 1050 drive from eBay.
>Got it out of the box and it worked great for about 20 minutes. Then I just
>continue to get 'boot errors'.
>
>Has anyone experienced similiar problems with a 1050 drive? If it needs to
>be fixed, who can repair it?
>
>Thank you very much for your responses.
>
>Derek Gabbard
>dgabbard@boundarylight.com
>
>

To email me just remove the Xs and underline marks from my email address.

## 2365. Another 1050 Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-09 00:00:00 UTC
From: djdowns@aol.com
Message-ID: <19991009112809.26576.00000088@ng-ch1.aol.com>
Source record: 49550

I have an 800XL with a 1050 drive. During use, the drive will suddenly stop working, like it has "shut down" or gone to "sleep." A gentle tap on the top front edge of the drive gets it going again, complete with startup "grinding" and all. Has anyone heard of this before? What needs to be done?

Thanks,
Downs.

# 2366. Re: Another 1050 Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-09 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7to4ie$kqf$1@autumn.news.rcn.net>
Source record: 49551

First thing I'd do is make sure the power plug is securely in the back of
the drive. I have one like that ...

DJDowns <djdowns@aol.com> wrote in message
news:19991009112809.26576.00000088@ng-ch1.aol.com...
> I have an 800XL with a 1050 drive. During use, the drive will suddenly
stop
> working, like it has "shut down" or gone to "sleep." A gentle tap on the
top
> front edge of the drive gets it going again, complete with startup
"grinding"
> and all. Has anyone heard of this before? What needs to be done?
>
> Thanks,
> Downs.
>

# 2367. Re: Number of Atari 8-bits in use

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-09 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7to4n2$lhq$1@autumn.news.rcn.net>
Source record: 49552

Good luck trying to get it!

Not all users subscribe to this ng. Not all users join user groups. Not all users are on line in one form or another.

But it seems an interesting project.

Alan
Peter Laing <snailboy1@earthlink.net> wrote in message news:37FEC08B.8E1424F3@earthlink.net...
> Has anybody run a survey recently to get an idea of how many Atari
> 8-bits are actually still in use?
>
> It would be interesting to find out how many folks are still running
> the original iron.
>
> Peter
>

# 2368. Re: Another 1050 Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-09 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <rvv89gsvh1s21@corp.supernews.com>
Source record: 49553

Most often is the 12V power supply is going South. There are some diodes between the large caps towards the rear of the board that overheat and after repeated cycles the joint breaks. All you need to do is resolder the diodes.
DJDowns <djdowns@aol.com> wrote in message news:19991009112809.26576.00000088@ng-ch1.aol.com...
> I have an 800XL with a 1050 drive. During use, the drive will suddenly stop
> working, like it has "shut down" or gone to "sleep." A gentle tap on the top
> front edge of the drive gets it going again, complete with startup "grinding"
> and all. Has anyone heard of this before? What needs to be done?
>
> Thanks,
> Downs.
>

# 2369. Re: New Computer Collection Take a Look

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-09 00:00:00 UTC
From: Eugene TS Wong <eugenetswong@my-deja.com>
Message-ID: <7tobrt$uet$1@nnrp1.deja.com>
Source record: 49554

This is a response to "Basmati Kasaar" <Basmatim@hotmail.com> in
article <939214319.364361@services.phit.de>.

> There's nothing wrong with a bit of criticism.

Then why didn't you just criticize and avoid the put downs?

> He asked us to visit his pad,
> and let us know what we thought. I think it needs a bit more work,
that's
> all.

No it isn't. You went a step further and said mean things. You used
words
and phrases like:

- "What a really limp"
- "self-indulgent"
- "Absolutely nothing of interest for anyone, except yourself"
- "Who the heck wants to see photos of your old computers?"
- "Why not post some useful information?"
- "self-centred"

When do you browse through somebody's photo album and say, "Hey, your
limp
album only pictures of your pablum puking kid. Put something
informative on
it?" Well, then don't criticize people when they put photo albums on the
net. I don't have to like that guy's page and it is still alright for
me to
say this. He could have the worst page on the 'net and it is still
alright
for me to say this. Not only should refrain for speaking up until you
mature
a little, you should ask him for his forgiveness.

> didn't do him any favours by saying what they liked about it.

They do do him a favour by telling him what they liked, so that he
doesn't
remove it assuming that nobody likes it. In other words, he can know for
sure.

> How's he
> supposed to improve it when he has no idea what people think?

Don't rationalize your cheap remarks as letting him know what people
think.

> What if no-one criticised what was going on in
> Yugoslavia or East Timor?

Even then, they still don't have to give insulting remarks. Keep things
clear and fair.

> doesn't seem to have much direction at the mo.

What's a "mo"? It's not a spelling mistake is it?

> There's no special interest
> in just looking at photographs of his old computers and magazines,
because
> you can get photos like that all over the place.

You can get photos of people all over the place, yet we look at them
all of
the time. He wants to share his pictures. Let him.

> But really, I was being much nicer
> than any of you lot.

No you weren't.

Sincerely and with thanks,
Eugene Wong
personal web site: www.geocities.com/SoHo/Village/4111/
-----BEGIN GEEK CODE BLOCK-----
Version: 3.1
GCM/PA/O d+>+ s:-->: a- C++> UL++++$ P? L++>++++ E? W++ N+ o? K? w++>
O? M-- V? PS-->--- PE++ Y+ PGP? t+ 5 X R- tv(+) b+ DI++++ D--
G e++ h! r--- y-
------END GEEK CODE BLOCK------

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2370. FA:Atari 800 cheap!w/carts,printer,program recorder

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-09 00:00:00 UTC
From: jtmazure <jtmazure@oakland.edu>
Message-ID: <37FFDE20.F1B5CA7F@oakland.edu>
Source record: 49555
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Atari 800 in excellent condition, with 5 carts the Atari 410 program
recorder, Okimate 10 printer and all power supplies and cables. The
computer has been tested and works. It has also been fully expanded with
non-overheating memory boards. The bid price is still low.
Ends 10/11/99, 18:55:05 PDT

click here to see Atari 800 auction

## 2371. e-mail

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-10 00:00:00 UTC
From: gerrit prins <gprins@kabelfoon.nl>
Message-ID: <7tofe9$a8f$1@news.kabelfoon.nl>
Source record: 49556

can I send a e-mail with my atari 800 xl. whit 850 module and modem?

must i use the pop protocol ?

i use my atari computer for logging and filtering information and i want a
distance contact with my windows pc
so i want to send a e-mail with the atari every day.

--
Gerrit prins

# 2372. Re: hard disk with emulators

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-10 00:00:00 UTC
From: mr_maddog@my-deja.com
Message-ID: <7topsn$77c$1@nnrp1.deja.com>
Source record: 49557

In article <7tmucd$37l$1@nslave1.tin.it>,
"Carlos Pitt" <armandi@tin.it> wrote:
> I have tryed few emulators on my PC and I see that exist H1 such as
a hard
> disk.
>
> Well, on internet I download some files .exe for Atari 8 bit.
> I put its in H1 and with Dos 2.5 or SpartaDos I see the correct DIR
with my
> Atari files .exe
>
> But how can I run this files ?

Try to get the latest verison of Atari800 (I perfer Atari800Win but use whatever platform works for you). It supports mounted directories used as hard drives. Should even work with DOS 2.5

And don't get to type H1: before the file name, expecially if you're used to just typing it in without the device number :)

> How can I copy files .exe from H1 to an image file .atr ?

You can even use the copy command in your emulator or just go to http://home.columbus.rr.com/ksiders/atari.htm to get a program that can create ATR images and transfer to and from them. You can even take a single EXE file and make a single boot disk image :)

Eric Noss
a.k.a
Mr. Maddog

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2373. Re: Another 1050 Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-10 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7ton6d$s7a@freenet-news.carleton.ca>
Source record: 49558

DJDowns (djdowns@aol.com) writes:
> I have an 800XL with a 1050 drive. During use, the drive will suddenly stop
> working, like it has "shut down" or gone to "sleep." A gentle tap on the top
> front edge of the drive gets it going again, complete with startup "grinding"
> and all. Has anyone heard of this before? What needs to be done?

Does the light on the front go off? Bad power jack connection or a bad
on/off switch I would suspect.

Often the large eletrolytic caps in the power supply section have
cracked solder joints from never being set properly, and can cause
similar behavior.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 2374. Re: IDE Interfaces

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-10 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991009211351.03196.00000282@ng-fw1.aol.com>
Source record: 49559

>IDE interface for the 8-bit?

The only Atari 8-bit IDE interface I am aware of was by Bob Wooley and published in the Fall 1996 Atari Classics Vol 5, No 2. It was built in to the Smart OS (serial I think?) using the Dallas ROM's. It was a good article including the hardware mod and source code for the IDE controller; just a bit over my head technically. You might try to contact him at: RWooley@ix.netcom.com or CIS 75126.3446 (Compuserve).

You might also try Bob Puff at CSS; he will know if it exists. Try him at: nleaudio@nleaudio.com or bob@nleaudio.com

Ron

Above average intelligence has always run in my family. Ambition, however, has always walked with a slight limp....

# 2375. Re: hard disk with emulators

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-10 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991009212937.03196.00000298@ng-fw1.aol.com>
Source record: 49560

>But how can I run this files ?
>How can I copy files .exe from H1 to an image file .atr ?

I boot emulator with a MyDOS.XFD (or DOS25) as D1: and a blank ATR or XFD as D2: and C:\ATARI\??? as the HD Dir. Go to DOS and binary load them or copy the files from H: to D2: I had to copy them one at a time and specify the complete FROM & TO filename because wildcards refused to function! If it is BASIC, you should be able to LOAD"H:FILENAME.BAS" or copy to D2 in DOS.
Good luck - Ron

Above average intelligence has always run in my family. Ambition, however, has always walked with a slight limp....

# 2376. Re: Number of Atari 8-bits in use

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-10 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <19991009222418.11707.00000347@ng-fz1.news.cs.com>
Source record: 49561

>Has anybody run a survey recently to get an idea of how many Atari
>8-bits are actually still in use?

Actually, it's probably growing, at least
temporarily, as the units come out of the
closets and out through eBay! :-))
Larry

# 2377. Re: Need SpartaDOS menuals

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-10 00:00:00 UTC
From: Nelson Nieves <nelson@dropmail.com>
Message-ID: <01bf12ce$0a2b8350$048508cf@ns>
Source record: 49562

Hi Karpov,

I have started an Atari 8-bit community and am hoping to get as many
programmers as I can find to join.

My Atari 8-bit OS of choice is SpartaDOS 3 and X. If you need help or want
to discuss ideas join us at:

http://www.celebritybase.net/atari8/

To the left is the Atari 8-bit community link.

Topics currently open are:

SpartaDOS
BASIC & BASIC Compilers
Emulators
Action!
Buy, Sell, or Trade

Topics can be started upon request.

Hope to see you and anyone else there.

Nelson Nieves
SpartaDOS Atari 8-bit Programmer

Alexander V. Karpov <NOSPAMkarpov@ugatu.ac.ru> wrote in article
<37fd2c67.788308@news.ugatu.ac.ru>...
> Hello All!
>
> Somebody sent me SpartaDOS menuals please. Need!
> I'm going to create program for this operation sistem.
> My email is NOSPAMkarpov@ugatu.ac.ru (NOSPAM for spam protection).
>
>

## 2378. Yet another 1050 question

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-10 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <7tq25a$34j$1@barcode.tesco.net>
Source record: 49563

I have just bought a faulty 1050, and believe I have traced the fault to the 4 diodes c17 to c20 at the L/H rear of the machine. Can anyone advise the specs for these please, if possible Maplins (UK supplier) part No.

I have a copy of Sams for these drives, and they are very useful, but some of the part nos I cannot identify.

Thanks

Richard

# 2379. Re: XDM 121 (Daisy Wheel)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-10 00:00:00 UTC
From: clu-da-bard@geocities.com
Message-ID: <t50M3.817$iA1.64897@typhoon01.swbell.net>
Source record: 49564

Thanks for the info. Since the XDM 121 is
so hard to find a replacement cartridge for it.
I think I'll stick with the 1025 printer. :)

Doctor Clu

On 10 Oct 1999 00:00:46 , "Mark J. Bushue" wrote:
>Attached is a text document which includes printer control codes for the XDM
>121 printer.
>
>

# 2380. Re: Looking for a Atari 8-bit Web Page

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-10 00:00:00 UTC
From: clu-da-bard@geocities.com
Message-ID: <x80M3.823$iA1.64897@typhoon01.swbell.net>
Source record: 49565

I got your message. Best hope for this one
is to forward it to the comp.sys.atari.st
newsgroup. I'll try to do that for you.

Doctor Clu

On 5 Oct 1999 16:52:27 G, Phantomm wrote:
>Months back, I found a Web page that had instructions and I believe
>software for connecting a Atari 8-bit to a Atari Falcon.
>This was not using Null modem cables. I think there was sometype
>of modification that had to be done to the Falcon.
>And maybe used the 800XLs expansion port.
>
>I lost the address for the Web page and havent had any luck finding
>it.
>
>I think the Web page was in german and maybe english too.
>
>Does anyone know the Web Page I'm asking about?
>
>If you have the address or any info on this please pass it along.
>
>phantomm@kih.net
>.

# 2381. Re: disk to cassette boot conversion

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-10 00:00:00 UTC
From: clu-da-bard@geocities.com
Message-ID: <ac0M3.833$iA1.64897@typhoon01.swbell.net>
Source record: 49566

```
Now that's pretty wild! Using Vinyl records
as a store media for the Atari8! Sounds like the
Atari8 has finally found it's equivalent to the
CD-ROM. ;)

Doctor Clu

On 6 Oct 1999 23:33:48 -, Paul Davis wrote:
>carmel_andrews@my-deja.com wrote:
>>
>> In article <37EAFCDF.6854@oberlin.edu>,
>> paul.davis@oberlin.edu wrote:
>> > anyone have a utility which takes a bootable a8 program on disk and
>> > creates a bootable cassette copy of it?
>> >
>> > thanks
>> > paul
>> >
>>
>> Yo! Paul
>>
>> Why the hell would you want to do that for (talk about slow slow)
>> Anyway, I have 3 options for you
>
>thanks for the info carmel. just to answer your question - i'm putting
>out a record (vinyl) of music i've written with my 800 and i wanted to
>encode an actual program on there too. the only way i could think of how
>to do it would be to save it as a tape booter and then just transfer the
>audio data on the tape to the record so people could then dub their own
>tapes and boot them up. i made a modified sio cable so i can get the
>straight audio data and record it directly instead of having to actually
>transfer it to a cassette in my 410 and deal with hiss and speed
>variations. there are only like 5 people on the planet that would
>actually dub a tape off the record and boot it up, but i sort of want to
>know who they are :) anyway it sounds like it would be much easier to
>just write something in basic and csave it...
>
>thanks
>paul
>paul.davis@oberlin.edu
>.
```

# 2382. Re: Help with my 1050 Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-10 00:00:00 UTC
From: Derek Gabbard <dmgeag@bellsouth.net>
Message-ID: <fe0M3.10536$iN6.185831@news2.mia>
Source record: 49567

THanks everyone for the tips. I tried the alcohol and a swap and things are all peachy here again. The disks are so dirty, I have to clean the drive up after using 2 or 3 disks. Wow! That's what 10 years in my mom's garage will do.

Thanks again,
Derek

# 2383. Re: Help.. Atari 1025 printer!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-10 00:00:00 UTC
From: clu-da-bard@geocities.com
Message-ID: <ag0M3.843$iA1.64897@typhoon01.swbell.net>
Source record: 49568

Ah, thank you! I had that switched.

Strangely the 1-25 printer just started
working... no real explanation on why it ever
stopped.

I hate it when computer equipment decides to
do that.

Doctor Clu

On 7 Oct 1999 17:31:40 G, kettlerp@my-deja.com wrote:
>Don't forget the little online switch on the front of the printer...
>
>
>In article <WPiJ3.897$mN5.43641@typhoon01.swbell.net>,
> clu-da-bard@geocities.com (clu-da-bard) wrote:
>>
>> Thanks! I've give it a try!
>>
>> Doctor Clu
>>
>> On 30 Sep 1999 17:40:45 , bob klaas wrote:
>> >Ok, try this, clean the bar the head travels on perhaps with age is
>has
>> >accumulated some nice dirt and sticks? Replace the SIO cable to the
>> >printer perhaps this has been damaged? Check the Pins on the
>> >Printer/Computer or where you plug in the SIO cable perhaps one pin
>is
>> >off.??
>> >
>> >bob
>> >
>> >If not have a better direct connect printer gathereing dust cheap.
>> >
>> >
>> >
>> >.
>>
>
>--
>Perry Kettler
>-The pessimist says: "The glass is half empty."
> The optimist says: "The glass is half full."
> The engineer says: "I put half of my water in a redundant glass."

>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.
>.

# 2384. Re: Odd Beast

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-10 00:00:00 UTC
From: clu-da-bard@geocities.com
Message-ID: <Ti0M3.848$iA1.64897@typhoon01.swbell.net>
Source record: 49569

Hey, now that's exciting! Finding a early
Atari 800xl like that. But at any rate, does it
run/perform any differently out of curiousity?

Doctor Clu

On 7 Oct 1999 17:55:10 -, "Richard Cortese" wrote:
>Just found an 800xl with a label where the normal Atari and serial # go that
>said:
>
>Working Sample for Atari 800xl Computer
>Chelco Group of Companies
>
>Anyone have an clue? Prerelease for developers, sample production run???
>
>
>.

# 2385. Re: Number of Atari 8-bits in use

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-10 00:00:00 UTC
From: clu-da-bard@geocities.com
Message-ID: <Zp0M3.860$iA1.64897@typhoon01.swbell.net>
Source record: 49570

My Atari 400, expanded to 48K with 1400XL
keyboard was used from 1981-1989 as my main
machine. From 1990-1998 it was used to play
games with a friend of mine off and on. In 1999
I got a whole array of 8-bit machines as I
started collecting again, but the original 400
still works, though at this time I'm currently
exercising the keys to get them to work again.
Slowly getting there.

Current main 8-bit machine is my dream
machine, the Atari 800. Just took me 18 years to
finally get around to getting one. ;)

Doctor Clu

On 10 Oct 1999 02:24:18 , LLpwhite wrote:
>>Has anybody run a survey recently to get an idea of how many Atari
>>8-bits are actually still in use?
>
>Actually, it's probably growing, at least
>temporarily, as the units come out of the
>closets and out through eBay! :-))
>Larry
>.

# 2386. Re: Odd Beast

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-10 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s015bgl5h1s78@corp.supernews.com>
Source record: 49571

Other then nice video and rev A basic, I am not sure yet. The keyboard does seem a bit mushy or loose, like it uses rubber instead of metal springs and the parts are not made to close tolerances; the keys wobble a bit.

There are a few other things that are slightly different about it, the RFI shield instead of having the two halves, the bottom half with the locking tabs, it has holes top and bottom. They use these little twister tabs about the size of 1/8th of a postage stamp that go through both halves to the shield to secure them.

The inside bottom 1/2 of the case does have Chelco clearly molded into it. There are holes/rubber feet, ~like the ones you find on the bottom of an Atari 9VAC power supply, that add support to the PC board.

The thing seemed to boot quicker then a standard Atari, but it could be I am just so used to booting W98 that I am a victim of MS.

I'll do some more work on it today. Maybe copy the OS and BASIC ROM to check if they are standard versions.
Doctor Clu <clu-da-bard@geocities.com> wrote in message news:Ti0M3.848$iA1.64897@typhoon01.swbell.net...
> Hey, now that's exciting! Finding a early
> Atari 800xl like that. But at any rate, does it
> run/perform any differently out of curiousity?
>
> Doctor Clu
>
>
> On 7 Oct 1999 17:55:10 -, "Richard Cortese" wrote:
> >Just found an 800xl with a label where the normal Atari and serial # go that
> >said:
> >
> >Working Sample for Atari 800xl Computer
> >Chelco Group of Companies
> >
> >Anyone have an clue? Prerelease for developers, sample production run???
> >
> >
> >.

# 2387. Re: XDM 121 (Daisy Wheel)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-10 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7tqqlb$99t1@news.ajou.ac.kr>
Source record: 49572

>On 10 Oct 1999 00:00:46 , "Mark J. Bushue" wrote:
>>Attached is a text document which includes printer control codes for the XDM
>>121 printer.
>>
>>

Hey Mark,

I missed the original posting with the control codes,
Maybe you can e-mail those to me.

Thanks,
phantomm@kih.net

# 2388. Re: 1050 drive on a ST

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-10 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7tqqlh$99t2@news.ajou.ac.kr>
Source record: 49573

On 8 Oct 1999 12:42:16 G, "David Hopcroft" wrote:
>
>
>Phantomm <phantomm@kih.net> wrote in article

Want to say Thanks to everyone who replied. All this info has
been very helpful. :)

>The good part of this solution is you do not need a very powerful PC. From
>what as been said here every thing down to old XT's can do the job. So you
>should be able to pick one up VERY cheaply.

On the Falcon I have a 286 PC hardward board called FalconSpeed.
And on the MegaSTE I have a 386SX called the ATonce 386SX.

Awhile back I found a DOS program that emulated a Atari 8-bit.
I forgot the name of it. Anyway I could actually emulate a Atari
8-bit on the FalconSpeed 286 PC board while it ran on the Atari
Falcon! Cool! :)

That might be a long way around, but it was sure interesting to me.
;)

So I may be able to do this with the software that you mention
on the FalconSpeed 286 or the ATonce 386SX!

Both of these board will run DOS and Windoze 3.1.

I'll try it out asap.

>
>> I know one can do this with Null modem cables and such, but
>> for me it would be fun and interesting if I could do it with
>> the 1050.
>

>
>PS. sorry to quote all of your message, you just ask make a lot of point's
>;)

No problem, BTW do you know if one can use a Happy 1050 with
Controller with the software or does one need to stick with a stock
1050?

Thanks for all the help,
phantomm@kih.net

# 2389. Re: 1050 drive on a ST

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-10 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7tqqlm$99t3@news.ajou.ac.kr>
Source record: 49574

On 8 Oct 1999 22:34:48 G, Ernest R. Schreurs wrote:
>On 8 Oct 1999 09:14:53 GMT, phantomm@kih.net (Phantomm) wrote:

>
>There was a program that used the Xformer cable and then installed
>a driver to make the 1050 appear as a normal ST drive on the desktop.
>Unfortunately, the stuff was of course stored in ST format on the
>floppy disks.
>
>This program was real neat, I had a lot of respect for the person
>that coded it. Of course, since the disk holds 90 K at most,
>this was utterly useless for normal ST usage. But it did work.

Right, I remember that now. Thanks for clearing that up. :)

>
>Anyway, you might try the QTU utility that comes with Xformer,
>as others already pointed out. That will copy disks to XFD images.
>Then with the file xfer program, you can extract and store files
>in these disk images. QTU only works with 90 K disks though.
>SIO2PC or APE on a PC works a lot better, since it allows usage
>of all sorts of formats, including copy-protected ones.
>But trying them all out is a lot of fun, so try them all!
>
>Keep those XL's/XE's humming.
>

I sure will, thanks again for the info,
phantomm@kih.net

# 2390. Re: 1050 drive on a ST

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-10 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7tqqlq$99t4@news.ajou.ac.kr>
Source record: 49575

On 8 Oct 1999 19:06:00 +, "Peter Pachla" wrote:
>Hi,
>
> > The good part of this solution is you do not need a very
> >powerful PC. From what as been said here every thing down
> >to old XT's can do the job. So you should be able to pick
> >one up VERY cheaply.
>
>In the UK you can often get XTs and 286s for nothing (I've even seen 486-SX
>machines going for £30).

With the FalconSpeed 286 board and the ATonce 386SX board for the
MegaSTE, I just may be able to use those to do this.
If so, it will save me some desktop space.

BTW, does anyone here know what the highest version of DOS one can use
on the 286 and 386SX chips?
>
>If he's in the UK and needs a PC or XT for this purpose then he can have one of
>mine for the cost of coming over and getting it.

Thats very nice of you, I'd would take you up on that offer but I'm
not in the UK at this time. Maybe someday. :)

Thanks again for your help,
phantomm@kih.net

# 2391. WTB: Old Ultimas and Akalabeth. Willing to pay $100's !!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-10 00:00:00 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <UU6M3.797$Ob.3897@typhoon3.tampabay.rr.com>
Source record: 49576
Cross-posted to: alt.games.ultima.dragons,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.ibm.pc.games.marketplace

My birthday is coming up, and I've convinced my wife to let me buy some games that I was never willing to pay for in the past (outside of my usual flea market or garage sale prices). Here's what I'm looking for:

Original Akalabeth
Ultima (California Pacific)
Ultima 1: The Original (Sierra)

I'm willing to pay top dollar for these so please let me know if you (or someone you know) is looking to sell. Don't post here. Please write me at:

hughfalk@mindspring.com

I might also be able to offer some trades. If you're interested, check out my site at:

http://www.emuclassics.com/gotcha/

Am I trustworthy? You bet! Check out my eBay rating at:

http://cgi2.ebay.com/aw-cgi/eBayISAPI.dll?ViewFeedback&userid=hughfalk@minds
pring.com

# 2392. Re: Number of Atari 8-bits in use

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-10 00:00:00 UTC
From: Mike Toelle <mwtoelle@MAPSONedge.net>
Message-ID: <phoBONaHbK+2znA7szLz3agMbotW@4ax.com>
Source record: 49577

On Fri, 08 Oct 1999 23:11:55 -0500, Peter Laing
<snailboy1@earthlink.net> wrote:

>Has anybody run a survey recently to get an idea of how many Atari
>8-bits are actually still in use?
>
>It would be interesting to find out how many folks are still running
>the original iron.
>
Let's see:

Set up:
130 XE (completely stock)
Indus GT disk drive
1050 disk drive
850 inferface module
410 cassette drive
Star NX-1000 printer
Commodore 1702 monitor

Available if needed:
800 (stock)
800 XL (stock)
1050 disk drive (not sure if there are 1 or 2 in storage)
MPP-1150 printer interface
Epson RX-80
Epson Action Printer (not sure about the model)

Need to be repaired:
800
410 cassette drive
XF 551 disk drive

I have been running Atari 8-bit hardware off and on late 1982.
Actually, I understand more about the 8-bits than I do about the other
systems that I have owned since then (Atari 1040 ST, 386 PC, and a
PII PC).

Mike Toelle

# 2393. Re: 1050 drive on a ST

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-10 00:00:00 UTC
From: Mike Toelle <mwtoelle@MAPSONedge.net>
Message-ID: <xBkBODnRgudBCBQc6clPL4aIoqkx@4ax.com>
Source record: 49578

On 10 Oct 1999 19:50:18 GMT, phantomm@kih.net (Phantomm) wrote:

>
>BTW, does anyone here know what the highest version of DOS one can use
>on the 286 and 386SX chips?
>
You can use any MS DOS up to and including 6.22.

Mike Toelle

# 2394. Re: Need tool to convert .KOA files to a PC format

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-10 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <380098a6.233674@news.netunlimited.net>
Source record: 49579

You might get your best results using an emulator such as XL-IT.

What you do is run a native Atari display program in the emulator to view the picture, then capture the screen in your Win9x computer by pressing the "print scrn" key. That puts the visible screen in your buffer which may then be pasted into a gfx program like MS Paint.

Then you cut out the exact picture with the scissors function. You have to be sort of perfectionist but I think you get best results this way. You can see my pictures I transferred at

http://www.netunlimited.net/~velcro/8bitart.html

There are command line GIF converters for the 8bit, but the one I tried did not work for me.

Good luck!

VS

On 12 Oct 99 19:39:48 GMT, dalessio@manatee.cig.mot.com (Mario D'Alessio) wrote:

>Does anyone know of a tool which can convert Koala pictures to
>a format usable on a PC. I need a tool which can run on a PC or
>under Unix. I had tried a tool which is supposed to handle C-64
>Koala pictures, but it didn't work for Atari files.
>
>Any help appreciated. Thanks.
>
>Mario
>
>**********************************************************
>* ____ ____ ___ *
>* __/__ Mario D'Alessio ((oo)) //oo\\ /o o\ *
>* \RUSH/ dalessio@cig.mot.com __/ __/ _O_/ *
>* |/\| Work: (847) 632-2323 Moe Larry Curly *
>* 9am to 6pm Central Time *
>* *
>**********************************************************

To email me just remove the Xs and underline marks from my email address.

# 2395. Re: 1050 drive on a ST

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-11 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7tr9ed$ghr@freenet-news.carleton.ca>
Source record: 49580

Phantomm (phantomm@kih.net) writes:
> MegaSTE, I just may be able to use those to do this.
> If so, it will save me some desktop space.
>
> BTW, does anyone here know what the highest version of DOS one can use
> on the 286 and 386SX chips?

Since a 386SX can run Windows 98 (quite slowly :) I imagine it will
work with any version.

I believe the first version of MSDOS that required a 386 or better
was MSDOS 6.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 2396. Re: 1050 drive on a ST

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-11 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7trlcq$o7l$1@gxsn.com>
Source record: 49581

Hi,

> BTW, does anyone here know what the highest version of DOS one can
>use on the 286 and 386SX chips?

Any version of DOS should run OK on any processor - I've run DOS 6.0 on an XT
(8088) with no problems.

> Thats very nice of you, I'd would take you up on that offer but
>I'm not in the UK at this time. Maybe someday. :)

That's OK, I'd rather see these XT's I have here doing something more useful
than taking up space.... ;-)

TTFN - Pete.

--
Spam deflector in effect - it's obvious!

"....take Mr.Creosote from Acton.
He rang 'Litigation Direct' after an unfortunate accident
in a restaurant with an 'After Eight' mint...."

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 2397. Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-11 00:00:00 UTC
From: atari@spam-not.ehrich.com
Message-ID: <YQcM3.2031$114.154320@news3.voicenet.com>
Source record: 49582

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Ape Face Model XLP Digital Device..... $14
Atari XMM801 printer..... $15
Atari 410 Tape Deck..... $15
Atari 1020 Printer..... SOLD
Hot Stuff Joystick (rough)..... $ 4
Joysticks (square) (3)..... $ 8 each
DVE Printer Power Supply Model DV-2412A..... $ 8
50 5-1/4 diskettes ..... $10
50 3-1/2 diskettes..... $12.50
Orders & Questions

Diskette Software for Atari Computers
$4 each (6 for $16)
Most have box & docs

ALA Software - G-Men
ALA Software - Assasins Cove
SOLD - Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
SOLD - DeBug by Childware
SOLD - Enhancer
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Master Diskette 3 (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
SOLD - Reading Skills
Sesame Street Astro-Glover (3-6)
SOLD - Sesame Street Print Kit for Atari & Commodore
Spinnakers Alphabet Zoo (3-8)
Spinnakers Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)

Spinnakers Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
SOLD - Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
The Big Math Attack
The Jar Game & Chaos
Tinks Adventure (4-8)
Tuk Goes to Town (4-8)
The Halley Project - A Mission in Our Solar System (no box)
Tonk in the Land of Buddy-Bots (4-8)
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)
Orders & Questions

Diskette Software for Atari Computers
$2.50 each (7 for $10) diskette only

Analog Disk #57
Analog Disk #73 June 1989
Astro Grover
Cardware High Tech Expressions
SOLD - Compute Disk October-December 1986
SOLD - Compute Disk January-March 1987
Crypto Cube (2)
International Hacker
Jingle Disk High Tech Expressions
Match Up
Memory Mania & Maxwells Demon
Micro Addition
Micro Division
Micro Multiplication
Monkey See, Monkey Spell
Moon Shuttle
My First Alphabet
Paint Master Diskette
Sea Bandit
Shape Up
Tetrad
T.G,I,F.
Threshold
Touchdown Football
Trapazoid
Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Computer Crosswords for Atari or Commodore
Orders & Questions

Antic Diskettes from Atari
$2 each (5 for $8) (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
Orders & Questions

Cartridges for Atari Computers
$6.50 each (5 for $25)

Atari 400/800 Defender Cartridge w/box
Ms Pacman Cartridge for all Atari Home Computers
Atari 400/800 Missile Command Cartridge w/box
Basic Language Computing (2)
Demon Attack
Donkey Kong
Galaxian
Millipede
Music Composer (2)

Orders & Questions

Tape Software for Atari Computers
$3 each (4 for $8) (10 for $16)

Andromeda Conquest
Atari Program Exchange - Midas Touch
Atari Program Exchange - Counter (3-8)
Canyon Climber for Atari 400/800 (16k)
Clowns & Balloons for 400/800
Figure Fun
Ghost Hunter w/docs
SOLD - Gulp!!
Hangman
Hickory Dickory Dock/Baa, Baa Black Sheep
Introduction To Graphics
Joystick Sketchpad
Jungles Rainbow w/docs
Juggles Rainbow
List, General List, List Customizer
Moon Shuttle
Sea Bandit
Spelling Genie
Sargon II --
Star League Baseball
States & Capitals
Talk & Teach Business Communications 4 tapes (counts as two)

Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
Orders & Questions

Atari Books $5 each (6 for $20)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Basic Reference Guide for Experienced Programmers
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Star Raiders DOC
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

http://www.voicenet.com/~generic

## 2398. XMM801 printer part needed

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-11 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7trv3a$aj41@news.ajou.ac.kr>
Source record: 49583

Hi Folks,

I have a Atari XMM-801 dot matrix printer that works fine.
But the tinted plastic top lid that you can open for access to
the printer roller and etc accidently got broken.

Does anyone happen to have a non-working XMM-801 printer with
a good tinted plastic top lid that they would sell or trade?

This is another printer that I could use a manual for.
So I'm looking for a original manual also.

If so, do e-mail me and we'll try to work something out.

phantomm@kih.net

# 2399. FS/Trade Amdek Color I Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-11 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7trv3i$aj42@news.ajou.ac.kr>
Source record: 49584

Hi Folks,

I have a Amdek Color I monitor for sale or trade.
This monitor works very well with the Atari 8-bits and is
in very good working condition.

The design of this montior sort of looks like it was made
for the 800XL. Although it is a bit large.

If you have never seen one of these monitors and have some
older Atari 8-bit magazines you may find a full page color
advertisement for it. I remember seeing it in a magazine
called Atari Connection or something like that.

The monitor does have a good sharp color display and looks
much better than a TV. Text is easier to read and games with
good graphics look especially better. The color/tint/contrast
and etc controls are on the front under a hidden door.

Also the monitor is in good physical condition, no cracks or
major scratches.

Currently I have it stored in a box and just don't have the
space for it or I'd have it hooked up on one of my 8-bits.
Not sure what the value is so I am taking offers on it.
Also, I would be willing to do sometype of trade for other
Atari 8-bit hardware or software.

Buyer does have to pay shipping charges. However if sometype
of hardware/software trade is worked out. I'd probably split
the shipping costs.

You can e-mail me a offer or list of items you have for possible
trade on the Amdek Color I Monitor to me at:
phantomm@kih.net

Also, I'm looking for the following Atari 8-bit items.
Maybe you have some of these for sale or trade if so do e-mail me.

Indus GT and Percom drives, 850 interface, 8-bit scanner, 8-bit
voice digitiser, ICD PR Connection, Atari 8-bit software CDs, and
any original SSI game software must have original boxes, manuals and
disks.

Thanks,
phantomm@kih.net

# 2400. Atari STE for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-11 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7trv3o$aj43@news.ajou.ac.kr>
Source record: 49585

Hi Folks,

Some of you Atari 8-bit users may have never owned a Atari
ST type computer before.

If not maybe you would consider purchasing a nice Atari 1040 STE
system with a Atari Mega File 30 Hard Drive.

The 1040 STE has 4 megs of Memory and Tos 1.62.
This is a nice system in good working conditon and the hard
drive is setup with software ready to run.

If interested e-mail me for a detailed discription of the
computer system and the software/hardware that comes with it.
I'm located in the USA but folks overseas are also welcome.

Thanks,
phantomm@kih.net

# 2401. $$$$$$ GREAT MONEY $$$$$$$$

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-11 00:00:00 UTC
From: " ..^_^.." <minima@sant.com>
Message-ID: <XXcgDC8E$GA.130@news1>
Source record: 49586

```
Do you want to make more money?
click the URL below to read more details
http://equinox.spedia.net
```

# 2402. FA: Happy Enhanced Drive - Last Day

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-11 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7ts7lk$in@freenet-news.carleton.ca>
Source record: 49587

Atari 810 Disk Drive with HAPPY ENHANCEMENT!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=174308250

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 2403. Bad Atari Trader

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-11 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <3801DC16.458AEC9B@erols.com>
Source record: 49588
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600

Folks,

I just wanted to let folks know about a bad trader with regard to Atari items.

The seller's name is Pam Wright and her email is: estateshopper@yahoo.com

She listed an Atari 5200 on Ebay as excellent condition with 3 5200 sticks (1 not working).

Well, it turns out all 3 sticks didn't work. Anyone that knows anything about a 5200 knows the joysticks are the main value(due to problems with them) and you can't use a 5200 without a working stick(The start button is on the stick).

After getting the product I notified Pam of the problem and that the price I bid on it was reflective of the fact that 2 working sticks would be included. She offered to get me another stick but after 3 weeks I didn't hear from her. I sent email and have gotten no response.

This person has a good Ebay rating, though a few others have been sold broken systems as well. I just wouldn't buy anything Atari from her since she doesn't seem to know the systems and how to rate them.

--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

Remove the 'X' for email replies

# 2404. MAC/65 Bugs?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-11 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <7tso78$7e1@dfw-ixnews9.ix.netcom.com>
Source record: 49589

Does anyone have a file describing bugs which are in MAC/65? I have version 1.1 of the cart and am wondering what to look out for.

Thank you,

Richard Heldmann

## 2405. Help me find a game...

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-11 00:00:00 UTC
From: Derek Gabbard <dmgeag@bellsouth.net>
Message-ID: <wNlM3.342$vg5.7497@news2.mia>
Source record: 49590

OK, now that my drive is working, I am figuring out which of my old disks still work. Unfortunately, one of the ones I really wanted to work did not. It's a game called 'Blade of Blackpoole' by Sirius. I never beat that stupid game as a kid and now I want some revenge. If you know how I could get ahold of that game, please let me know at : dgabbard@boundarylight.com.

Also, I would be interested in Beyond Castle Wolfenstein.

Thanks,
Derek Gabbard

# 2406. Re: Bad Atari Trader

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-11 00:00:00 UTC
From: sheercon@earthlink.com
Message-ID: <38018659.5A72473E@earthlink.com>
Source record: 49591
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600

Stephen Knox wrote:
> 
> Folks,
> 
> I just wanted to let folks know about a bad trader with regard to Atari
> items.
> 
> The seller's name is Pam Wright and her email is:
> estateshopper@yahoo.com
> 
> She listed an Atari 5200 on Ebay as excellent condition with 3 5200
> sticks (1 not working).
> 
> Well, it turns out all 3 sticks didn't work. Anyone that knows anything
> about a 5200 knows the joysticks are the main value(due to problems with
> them) and you can't use a 5200 without a working stick(The start button
> is on the stick).
> 
> After getting the product I notified Pam of the problem and that the
> price I bid on it was reflective of the fact that 2 working sticks would
> be included. She offered to get me another stick but after 3 weeks I
> didn't hear from her. I sent email and have gotten no response.
> 
> This person has a good Ebay rating, though a few others have been sold
> broken systems as well. I just wouldn't buy anything Atari from her
> since she doesn't seem to know the systems and how to rate them.
> 
> --
> Thanks,
> 
> Stephen Knox
> 
> http://pw2.netcom.com/~scknox/index.html
> 
> Remove the 'X' for email replies

She probably means no harm but doesn't know the first thing about an
Atari 5200 other than it can be sold on Ebay. If you are interested I
have an Atari 5200 joystick that really does work and is like new in the
box it came in - it was used as part of a display for many years and
never got played with. btw: I thought Ebay didn't allow sellers to have
"throwaway" yahoo accounts?

## 2407. FS/FT: Atari XE Game Station

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-11 00:00:00 UTC
From: mooison@iglou.com
Message-ID: <3801EF61.434D73D8@iglou.com>
Source record: 49592

I have a XE game station for sell or trade. Anyone interested? The set includes game console, keyboard, joystick, power adaptor, rf switch box,

connecting cables, and 4 games: Blue Max, Barnyard Blaster, One on One Basketball, and Missle Command (built-in).

# 2408. Re: disk to cassette boot conversion

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-11 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7ttlfh$h0b$1@nnrp1.deja.com>
Source record: 49593

```
In article <37FC22AC.2224@oberlin.edu>,
paul.davis@oberlin.edu wrote:
> carmel_andrews@my-deja.com wrote:
> >
> > In article <37EAFCDF.6854@oberlin.edu>,
> > paul.davis@oberlin.edu wrote:
> > > anyone have a utility which takes a bootable a8 program on disk
and
> > > creates a bootable cassette copy of it?
> > >
> > > thanks
> > > paul
> > >
> >
> > Yo! Paul
> >
> > Why the hell would you want to do that for (talk about slow slow)
> > Anyway, I have 3 options for you
>
> thanks for the info carmel. just to answer your question - i'm putting
> out a record (vinyl) of music i've written with my 800 and i wanted to
> encode an actual program on there too. the only way i could think of
how
> to do it would be to save it as a tape booter and then just transfer
the
> audio data on the tape to the record so people could then dub their
own
> tapes and boot them up. i made a modified sio cable so i can get the
> straight audio data and record it directly instead of having to
actually
> transfer it to a cassette in my 410 and deal with hiss and speed
> variations. there are only like 5 people on the planet that would
> actually dub a tape off the record and boot it up, but i sort of want
to
> know who they are :) anyway it sounds like it would be much easier to
> just write something in basic and csave it...
>
> thanks
> paul
> paul.davis@oberlin.edu
>

Sounds like Sci.Fi to me, first of all, you will need to, write a
customised sio routine to handling the analogue device (the record
```

player) and as vinyl record didnt used digital encoding, you would need to convert the data on the vinyl record and transfer it onto CDrom (which is digital) I think several german or polish companies are presently active in coming up with IDE interfaces which would allow you to use A8 compatable CDroms( that is if they exist), also you would need to have a cable to go from the Record player to CDrom/visa versa and also a Mach.Code program to convert the data from cdrom to vinyl/or vinyl to cdrom... Why would you want to do this, for information relating to IDE interfaces you might try the ABBUG site (Atari Bit Byters User Grp).- a german Atari group with intl. connections, they might be able to help you

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2409. Re: 1050 drive on a ST

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-11 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7ttggs$re$1@autumn.news.rcn.net>
Source record: 49594

I was running DOS 6.22, probably the last released before Windows 95 on a
286 some years ago ...

Alan

Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote in message
news:7tr9ed$ghr@freenet-news.carleton.ca...
>
> Phantomm (phantomm@kih.net) writes:
> > MegaSTE, I just may be able to use those to do this.
> > If so, it will save me some desktop space.
> >
> > BTW, does anyone here know what the highest version of DOS one can use
> > on the 286 and 386SX chips?
>
> Since a 386SX can run Windows 98 (quite slowly :) I imagine it will
> work with any version.
>
> I believe the first version of MSDOS that required a 386 or better
> was MSDOS 6.
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
> * * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
> * * * Ape Homepage: http://www.nacs.net/~classics * *
*
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+
Lines !!

# 2410. Re: IDE Interfaces

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-11 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7ttmal$hnf$1@nnrp1.deja.com>
Source record: 49595

In article <19991009211351.03196.00000282@ng-fw1.aol.com>,
rhamiiton5@aol.comedy.com (RHamiIton5) wrote:
> >IDE interface for the 8-bit?
>
> The only Atari 8-bit IDE interface I am aware of was by Bob Wooley and
> published in the Fall 1996 Atari Classics Vol 5, No 2. It was built in
to the
> Smart OS (serial I think?) using the Dallas ROM's. It was a good
article
> including the hardware mod and source code for the IDE controller;
just a bit
> over my head technically. You might try to contact him at:
> RWooley@ix.netcom.com or CIS 75126.3446 (Compuserve).
>
> You might also try Bob Puff at CSS; he will know if it exists. Try him
at:
> nleaudio@nleaudio.com or bob@nleaudio.com
>
> Ron
>
> Above average intelligence has always run in my family. Ambition,
however, has
> always walked with a slight limp....
> Also you can try the ABBUG site(Atari Bit Byter User Group) in
germany, I know they have Internet presence, but cant rember the address
of the internet site, in any case most IDE interface developments that
i've heard of is mainly in germany or poland

Yours Atarily#]

Carmel

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2411. Re: MAC/65 Bugs?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-11 00:00:00 UTC
From: A Rudzki <arudzki@sgi.net>
Message-ID: <BvvM3.2397$iC6.467758@news.sgi.net>
Source record: 49596

> Does anyone have a file describing bugs which are in MAC/65? I have version
> 1.1 of the cart and am wondering what to look out for.

I have 1.0 in a BASIC XL cart (for some reason?...it was in a box in a trade) Does anyone know what the highest version was in cart, AND it is available somewhere? Mine has an eprom in it with a label printed Mac65 v.1.0

tony

## 2412. Looking for a game

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-11 00:00:00 UTC
From: "Michael A. Miller Sr." <enercom@unidial.com>
Message-ID: <ZCzM3.144$3a2.10527@news.ntr.net>
Source record: 49597

I am looking for a learning game from Mercer Mayer called Tuk Goes to Town.
The company was called SPROUT. Also for Tink Tonk INC. If any one has this
learning game let me know.

Thank you.

# 2413. Re: Yet another 1050 question

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-11 00:00:00 UTC
From: Guenther Bartl <gueba@straubing.baynet.de>
Message-ID: <3802d18e@news.zeitung-online.net>
Source record: 49598

Richard Daley <Richard.Daley@tesco.net> schrieb in im Newsbeitrag:
7tq25a$34j$1@barcode.tesco.net...
> I have just bought a faulty 1050, and believe I have traced the fault to
the
> 4 diodes c17 to c20 at the L/H rear of the machine. Can anyone advise the
> specs for these please, if possible Maplins (UK supplier) part No.
>
> I have a copy of Sams for these drives, and they are very useful, but
some
> of the part nos I cannot identify.
>
> Thanks
>
> Richard
>
>

Hi,

My SAMS CD13 says on page 7:

CR17 thru CR20 = BY251

This is a "universal" type 200 Volts/3A

CU

Guenther

## 2414. Cold Start Switch

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-12 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991011234954.13830.00000382@ng-fh1.aol.com>
Source record: 49599

Does anyone have the instructions for adding a cold start switch to an 800? I know it just a momentary contact switch between (probably) ground and one of the pins on one of the chips.
Thanks - Ron

Above average intelligence has always run in my family. Ambition, however, has always walked with a slight limp....

## 2415. Light Pen Article

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-12 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991011235204.13830.00000383@ng-fh1.aol.com>
Source record: 49600

I found the Creative Computing article re: building a home brew light pen that Ms z-0 was seeking. If anyone else wants the scans e-mailed, let me know.

Ron

Above average intelligence has always run in my family. Ambition, however, has always walked with a slight limp....

# 2416. Re: Atari 2 PC

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-12 00:00:00 UTC
From: cen90413@centuryinter.net
Message-ID: <3802b38a.1876160@news.ds.centuryinter.net>
Source record: 49601

On Thu, 9 Sep 1999 20:52:07 -0400, rlcolli@ibm.net (Ryan Collins)
wrote:

><idavis@my-deja.com> wrote:
>
>> I was able to do it with a standard telephone cable hooked between the
>> atari and the pc modems. Connecting is pretty tricky. The thing that I
>> found necessary was a terminal program on the pc side that would allow an
>> atdt command without getting a dialtone from the modem.
>
>There should be a modem register that you can adjust to have the modem
>ignore the dialtone. I don't have a manual with me right now, but you
>should be able to look at all the ATS commands and find the one that
>will tell the modem not to listen for a dialtone.

There is a command or series of commands that will let the modem dial
and not worry about a dial tone, but there is a much more simple and
elegant way... simply use the ATO1 command to put the modem off hook
or online. Hope I remember the right command. It's been a while
since I've done AT commands by hand.

# 2417. Re: Atari conversion

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-12 00:00:00 UTC
From: cen90413@centuryinter.net
Message-ID: <3803b440.2058082@news.ds.centuryinter.net>
Source record: 49602

On 09 Sep 1999 03:19:28 GMT, rhamiiton5@aol.comedy (RHamiIton5) wrote:

>>Manuscript created on AtariWriter-Plus and saved on Floppy Disks must now be
>converted to microsoft Word Processor. Any suggestions.>
>
>this site : http://www.newbreedsoftware.com/xlsearch/ has a PC file called
>MYUTIL.EXE that can read Atari files from MyDos SSDD type Double Density disks;
>it will even translate the ATASCII to ASCII carriage returns & line feeds for
>you. They claim to have another that reads SpartaDos SSDD disks but I have not
>tried it. If you don't have a DD drive nor an SIO connector w/software for PC
>then about all that is left is possibly modem transfer to a friend with a PC
>who can give it back to you on a suitable floppy. Good luck
>
>Above average intelligence has always run in my family. Ambition, however, has
>always walked with a limp....

So it basically just reads the Atari disks? That's good enough for
getting stuff from the Atari to the PC. Have you heard if you really
need to get an old 360KB drive for the PC to do this well though?

# 2418. Re: Bad Atari Trader

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-12 00:00:00 UTC
From: Jerry Atric <cmyers@Spam>
Message-ID: <jsICON1QGeD2kqoNUXT4qDdGz3VB@4ax.com>
Source record: 49603
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600

Recently, the Much revered Stephen Knox <gooch@erols.com> bellowed
forth the following Information:

>
>
>The seller's name is Pam Wright and her email is:
>estateshopper@yahoo.com
>
>She listed an Atari 5200 on Ebay as excellent condition with 3 5200
>sticks (1 not working).
>
Hi, If you need parts for those Joy sticks go to Best Electronics...
I Repaired 10 of them recently and have a set of them up on the
auction, He has Made new aux keypads (start reset pause) with 16mm
carbons and also gold plated, the carbons are $3 and the golds are $5
He also has tons of other parts Such as New rev 9 flex circuits and
fire buttons.

bestelec@concentric.net that's his email, he has fast shipping, 3
days tops..

http://best-electronics-ca.com/ is the site... not too much info
there, just stuff about catalogs.. A huge Catalog... Really Nice Guy

**********
Join the Pearl Jam Lotto http://www.geocities.com/nutbarz icq: 43326592 im:Nutbarz
**********
for the Purpose of emailing, remove the Mystery meat!!!

## 2419. Re: Greatest Atari 8-bit computer ever?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-12 00:00:00 UTC
From: cen90413@centuryinter.net
Message-ID: <3804cb39.7939632@news.ds.centuryinter.net>
Source record: 49604

My vote for the best Atari 8-bit ever would have to be for a modified,
upgraded and tricked out 1200XL. As for a stock machine, my vote
would have to go to the 800XL.

# 2420. Re: Help with an emulator!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-12 00:00:00 UTC
From: cen90413@centuryinter.net
Message-ID: <3806cbff.8137127@news.ds.centuryinter.net>
Source record: 49605

On Fri, 08 Oct 1999 20:47:39 -0500, John Hale <hale@onet.net> wrote:

>Having experienced the limitations of both atari800win and the various
>versions of xformer, I can't say I would fault someone for advocating
>use of the original Atari equipment when available. When a PC emulator
>comes out for the Atari 8-bit that works as flawlessly and easily as
>Nesticle does emulating the original Nintendo system, then folks can
>(almost) start forgetting the original Atari 8-bit hardware.

Never tried Nesticle, but I do think that the state of emulators of
the Atari8 is not too bad really. Not perfect, but certainly pretty
good considering.

# 2421. Re: EXCITEMENT & WISDOM

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-12 00:00:00 UTC
From: cen90413@centuryinter.net
Message-ID: <3807cf48.8978815@news.ds.centuryinter.net>
Source record: 49606

On 22 Sep 1999 01:33:21 GMT, rezarf@aol.com (Rezarf) wrote:

>You're way behind. The Atari works fine on the internet using a VT100 emulator
>com program...there are several out there; my favorite is flickerterm80. Best
>look is to find a site that uses a lynx, usually the library systems. Dial in
>and away you go...just no pretty pictures.

Yeah but shell accounts are going by the wayside with most ISPs these
days. They feel the security maintainence isn't worth offering the
service which most of the web surifing and email only public doesn't
care or know about anyway.

I like shell but oh well...

# 2422. Re: Quick Cash

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-12 00:00:00 UTC
From: cen90413@centuryinter.net
Message-ID: <3808d43a.10245246@news.ds.centuryinter.net>
Source record: 49607

On 24 Sep 1999 01:41:03 GMT, jfulker985@aol.com (JFulker985) wrote:

>Eat shit you stupid idiot. Stop clogging our newsgroup with your ILLEGAL
>tripe. I have forward a copy of your garbage to the appropriate authorities.

Won't do anygood. Best bet is to ignore such crap.

# 2423. Re: Bad Atari Trader

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-12 00:00:00 UTC
From: cen90413@centuryinter.net
Message-ID: <3809da9f.11881768@news.ds.centuryinter.net>
Source record: 49608
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600

On Mon, 11 Oct 1999 06:40:25 +0000, sheercon@earthlink.com wrote:

>Stephen Knox wrote:
>>
>> Folks,
>>
>> I just wanted to let folks know about a bad trader with regard to Atari
>> items.
>>
>> The seller's name is Pam Wright and her email is:
>> estateshopper@yahoo.com
>>
>> She listed an Atari 5200 on Ebay as excellent condition with 3 5200
>> sticks (1 not working).
>>
>> Well, it turns out all 3 sticks didn't work. Anyone that knows anything
>> about a 5200 knows the joysticks are the main value(due to problems with
>> them) and you can't use a 5200 without a working stick(The start button
>> is on the stick).
>>
>> After getting the product I notified Pam of the problem and that the
>> price I bid on it was reflective of the fact that 2 working sticks would
>> be included. She offered to get me another stick but after 3 weeks I
>> didn't hear from her. I sent email and have gotten no response.
>>
>> This person has a good Ebay rating, though a few others have been sold
>> broken systems as well. I just wouldn't buy anything Atari from her
>> since she doesn't seem to know the systems and how to rate them.
>>
>> --
>> Thanks,
>>
>> Stephen Knox
>>
>> http://pw2.netcom.com/~scknox/index.html
>>
>> Remove the 'X' for email replies
>
>She probably means no harm but doesn't know the first thing about an
>Atari 5200 other than it can be sold on Ebay. If you are interested I
>have an Atari 5200 joystick that really does work and is like new in the
>box it came in - it was used as part of a display for many years and
>never got played with. btw: I thought Ebay didn't allow sellers to have

>"throwaway" yahoo accounts?

Ebay policy is that you are not supposed to use such throwaway
accounts but they seem to do little to enforce their own rules.

# 2424. Re: Bad Atari Trader

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-12 00:00:00 UTC
From: Lorr <chuckles@funnyfarm.fart>
Message-ID: <7tulut$353$1@ins22.netins.net>
Source record: 49609
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600

Jon Melbo wrote in message <3809da9f.11881768@news.ds.centuryinter.net>...
>On Mon, 11 Oct 1999 06:40:25 +0000, sheercon@earthlink.com wrote:

>Ebay policy is that you are not supposed to use such throwaway
>accounts but they seem to do little to enforce their own rules.

Not true.

Throw away accounts, as you call them, cannot be used without credit card
number information.

# 2425. Re: Bad Atari Trader

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-12 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <3803305E.4E964672@erols.com>
Source record: 49610
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600

An update to my situation. Pam contacted me yesterday about my posting to the newsgroup. She said that she's emailed me back about a refund and hadn't heard from me. I never got the email but it appears we're back on track resolving the issue.

I should have something this week. If so, then we can let Pam off the bad trader list.

I was able to get a working 5200 stick so I'm a happy camper for now.

--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

Remove the 'X' for email replies

Lorr wrote:

> Jon Melbo wrote in message <3809da9f.11881768@news.ds.centuryinter.net>...
> >On Mon, 11 Oct 1999 06:40:25 +0000, sheercon@earthlink.com wrote:
>
> >Ebay policy is that you are not supposed to use such throwaway
> >accounts but they seem to do little to enforce their own rules.
>
> Not true.
>
> Throw away accounts, as you call them, cannot be used without credit card
> number information.

# 2426. Re: Help with an emulator!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-12 00:00:00 UTC
From: mr_maddog@my-deja.com
Message-ID: <7tvqh5$2kg$1@nnrp1.deja.com>
Source record: 49611

> On Fri, 08 Oct 1999 20:47:39 -0500, John Hale <hale@onet.net> wrote:
>
> >Having experienced the limitations of both atari800win and the
various
> >versions of xformer, I can't say I would fault someone for advocating
> >use of the original Atari equipment when available. When a PC
emulator
> >comes out for the Atari 8-bit that works as flawlessly and easily as
> >Nesticle does emulating the original Nintendo system, then folks can
> >(almost) start forgetting the original Atari 8-bit hardware.

I tried Nesticle once and it doesn't really do a good job of fully emulating the NES. In fact I used BioNES which does a better job, with only one game I can think of that doesn't work.

Atari800Win on the other hand is much closer to the actual hardware. There are a few minor glitches like non-flashing photons in Star Raiders and can't even run Antic's Drone Dusters :( But out of all the emulators I seen, this is the best when it comes to emulation.

I wasn't against using orginal 8-bit hardware, in fact still use my 130XE when I don't want to go through the whole PC boot up. I just don't care when people use "advocacy" to make someone use only one type of platform or you can't use any emulators. That's why I no longer post on comp.sys.atari.st because they care more about MiNT advocacy then actually helping someone an Atari platform, be it real or emulated.

It's best to let a person choose between using a real Atari or an emulated one depending on their needs and preferences. There's always room to use both...which is why I'm grateful for the APE interface :)

Eric Noss
a.k.a
Mr. Maddog

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2427. Re: Atari conversion

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-12 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yd7ukz8f5.fsf@co.umist.ac.uk>
Source record: 49612

cen90413@centuryinter.net (Jon Melbo) writes:

> On 09 Sep 1999 03:19:28 GMT, rhamiiton5@aol.comedy (RHamiIton5) wrote:
> >MYUTIL.EXE that can read Atari files from MyDos SSDD type Double Density disks;
> >it will even translate the ATASCII to ASCII carriage returns & line feeds for
> >you.
> So it basically just reads the Atari disks? That's good enough for
> getting stuff from the Atari to the PC. Have you heard if you really
> need to get an old 360KB drive for the PC to do this well though?

It can be done with some success using 1.2MB drives on the PC too, as
long as you're careful not to mix formats, i.e. don't write to the
360K disk with the 1.2M drive (reading it is OK). I used to use
MYUTIL and a 1.2M drive on the PC to transfer files to and from the
Atari, you can do it both ways. I didn't get a 100% success rate, but
it wasn't too bad. Now I use the Happy IBMXFR program on the Atari
and MS-DOS on the PC, again with a 1.2M drive, with a pretty good success
rate.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

# 2428. Need tool to convert .KOA files to a PC format

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-12 00:00:00 UTC
From: dalessio@manatee.cig.mot.com
Message-ID: <dalessio.939757188@manatee>
Source record: 49613

Does anyone know of a tool which can convert Koala pictures to
a format usable on a PC. I need a tool which can run on a PC or
under Unix. I had tried a tool which is supposed to handle C-64
Koala pictures, but it didn't work for Atari files.

Any help appreciated. Thanks.

Mario


```
**********************************************************
* ____ ____ ___ *
* __/\__ Mario D'Alessio ((oo)) //oo\\ /o o\ *
* \RUSH/ dalessio@cig.mot.com \__/ \__/ \_O_/ *
* |/\| Work: (847) 632-2323 Moe Larry Curly *
* 9am to 6pm Central Time *
* *
**********************************************************
```

# 2429. Re: Bad Atari Trader

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-12 00:00:00 UTC
From: cadimus@tds.net
Message-ID: <1dzku3h.1cgo6nf1651j28N@mimi1pool1-a55.mill.tds.net>
Source record: 49614
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600

<sheercon@earthlink.com> wrote:

> btw: I thought Ebay didn't allow sellers to have
> "throwaway" yahoo accounts?

*any* throwable accounts are OK with eBay if you have valid credit card
and $10 to spare.

# 2430. Re: Bad Atari Trader

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-12 00:00:00 UTC
From: Rodrigo Andrade <gammonut@_R_E_M_O_V_E_att.net>
Message-ID: <7u0lon$f8$1@bgtnsc03.worldnet.att.net>
Source record: 49615
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600

>I thought Ebay didn't allow sellers to have
>"throwaway" yahoo accounts?

After they allowed sellers and buyers to hide their feedback (what possible ethical reasons might lead someone to do this???), I expect anything from Ebay.

--
RODRIGO

=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=

Descending from heaven
The angel sworn to bring him down
The hunter the thunder
The wrath of heavens coming down

-Iced Earth

## 2431. Re: Bad Atari Trader

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-12 00:00:00 UTC
From: Rodrigo Andrade <gammonut@_R_E_M_O_V_E_att.net>
Message-ID: <7u0lqu$o7$1@bgtnsc03.worldnet.att.net>
Source record: 49616
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600

There's only 1 rule Ebay enforces: PAY YOUR DUES ON TIME OR YOU'RE OUT.

--
RODRIGO

=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=

Descending from heaven
The angel sworn to bring him down
The hunter the thunder
The wrath of heavens coming down

-Iced Earth

# 2432. Re: Bad Atari Trader

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-12 00:00:00 UTC
From: Rodrigo Andrade <gammonut@_R_E_M_O_V_E_att.net>
Message-ID: <7u0lib$t0f$1@bgtnsc03.worldnet.att.net>
Source record: 49617
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600

It is still beyond my understand why people do business with people who use e-mail addresses at Yahoo or other free e-mail provider. IMO, you only have yourself to blame. All kinds of crooks use Yahoo, Excite mail and others to screw people up.

Now, would you buy something from a seller whose store Webpage is hosted by Xoom or Geocities? If so, you better stop doing business on-line.

--
RODRIGO

=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=

Descending from heaven
The angel sworn to bring him down
The hunter the thunder
The wrath of heavens coming down

-Iced Earth

## 2433. New APE Telnet proxy rules...

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-12 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1dzkxoz.1mzkd8toemhiqN@[192.168.1.10]>
Source record: 49618

Steve Tucker's WinApe98 is very, very cool! Here is a screenshot
http://www.collinsoft.com/atari8screenshot.gif
using Ice-T to telnet to my Linux box and then use Lynx.

If you were on the fence on registrering Ape, do it now,
http://www.nacs.net/~classics

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

## 2434. Supra Hard drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-12 00:00:00 UTC
From: A Rudzki <arudzki@sgi.net>
Message-ID: <ZISM3.337$ID2.73608@news.sgi.net>
Source record: 49619

Who owns the right (if anyone) to the original Supra hard drive interface?
It plugs into the PBI and connects to old MFM hard drives?

Tony

Arudzki@sgi.net

# 2435. Re: 1MB XL/XE upgrade 100% 130XE compatible

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-13 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7u110b$og6$1@ssauraac-i-1.production.compuserve.com>
Source record: 49620

Hi, I'm using MYDOS 4.50.1M with a 1 meg patch, on my 1 meg
800XL, works perfect. Though there may be something else about
the XE that needs another patch.

Rick D.

--

# 2436. Re: ATARI 8 has a GUI interface? What?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-13 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7u11de$og6$2@ssauraac-i-1.production.compuserve.com>
Source record: 49621

Andreas,

Well, actually, the text/graphics hybrid one I mentioned is
something I'm working on. Mostly because I got tired of
seperately adding in a bunch of routines to do things I needed
all of the time in the utilities/programs I wrote. I already
have some of the "BIOS" done. But I am in the process of adding
in more extensive banked ram supprt.

Rick D.

--

# 2437. Re: Yet another 1050 question

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-13 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7u135f$og6$3@ssauraac-i-1.production.compuserve.com>
Source record: 49622

Richard, Looks like the diodes convert to a generic part number
1N5408. Some Radio Shacks may have it as number 276-1114.

Rick D.

--

## 2438. 8-bit CDROM drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-13 00:00:00 UTC
From: A Rudzki <arudzki@sgi.net>
Message-ID: <uDUM3.376$ID2.81688@news.sgi.net>
Source record: 49623

Is there a DOS capable of dealing with the directory of a CD ROM for the 8-bits? ? ISO 9960 or whatever? I'm just curious since that would be a MAJOR change in DOS structures.

Tony

arudzki@sgi.net

# 2439. Re: Bad Atari Trader

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-13 00:00:00 UTC
From: cen90413@centuryinter.net
Message-ID: <38063896.84189362@news.ds.centuryinter.net>
Source record: 49624
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600

On Tue, 12 Oct 1999 20:02:45 -0500, "Rodrigo Andrade"
<gammonut@_R_E_M_O_V_E_att.net> wrote:

>After they allowed sellers and buyers to hide their feedback (what possible
>ethical reasons might lead someone to do this???), I expect anything from
>Ebay.

Tell me more. How are they letting people hide their feedback? They
say that feedback is permanent.

# 2440. Re: Atari conversion

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-13 00:00:00 UTC
From: cen90413@centuryinter.net
Message-ID: <380738e0.84263861@news.ds.centuryinter.net>
Source record: 49625

On 12 Oct 1999 20:27:26 +0100, Raphael James Espino
<rje@co.umist.ac.uk> wrote:

>cen90413@centuryinter.net (Jon Melbo) writes:
>
>> On 09 Sep 1999 03:19:28 GMT, rhamiiton5@aol.comedy (RHamiIton5) wrote:
>> >MYUTIL.EXE that can read Atari files from MyDos SSDD type Double Density disks;
>> >it will even translate the ATASCII to ASCII carriage returns & line feeds for
>> >you.
>> So it basically just reads the Atari disks? That's good enough for
>> getting stuff from the Atari to the PC. Have you heard if you really
>> need to get an old 360KB drive for the PC to do this well though?
>
>It can be done with some success using 1.2MB drives on the PC too, as
>long as you're careful not to mix formats, i.e. don't write to the
>360K disk with the 1.2M drive (reading it is OK). I used to use
>MYUTIL and a 1.2M drive on the PC to transfer files to and from the
>Atari, you can do it both ways. I didn't get a 100% success rate, but
>it wasn't too bad. Now I use the Happy IBMXFR program on the Atari
>and MS-DOS on the PC, again with a 1.2M drive, with a pretty good success
>rate.

I fully understand the issues between 1.2MB & 360KB drives and head
width. I'm just talking about READing Atari DD disks (essentially the
same as single sided PC 360KB disks) into the PC. No writting at all.

Any thoughts? Suppose I could try it. Most of my stuff is on DD
Sparta format disks. I do not want to create PC floppies with Atari
files on them. I just want to suck the files into the PC from Atari
disks.

# 2441. Re: Supra Hard drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-13 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9910130815480.28265-100000@moose.erie.net>
Source record: 49626

On Tue, 12 Oct 1999, A Rudzki wrote:

> Who owns the right (if anyone) to the original Supra hard drive interface?
> It plugs into the PBI and connects to old MFM hard drives?

Bob Klaas.

# 2442. Re: Help me find a game...

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-13 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <m10N3.1965$U3.25660@typhoon1.tampabay.rr.com>
Source record: 49627

http://www.atariworld.com/8bit/atr/atrfiles-b.html

Derek Gabbard <dmgeag@bellsouth.net> wrote in message
news:wNlM3.342$vg5.7497@news2.mia...
> OK, now that my drive is working, I am figuring out which of my old disks
> still work. Unfortunately, one of the ones I really wanted to work did
not.
> It's a game called 'Blade of Blackpoole' by Sirius. I never beat that
> stupid game as a kid and now I want some revenge. If you know how I could
> get ahold of that game, please let me know at :
dgabbard@boundarylight.com.
>
> Also, I would be interested in Beyond Castle Wolfenstein.
>
> Thanks,
> Derek Gabbard
>
>

# 2443. Re: Need tool to convert .KOA files to a PC format

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-13 00:00:00 UTC
From: dalessio@manatee.cig.mot.com
Message-ID: <dalessio.939834847@manatee>
Source record: 49628

X_velcro_X@netunlimited.net (Velcro SPY) writes:

>You might get your best results using an emulator such as XL-IT.

>What you do is run a native Atari display program in the emulator to
>view the picture, then capture the screen in your Win9x computer by
>pressing the "print scrn" key. That puts the visible screen in your
>buffer which may then be pasted into a gfx program like MS Paint.

>Then you cut out the exact picture with the scissors function. You
>have to be sort of perfectionist but I think you get best results this
>way. You can see my pictures I transferred at

>http://www.netunlimited.net/~velcro/8bitart.html

>There are command line GIF converters for the 8bit, but the one I
>tried did not work for me.

Thanks for the info. I was hoping to avoid going to
all the steps to get the emulator running, moving the
file into an emulator-compatible file, etc...
But, so far this is the best method.

Mario

# 2444. Atari 8 bit SW for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-13 00:00:00 UTC
From: GENE EHRICH <generic3@home.com>
Message-ID: <hc4N3.876$yp.5933@news.rdc1.pa.home.com>
Source record: 49629

```
http://members.home.net/generic3
On-Line Computer & Video Game Garage Sale
generic3@home.com
```

# 2445. Re: Atari 8 bit SW for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-13 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7u33nq$gp6$1@nnrp1.deja.com>
Source record: 49630

Ok, I just gotta ask..
"Unix System 5 for VIC20 on paper tape" for $1000?! Uhh.. what exactly
is it that you have? (other than a sense of humor?)

In article <hc4N3.876$yp.5933@news.rdc1.pa.home.com>,
"GENE EHRICH" <generic3@home.com> wrote:
> http://members.home.net/generic3
> On-Line Computer & Video Game Garage Sale
> generic3@home.com
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2446. WTB: "Color TV Adjustment" program by APX

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-13 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <7u363p$ic9$1@nnrp1.deja.com>
Source record: 49631

I want to experiment in turning one of my spare 800XLs into a test pattern generator. To do this, I want to get a hold of the old APX color TV alignment program. I don't suppose many people bought this, but if somebody still has it, I want a copy! I think a fair price is $20 for a copy or $30 for the original w/ original docs.

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2447. Re: Atari 8 bit SW for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-13 00:00:00 UTC
From: GENE EHRICH <generic3@home.com>
Message-ID: <tL8N3.937$yp.6906@news.rdc1.pa.home.com>
Source record: 49632

Just a sense of humor

--
http://members.home.net/generic3
On-Line Computer & Video Game Garage Sale
generic3@home.com
<spearsk@mc-mc.com> wrote in message news:7u33nq$gp6$1@nnrp1.deja.com...
> Ok, I just gotta ask..
> "Unix System 5 for VIC20 on paper tape" for $1000?! Uhh.. what exactly
> is it that you have? (other than a sense of humor?)
>
> In article <hc4N3.876$yp.5933@news.rdc1.pa.home.com>,
> "GENE EHRICH" <generic3@home.com> wrote:
> > http://members.home.net/generic3
> > On-Line Computer & Video Game Garage Sale
> > generic3@home.com
> >
> >
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

# 2448. Re: Need tool to convert .KOA files to a PC format

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-13 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1dzmhal.e42a974rutgmN%rlcolli@ibm.net>
Source record: 49633

Mario D'Alessio <dalessio@manatee.cig.mot.com> wrote:
> X_velcro_X@netunlimited.net (Velcro SPY) writes:
> >You might get your best results using an emulator such as XL-IT.
> >What you do is run a native Atari display program in the emulator to
> >view the picture, then capture the screen in your Win9x computer by
> >pressing the "print scrn" key. That puts the visible screen in your
> >buffer which may then be pasted into a gfx program like MS Paint.

> Thanks for the info. I was hoping to avoid going to
> all the steps to get the emulator running, moving the
> file into an emulator-compatible file, etc...
> But, so far this is the best method.

Or if your computer has a video capture card, you can capture directly
from the 8-bit's video.

I have this exact setup, if you want, I can do it for you, just send me
some e-mail.

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

# 2449. JetMoto3

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-13 00:00:00 UTC
From: Chris <chris@m80im.com>
Message-ID: <7u376i$pp7@chronicle.concentric.net>
Source record: 49634

```
JET MOTO 3
THE RUSH IS BACK!
```

Sideswipe enemy racers, hang a hard left at the vertical grapple, and speed your way to the finish line! Jet Moto 3 takes you full throttle through 19 obstacle-filled, bone-smashing environments, as you attempt to conquer subterranean graveyards, ancient cities, volcanic eruptions and alien worlds. 11 insanely fast, all-terrain jet hover bikes, including new riders such as Angel and Convict, will take you on the ride of your life as you jostle, sideswipe and fight for position against the most challenging racer AI to date. You'll feel every bump, bruise and crash with the all-new 3D racing engine with MotoPhysics☐, delivering blazing fast gameplay and crisp, beautifully detailed 3D graphics. Jet Moto 3. THE RUSH IS BACK!

KEY FEATURES:
☐ Race any of the 11 ultra-realistic, all-terrain jet hover bikes. Old favorites like The Max, Wild Ride and Vampeera team with new riders such as Angel and Convict. Each rider/bike boasts his or her own performance ratings for acceleration, top speed and handling.
☐ All-new 3D racing engine with MotoPhysics☐ delivers blazing fast gameplay and beautiful 3D graphics. Experience outstanding handling and even an occasional horizontal and vertical grapple!
☐ 19 treacherous, bone-smashing environments to conquer, including an ancient Inca city, a subterranean graveyard, the gut-wrenching SkyPark, as well as the wildest, most thrilling stunt tracks ever designed!
☐ Feel the effect of eleven different racing surfaces, such as ice, wood, metal, rock, lava, grass and concrete.
☐ Experience realistic weather effects including snow, rain and night racing.
☐ Challenging AI jostle and fight for position by crowding or side-swiping other players.
☐ Rip it up or get wasted in 1 Player modes (Single Race, Season, Circuit and Practice) or 2 Player modes (Single Race or Circuit) with 4 season difficulty levels: Novice, Semi-Pro, Pro and Expert.

```
JET MOTO COMPARISON

Jet Moto 2 Jet Moto 3

Sales (thru 8/99) 1,250,671 units N/A
Players 1-2 1-2
Bikes 10 11
Tracks 10 19
Magnetic Grapple Yes Yes
Vertical Grapple No Yes
```

```
Hop Button No Yes
Stunt Mode No Yes
Engine Improved polygonal graphics All-new 3D racing engine
with MotoPhysics

WHY BUY JET MOTO?
```

Heritage -
The Jet Moto franchise is far and away the best seller in the pure Action Racing category.
☐ Jet Moto 1 has sold through 1,170,508 units through August, 1999.
☐ Jet Moto 2 has sold through 1,250,671 units through August, 1999.

# 2450. Re: WTB: "Color TV Adjustment" program by APX

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-14 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <38086635.4294593@trumpet.uni-mannheim.de>
Source record: 49635

On Wed, 13 Oct 1999 23:54:38 GMT, spearsk@mc-mc.com wrote:

>I want to experiment in turning one of my spare 800XLs into a test
>pattern generator. To do this, I want to get a hold of the old APX
>color TV alignment program. I don't suppose many people bought this,
>but if somebody still has it, I want a copy! I think a fair price is
>$20 for a copy or $30 for the original w/ original docs.
>
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

I'm not sure if I ever heard about that program, but I made
one such myself. I think I'll make it available on my website...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 2451. Re: Bad Atari Trader

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-14 00:00:00 UTC
From: sheercon@earthlink.net
Message-ID: <38063994.D1382CFE@earthlink.net>
Source record: 49636
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600

Cadimus wrote:
>
> Jon Melbo <cen90413@centuryinter.net> wrote:
>
> > Tell me more. How are they letting people hide their feedback? They
> > say that feedback is permanent.
>
> In the feedback forum, there is an option that lets you hide or show all
> feedbacks (you can't show specific feedback, only all or none) The
> feedbacks will still be there and your number will still follow you
> around. It's only when they are hidden that people can't read your
> feedback comments or find out how many positive and negative feedbacks
> you got.

I know I wouldn't do business with someone who had hidden feedback. That
was a dumb change for Ebay to make.

# 2452. Re: FS/FT: Atari XE Game Station

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-15 00:00:00 UTC
From: psxguy123@aol.com
Message-ID: <19991014205208.08306.00000634@ng-fx1.aol.com>
Source record: 49637

i take it for 15 plus shipping

# 2453. Re: Bad Atari Trader

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-15 00:00:00 UTC
From: cadimus@tds.net
Message-ID: <1dznmrj.1i8f1fdana7neN@mimi1pool0-a99.mill.tds.net>
Source record: 49638
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600

Jon Melbo <cen90413@centuryinter.net> wrote:

> Tell me more. How are they letting people hide their feedback? They
> say that feedback is permanent.

In the feedback forum, there is an option that lets you hide or show all feedbacks (you can't show specific feedback, only all or none) The feedbacks will still be there and your number will still follow you around. It's only when they are hidden that people can't read your feedback comments or find out how many positive and negative feedbacks you got.

# 2454. Re: Bad Atari Trader

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-15 00:00:00 UTC
From: cen90413@centuryinter.net
Message-ID: <3806c59f.9280990@news.ds.centuryinter.net>
Source record: 49639
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600

On Thu, 14 Oct 1999 20:14:12 +0000, sheercon@earthlink.net wrote:

>Cadimus wrote:
>>
>> Jon Melbo <cen90413@centuryinter.net> wrote:
>>
>> > Tell me more. How are they letting people hide their feedback? They
>> > say that feedback is permanent.
>>
>> In the feedback forum, there is an option that lets you hide or show all
>> feedbacks (you can't show specific feedback, only all or none) The
>> feedbacks will still be there and your number will still follow you
>> around. It's only when they are hidden that people can't read your
>> feedback comments or find out how many positive and negative feedbacks
>> you got.
>
>I know I wouldn't do business with someone who had hidden feedback. That
>was a dumb change for Ebay to make.

I agree and I told them so today. I will not honor any bids from
anyone hiding feedback. In fact, I will cancel any such bidders.

# 2455. Re: JetMoto3

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-15 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <38076f73@news.iglou.com>
Source record: 49640

On 1999-10-13 chris@m80im.com said:
>☐ Jet Moto 1 has sold through 1,170,508 units through August,
>1999. ☐ Jet Moto 2 has sold through 1,250,671 units through
>August, 1999.
Is this a game for Atari 8-bit? If so, how many of those millions of units were sold since 1990?

Net-Tamer V 1.08X - Test Drive

# 2456. Re: Supra Hard drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-15 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7u89hd$96u$1@nnrp1.deja.com>
Source record: 49641

In article <Pine.BSI.4.05L.9910130815480.28265-100000@moose.erie.net>,
Sage <sagedm@erie.net> wrote:
>
>
> On Tue, 12 Oct 1999, A Rudzki wrote:
>
> > Who owns the right (if anyone) to the original Supra hard drive
interface?
> > It plugs into the PBI and connects to old MFM hard drives?
>
> Bob Klaas.
>
>I believe that a german firm bought the rights from supra/icd, I thinks
that firm was called Klaus Peters Industries (or words to that effect)
as he renamed the drive and interface KPI, he alsao did numerous U/G's
for the Atari 8bit including the first official non UK Happy clone
called speedy and super speedy 1050, ask ABBUG (a german Atari user
group) they might be able to help you , i think they are on the internet

keep the AATTAARRII faith

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2457. Re: Why does SpartaDOS load slow?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-15 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7u8akn$9vq$1@nnrp1.deja.com>
Source record: 49642

In article <3800f1a2.3568217@news.ugatu.ac.ru>,
NOSPAMkarpov@ugatu.ac.ru (Alexander V. Karpov) wrote:
> Thu, 7 Oct 1999 10:46:30 +0200, "Basmati Kasaar"
<Basmatim@hotmail.com> wrote me:
>
> >
> >This is just an idea, and you've probably thought of it, but the
Atari800
> >emulator offers a feature to chuck away the clock speed of the Atari,
and
> >run full throttle at the speed of your PC. Just press F8 to toggle.
If you
> >can't speed up the software, just speed up the hardware??!
>
> My computer is AMD K6-2 380 - 32 M RAM/win98
> I tested loading Sparta DOS in two Atari emulators: Atari800 for MSDOS
and Atari800 for Win.
> It took me 20 sec in both emulators. But it took me 20 sec if I
pressed F8 in Atari800 for Windows.
> How long does it takes to load Sparta DOS in real Atari?
>
> >>Why does SpartaDOS load slow in any atari emulators?
> >>What can I do for fast loading it?
>
>I've never used emulators before, I prefer the actual machines, anyway
I can only assume that the emmulators you are using use the
standard Atari sio routine which is 19.2k, I did here that siopc and ape
allow you to plug in USD variants (to speed loading up a little) but it
wont make any diiference because the PC disk will not recognise the
chip, as the PC disk system cannot be programmed in the same way as an
Atari, which is why you see things like USD, Happy, Speedy and Archiver
1050 available on the Atari, Atari 8bit disk drives can be programmed
through the device configuration block, which on a pucker A8bit goes
from, mem loc.'s 300hex to 30b hex, also the sio speed routine on a
pucker A8bit is programmable, providing you have a suitale upgrade, ie
happy, lazer, archiver/sup archiver/2 ISP 1050/ speedy 1050 etc
unfortunately due to the limitations of these emmulators and the
antiquated PC hardware, the PC doesn't have a programmable configuration
block or sio routine, so I'm afrid that yuor stuck with what you've got
I don't use spartados, I prefer mydos, as it has the look and feel of
dos 2/2.5 with all the benefits of spartados

Stop being so sad, get a proper Atari

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2458. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-15 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7u8b3b$a4k$1@nnrp1.deja.com>
Source record: 49643

In article <7taj8k$smr$3@gxsn.com>,
"Peter Pachla" <my.name@wintermute.org.uk> wrote:
> Hi,
>
> >....apparently the original external d/d's you could by for the
> >very first st's, were adapted to work on the A8's....
>
> I had one of the first few hundred STs in the UK, I can tell you the
SF-314 and
> SF-354 could not work with the 8-bit machines.
>
> ST drives were/are simply standard 3.5" drives in a case, with an
interface
> card which adapts the standard 34 way ribbon cable to the round cable
used to
> connect to the ST. The disc controller etc is mounted inside the ST.
>
> To connect to the 8-bit machine you'd need a large controller board as
in the
> 810, 1050 etc....
>
> TTFN - Pete.
>
> --
> Spam deflector in effect - it's obvious!
>
> "Very funny Scotty, now beam down my trousers!" - J.T.Kirk
>
> Hardware & Software Engineer. Sound Engineer.
> Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp
DEC)
> --
>
> If you look on the Atari Historical societies website, they actually
state that the only difference between the original st external drives,
and the 3.5 inch versions Atari intended putting out for the A8, was the
power pinouts and the i/o ports, all the electronics( the innards and
the disk mech's were identical) infact if you have a look on the
packaging for any 130xe between 85-88 you will see the 8bit version of
the original st external drives

keep the atari faith

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

## 2459. why did hasbro bother

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-16 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7u8g76$djl$1@nnrp1.deja.com>
Source record: 49644

I sure you've all heard by now, that hasbro interactive have got their 'dirty' mits on our beloved Atari- and for what, a paltry 5 million dollars, and what are they doing with it... nothing, after all what's the point of having an acquisition like Atari and turning it into little more then a software company, after all could you imagine IBM turning to manufacturing cosmetics, or sega manufacturing detergents, or sony corporation doing jeans and haute couture, no I didn't think so- so my question is what the bloody hell is Hasbro playing at, obviously they don't know much about Atari's past, because if they did, then they would have kept well away from software publishing, as the last two occasions Atari tried (without much success)to get into the software industry, only eventually led to Atari being sold or bought out
I also seem to remember a hasbro employee saying on their (hasbro/Atari's)website that with the acquisition of Atari, they are looking to recapture past glories (when was the last time Atari was ever successfull with s/w, as a hardware manufacturer- and past glories, what planet is Hasbro living on, it most certainly ISN'T planet earth) they also said that they are counting on the support of existing Atari owners and users... Do me a favour hasbro, why should we support you, when your producing s/w not for Atari format, but for competing formats, ie 4 sega, nintendo,sony etc... It's a big like Nestle asking it's retail outlets to stock or give shelf space over to Mars, or Versace to start selling Armani or Gucci, exactly who are Hasbro trying to insult, Atari- a software manuf.. I don't see the accountants at Eidos or EA or Activison losing much sleep, To put it another way, perhaps hasbro should start manufacturing shoes, telephones, clothes and then parhaps their see what i mean
It's not as if there isn't a market for Atari hardware, afterall according to the majority of Atari commentators, there is supposed to be between 30-40million users/owners of Atari h/w out there, plus on top of that you have Atari users who have since moved on to PC/Mac/Amiga, Sega Sony etc... If this market isn't big enough i don't know what is
Also what about Hasbro's existing infrastructure, manufacturing, distribution networks, marketing- Hasbro already has this, after all If hasbro can make a marketing success out of a well know brand of girl's doll, just imagine with what they could do with Atari- their litterally sitting on a goldmine, and yet they're doing sod all with it, Also as hasbro have constantly claimed they they are by and large the world leading supplier and producer/manuf. of toys and games w/w, you can only acheive this if you have extensive distribution and retail networks
Also at the end of the day where's the difference between manufCTURING TOYS/GAMES and computers, very little actually, apart from component supply, you are still running at the same cost levels, to put it another way, for hasbro to mnanufacture and market and distribute a new line of

kiddies toys/games will cost between 5 and 10 times the investment, as it would to get Atari back into manufacuring
And not forgetting that there's very little difference between marketing a new line of kiddies toys/games to a toy/game shop, and marketing Atari to computer shops and dealers, after all it will take a lot longer to get the new line of kiddies toys/games accfepted by the retail trade and the buying public, as it would do to get Atari accepted in the same fashion
Also it's not as if Hasbro need to do much in Advertising Atari, after all if you search on the internet for Atari related sites, through engines like lycos, yahoo, msn, excite or altavista etc, you are litteraly bombarded with virtually 100's of 1000's of Atari sites, and look at all that free advertising, after all if jesus christ can do it with christianity, why cant hasbro do it with Atari
All i need to ask Hasbro is, if you want the support of Atari users, then you must earn it, and you certainly will not earn it by insulting Atari users by producing Atari software on competing formats, if you want the support from Atari owners, then I suggest that you produce Atari versions of the s/w beforehand, and for you to be able to do that, you have to be prepared to invest in your acqusition of Atari, and that is by producing new innovative h/w in the way only Atari know how, therefore you will gain new users for your software
If hasbro don't intend doing anything with Atari, beyond software for competing formats (and insulting the intelligence of Atari users), My suggestion to hasbro is put your'e money where your mouth is, or sell Atari to SOMEONE who will do something positive with it (at least more positive than what hasbros current actions suggest

TO ALL ATARI USERS

The only way that we will get Hasbro to start doing something positive with our beloved Atari is if anyone responding to this message, is please email a facsimile of this to hasbro interactive, and hopefully if enough of us do it, their server will crash, and perhaps then hasbro will get the message, get off their Ass and do something positive with atari

Yours Atarily

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

## 2460. WTB: Covox voice master

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-17 00:00:00 UTC
From: Patrick Robbins <Probb26666@usa.net>
Message-ID: <7udjdg$r9r$1@usenet.nau.edu>
Source record: 49645

I'm still looking for they guy who was going to sell me one before my computer crashed. Any other offers welcome.

## 2461. Re: why did hasbro bother

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-17 00:00:00 UTC
From: John Schnittker <jschnitt@earthlink.net>
Message-ID: <380A7612.4E6E43D9@earthlink.net>
Source record: 49646

Atarians are quite loyal and they make good customers. Hasbro could take their existing game.com system, make some modifications and slap an atari label on it. It would be cute. who knows?... just speculating

## 2462. xegs memory/os

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-17 00:00:00 UTC
From: "William S. O'Leary <billo@megsinet" <"remove>.com">
Message-ID: <4xwO3.1980$Cm5.148713@news.corecomm.net>
Source record: 49647

Is there a way to expand the memory in a xegs to 128k and make it fully 130xe compatable? Also, what about a os hack to use a 400/800os in the thing?

# 2463. Re: Bad Atari Trader

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-18 00:00:00 UTC
From: cen90413@centuryinter.net
Message-ID: <380a714c.77903912@news.ds.centuryinter.net>
Source record: 49648
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600

On Sat, 16 Oct 1999 13:51:00 GMT, cadimus@tds.net (Cadimus) wrote:

><sheercon@earthlink.net> wrote:
>
>> I know I wouldn't do business with someone who had hidden feedback. That
>> was a dumb change for Ebay to make.
>
>*ahem* That option has been there since I discovered eBay almost 2.5
>years ago. Used to be all new users starts wit hidden feedback. At one
>point before 1998, eBay changed so all new users starts with non-hidden
>feedback by default.
>
>It's not a change or a feature but an old stanard that shold be dropped
>like bad habit. Scammer with just enough positive feedback to keep
>their score out of negative range could hid it and continue to cause
>trouble.
>
>I doubt any sensible and honest bidder has any use for this hide
>feedback feature.

I agree 100%. I didn't realize it was even there. I have recently
contacted Ebay and told them that I think it sucks being able to hide
feedback. For whatever my 2 cents is worth to them.

Thanks for making me aware.

# 2464. ATASCII Font

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-18 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991017214755.05367.00000211@ng-cn1.aol.com>
Source record: 49649

Does anyone have a font which would allow printing of 8-bit listings with control & inverse characters on a 24 pin or ink jet printer from a Windows application or a utility for one of the emulators?

thanx-

Above average intelligence has always run in my family. Ambition, however, has always walked with a slight limp....

# 2465. Re: ATASCII Font

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-18 00:00:00 UTC
From: cen90413@centuryinter.net
Message-ID: <380c8665.83306001@news.ds.centuryinter.net>
Source record: 49650

On 18 Oct 1999 01:47:55 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

>Does anyone have a font which would allow printing of 8-bit listings with
>control & inverse characters on a 24 pin or ink jet printer from a Windows
>application or a utility for one of the emulators?

I had a utility (still do somewhere) which allowed ATASCII printing to
an epson compatible printer. The beauty of it was that it printed
standard characters to the printer as straight text so the printer did
the rasterizeing, but any ATASCII special characters were printed in
graphics mode. Graphics mode is much slower so it is appreciated that
the common characters are printed without it.

An emulator that allowed use of the PC printer might work with that
utility. Of course the PC printer must be of a type which is Epson
compatible.

# 2466. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-18 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <380aa400.1959784@trumpet.uni-mannheim.de>
Source record: 49651

On Sun, 17 Oct 1999 20:48:20 GMT, "arudzki" <arudzki@home.com> wrote:

>>
>> And I don't think there's enough room inside the SF354/314 case to
>> accommodate the CPU/ROM/RAM for an 8-bit drive. Methinks JT was just
>> showing us pretty pictures to get us excited again!
>>
>Best Electronics Catalog 10 has a photo with the caption 'only working
>prototype of 8-bit 3.5" drive'
>
>Its in the ST type case
>
>
>tony
>
>
Let's clone it! (Atari won't manufacture it, so...)
--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 2467. Atari 65XE to DOS database transfer?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-18 00:00:00 UTC
From: Michal <michal@ERASEmytekdigital.com>
Message-ID: <380B00C1.7DAC1476@ERASEmytekdigital.com>
Source record: 49652

I have a task of transferring a database of several thousand customers
form Atari XF551 disks to some format readable by a PC (such as comma
delimited etc).

The computer is Atari 65XE, there are 4 drives XF551 and DOS 2.5 .
Software was written in Basic by someone that cannot be found now.

It seems that the application is on disk1 and data is kept on remaining
3.

I was fooling around with Atario.exe. I sticked the Atari disk in and
was able to read something but so far not much was usable.

Here is what I got using different Atario.exe options:

---

when listing directories:

ï¿½ 12855 HARRISONMI4 8224 .,NW ï¿½HICKO 16672
ï¿½A1ï¿½Hï¿½B230 8224 ï¿½ 12854 8601 ï¿½ 20057
HALLINGï¿½521 -25803 ï¿½ ï¿½Hï¿½-230 8224 ï¿½A1ï¿½ 8224
5 STREETï¿½L 17751 NDSCHERï¿½855 -25802 026ï¿½E.F.OTT 17051
KS67550 ï¿½ 20050 .RD. ï¿½V 11845 O.BOX 2052 -25824
09002411259 14643 ï¿½522 SECON 21577 COLTONCA923 8224
ï¿½565 NW 13 16722 EETï¿½ROSEDAL 21280 KINGBIRD ï¿½C 19744
RRILVLEIN46 -25824 769 ï¿½ 21325 TTENC28209ï¿½ 21057
08163894153 12593 ï¿½A1ï¿½Hï¿½ 8224 8224
C9ï¿½Hï¿½B23009 12344 9ï¿½RICK BONE 13106 ï¿½861 W.BRO 20053
RT ï¿½MEM 21057 NROVIACA910 -25780 RDï¿½BELLMAW 18766
N38104 ï¿½42 18760 8246 031 ï¿½ 19022
Aï¿½NEW YORKN 21027 DOH44181ï¿½ 19525 ï¿½A1ï¿½Iï¿½ 8224
3 ï¿½ 12337 ï¿½ 8224 47948260070 8248
ï¿½A1ï¿½Hï¿½A2 8224 23022ï¿½JACOB 18843 D0ï¿½Eï¿½A23032 13616
L.FELIX ï¿½P 12592 1712 TREMON 20047 H ST ï¿½COM 21832
X 551 11855 ï¿½BELOITWI5 8224 TX75428 ï¿½44 21061
94823004026 13467 ï¿½ 12597 246107904ï¿½J 12599
ï¿½Gï¿½b23013ï¿½D -25808 ï¿½ ï¿½Iï¿½-2 8224 23033ï¿½FRANK 8347
ï¿½A1ï¿½ 8224 E.DENGLERï¿½3 12848 235 E.87 ST 20298
015ï¿½STINSON 17051 ï¿½Iï¿½-23025ï¿½J -25824
08 NIEMI ST -25824 SH ï¿½1040 6t 11844
20290 Free Sectors

Hit Any Key to Continue

++++++++++++++++++++++++++++++++

when trying to copy image:

Enter File Name:
Copying :

There was an error reading the Atari disk.

This is information about where the error occurred.

Dos_Sector Bios_Side Bios_Track Bios_Sector Return_Code
40 1 -383 -12 64

Do you want to erase the file fragment on the IBM disk (Y or N)?Runtime
error 00
3 at 0000:129B.

(here atario.exe quits)

---

when trying to copy as text:

Enter File Name:
Copying :

M<

Hit Any Key to Continue

(nothing really happens)

---

When dumping sector 67:

67 0 3 13 0

00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
----+----+----+-
00: E2 32 31 30 32 31 9B 4D 61 63 44 4F 4E 41 4C 44
b21021.MacDONALD
10: 9B 31 39 37 30 20 41 52 4E 4F 4C 44 20 44 52 49 .1970 ARNOLD
DRI
20: 56 45 9B 41 55 53 54 45 4C 4C 47 41 33 30 30 30
VE.AUSTELLGA3000
30: 31 20 20 9B 20 20 20 20 20 20 20 20 20 20 20 20 1 .
40: 20 20 20 20 9B 41 31 9B 46 9B 41 32 31 30 32 33
.A1.F.A21023
50: 9B 4A 2E 4E 45 45 44 48 41 4D 9B 33 38 32 39 20
.J.NEEDHAM.3829
60: 43 49 4D 41 52 52 4F 4E 20 44 52 20 9B 4B 49 4E CIMARRON DR
.KIN
70: 47 53 50 4F 52 54 54 4E 33 37 36 36 34 9B 20 20
GSPORTTN37664.
80: 20 20 20 20 20 20 20 20 20 20 20 20 20 20 9B 41
.A

```
90: 31 9B 20 9B 42 32 31 30 32 35 9B 52 2E 45 2E 5A 1.
.B21025.R.E.Z
A0: 57 49 43 4B 9B 32 33 35 31 35 20 4C 59 4F 4E 53 WICK.23515
LYONS
B0: 2C 23 31 39 30 20 9B 53 2E 43 4C 41 52 49 54 41 ,#190
.S.CLARITA
C0: 43 41 39 31 33 35 35 9B 34 36 37 33 38 39 31 39
CA91355.46768919
D0: 38 30 34 31 39 30 31 34 9B 44 31 9B 45 9B 42 32
80419014.D1.E.B2
E0: 31 30 32 38 9B 53 43 48 57 41 52 54 5A 20 9B 32 1028.SCHWARTZ
.2
F0: 37 31 20 4D 45 52 52 49 54 54 06 00 FD 34 00 00 71
MERRITT..}4..
```

Which Sector:

---

Dumping sectors looks promising as I can clearly read some data, but I can only dump 1 sector at a time and only to screen.

I'm looking for some friendly advice how to proceed.

I'm not sure if using IBM drive makes sense, shall I somehow connect the Atari drive to the PC? If so , what about connectors?

Or are there other ways?

Any advice will be mostly appreciated.

I know very little about Atari, and nothing about this custom database software.

Thanks

Michal

# 2468. ATARI Monochrome Monitor pins

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-18 00:00:00 UTC
From: Brix <brix@plush.DELETETHIS.de>
Message-ID: <MPG.1274ff6ad98586be989a2e@news.uni-x.net>
Source record: 49653

Erm, I know this is 8bit land, but I guess there are people here who have
16Bit ataris too.
I have an old Atari Monochrome Monitor here (for my Atari ST), but I want
to try it on another Computer. Is someone here who knows what the pins of
the connector are for ?

-Wanja-

--
In the 1960s you needed the power of two C64s to get a
rocket to the moon. Now you need a machine which is a vast
number of times more powerful just to run the most popular GUI.

Personal HP: http://www.plush.de/brix

GO64!/Commodore World Magazine:
CSW-Verlag, Goethestr.22, 71364 Winnenden, Deutschland
Tel:/Fax: +49(0)7195/61120, http://www.go64.c64.org
--

# 2469. Re: Atari 65XE to DOS database transfer?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-18 00:00:00 UTC
From: CopelandR@antispam.lycosmail.com
Message-ID: <380af651.18943078@news-server.mmcable.com>
Source record: 49654

Michal <michal@ERASEmytekdigital.com> wrote:

>I have a task of transferring a database of several thousand customers
>form Atari XF551 disks to some format readable by a PC (such as comma
>delimited etc).

It would seem the database program saves the records directly to the sectors instead of using file I/O (which may weel have been the best option with least overhead at the time). If at all possible I would try to get the database program itself to list the records for you, preferably out to a serial or modem connection to your PC. Or maybe save the listing in chunks to text files on Atari disks and then copying them to the PC one way or another. It all depends on what options you have to output the data and what means you have of moving data from the Atari.

Ron

# 2470. Re: Need tool to convert .KOA files to a PC format

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-18 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <380B25EC.49250CE0@mail.uni-mainz.de>
Source record: 49655

```
Mario D'Alessio schrieb:
>
> Does anyone know of a tool which can convert Koala pictures to
> a format usable on a PC. I need a tool which can run on a PC or
> under Unix. I had tried a tool which is supposed to handle C-64
> Koala pictures, but it didn't work for Atari files.
>
> Any help appreciated. Thanks.
>
> Mario
>
> ********************************************************
> * ____ ____ ___ *
> * __/\__ Mario D'Alessio ((oo)) //oo\\ /o o\ *
> * \RUSH/ dalessio@cig.mot.com \__/ \__/ \_O_/ *
> * |/\| Work: (847) 632-2323 Moe Larry Curly *
> * 9am to 6pm Central Time *
> * *
> ********************************************************

Hello Mario (funny name - any brother called Luigi ??),
just try Jeff Potter`s "GIFNCODE" program. It will convert any Atari
micropainter style (gr. 8,9,15) or koala style (gr. 15) picture into a
GIF picture. Then take a "copy" program (Null modem, APE, SIO2PC.
MyUtil, Ataridsk, etc.) to copy/convert this GIF file to the PC. Next, I
know of a BMP converter, that converts any BMP picture to Gr. 8
micropainter or vice versa. Where to find these programs ?? Just take a
look at the Umich archive or if you like, wait a week and I will email
these two programs to you... (if your email adress is correct).
Greetings - Andreas Magenheimer
```

# 2471. Re: why did hasbro bother

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-18 00:00:00 UTC
From: "Chi K. Chan" <ckchan@interport.net>
Message-ID: <6ECB8BDF671908F7.733D7B869A111406.E29DFE5499C8481D@lp.airnews.net>
Source record: 49656

On Sun, 17 Oct 1999 18:21:22 -0700, John Schnittker
<jschnitt@earthlink.net> wrote:

>Atarians are quite loyal and they make good customers. Hasbro could take their
>existing game.com system, make some modifications and slap an atari label on
>it. It would be cute. who knows?... just speculating
>

On one of the Ads during Gravity Games on NBC, Atari (Hasbro) showed
off and a new pong game for the PC and Playstation, and it looks
pretty good. Anyone else see it ?

Chi

# 2472. Re: Does any one have "assembly language programming for the"

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-18 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991018170954.22770.00000143@ng-fh1.aol.com>
Source record: 49657

> "Assembly Language Programming for the Atari Computers" by
>Mark Chasin.

Have one, not for sale right now; fairly good reference material. No access to scanner nor copier. Maybe can work out something if you do not find another.

Above average intelligence has always run in my family. Ambition, however, has always walked with a slight limp....

## 2473. Atari OS A?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-18 00:00:00 UTC
From: Jack Alien <jack_al@friko4.onet.pl>
Message-ID: <2pMO3.11596$Tk.236982@news.tpnet.pl>
Source record: 49658

For a long time, I've been looking for the Atari OS ROM - ATARIOSA.ROM
(not ATARIOSB.ROM). I've found one page listing it - but the link to
the file was dead. Could anyone point to it, upload it somewhere... etc.?

## 2474. Drive cables

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-18 00:00:00 UTC
From: gamer121@aol.com
Message-ID: <19991018173952.06669.00000121@ng-cf1.aol.com>
Source record: 49659

Is it possable to buy an atari drive cable any where

# 2475. AD (ebay): Star Wars ROTJ Death Star Battle MINT

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-18 00:00:00 UTC
From: Ted O'Neill <toneill@best.com>
Message-ID: <380BA084.1AB1DB69@best.com>
Source record: 49660

```
Mint, unopened, cartridge edition. Please see listing at
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=183921211
if interested.

Thanks.

<A HREF="http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=183921211">
View Ad
</A>
```

## 2476. Re: Supra Hard drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <380CFACA.B556C19D@sisna.com>
Source record: 49488

I own all right to the Supra Hard Drive interface bought them from Supra
years ago. They are still available.
bob

# 2477. Re: Supra Hard drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <380CFB7C.A8ED9B0A@sisna.com>
Source record: 49489

Wrong, They may have bought something from ICD but don't think so as Mike Hohman of FTE bought all ICD's rights to the Atari 8-bit stuff. I bought all rights from Supra Corportation in 1989 and still ratain those rights to this date.

Bob Klaas

# 2478. Re: JAM!! vs. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <7ulnu3$stq$1@nntp4.atl.mindspring.net>
Source record: 49490

I have Instant TV also, and I am using the S-Video connector. Picture is pretty good. But, I am wondering how you are getting sound out of the Atari?

> it hooked up to the computer. Using external speakers for sound.
>
> TV picutre from cable RF is good (sometimes a little washed out)
> had to play with the picture a bit. The remote is great and the
> sound is very good.
>

> picture improves. The instantTV box has composite video and
> audio RCA type inputs.

# 2479. Re: Bad Atari Trader

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: cadimus@tds.net
Message-ID: <1dzu9tm.1gkvaxl1ivra68N@mimi1pool1-a44.mill.tds.net>
Source record: 49661
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600

Jon Melbo <cen90413@centuryinter.net> wrote:

> I agree 100%. I didn't realize it was even there. I have recently
> contacted Ebay and told them that I think it sucks being able to hide
> feedback. For whatever my 2 cents is worth to them.

Let me see...

about 3 minutes of electricity to run your computer (aprox. 250 watts @
10 cents/Kw/hr) while composing that email for eBay: $.006
The service required to move the data from your computer to eBay's
computer: $.009
Staff's time to read, forward it to approperiate dept., and reply (at
McMinimum wage): $.96
The service required to move the data back to your computer: $.009
1 min of electricity to download and read the reply: $.002

Total cost: $.986 (or 98.6 cents) and that's not factoring in the
expense of maintaing both your computer and eBay's So your 2 cents will
cost someone almost a dollar. Better be worth it.

:-) (just need to get a life <g>)

# 2480. Re: Need tool to convert .KOA files to a PC format

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: cen90413@centuryinter.net
Message-ID: <380bbfe3.31390116@news.ds.centuryinter.net>
Source record: 49662

On Mon, 18 Oct 1999 15:51:40 +0200, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>micropainter or vice versa. Where to find these programs ?? Just take a
>look at the Umich archive or if you like, wait a week and I will email

Don't forget about XL Search! Now let me see about the URL....
http://newbreedsoftware.com/xlsearch/

## 2481. Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: atari@spam-not.ehrich.com
Message-ID: <97QO3.588$zX5.22945@news3.voicenet.com>
Source record: 49663

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

Ape Face Model XLP Digital Device..... $14
Atari XMM801 printer..... $15
Atari 410 Tape Deck..... $15
Atari 1020 Printer..... SOLD
Hot Stuff Joystick (rough)..... $ 4
Joysticks (square) (3)..... $ 8 each
DVE Printer Power Supply Model DV-2412A..... $ 8
50 5-1/4 diskettes ..... $10
50 3-1/2 diskettes..... $12.50
Orders & Questions

Diskette Software for Atari Computers
$4 each (6 for $16)
Most have box & docs

ALA Software - G-Men
ALA Software - Assasins Cove
SOLD - Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
SOLD - DeBug by Childware
SOLD - Enhancer
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Master Diskette 3 (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Print Shop
SOLD - Reading Skills
Sesame Street Astro-Glover (3-6)
SOLD - Sesame Street Print Kit for Atari & Commodore
Spinnakers Alphabet Zoo (3-8)
Spinnakers Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)

Spinnakers Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
SOLD - Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
The Big Math Attack
The Jar Game & Chaos
Tinks Adventure (4-8)
Tuk Goes to Town (4-8)
The Halley Project - A Mission in Our Solar System (no box)
Tonk in the Land of Buddy-Bots (4-8)
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)
Orders & Questions

Diskette Software for Atari Computers
$2.50 each (7 for $10) diskette only

Analog Disk #57
Analog Disk #73 June 1989
Astro Grover
Cardware High Tech Expressions
SOLD - Compute Disk October-December 1986
SOLD - Compute Disk January-March 1987
Crypto Cube (2)
International Hacker
Jingle Disk High Tech Expressions
Match Up
Memory Mania & Maxwells Demon
Micro Addition
Micro Division
Micro Multiplication
Monkey See, Monkey Spell
Moon Shuttle
My First Alphabet
Paint Master Diskette
Sea Bandit
Shape Up
Tetrad
T.G,I,F.
Threshold
Touchdown Football
Trapazoid
Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Computer Crosswords for Atari or Commodore
Orders & Questions

Antic Diskettes from Atari
$2 each (5 for $8) (10 for $15)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
Orders & Questions

Cartridges for Atari Computers
$6.50 each (5 for $25)

Atari 400/800 Defender Cartridge w/box
Ms Pacman Cartridge for all Atari Home Computers
Atari 400/800 Missile Command Cartridge w/box
Basic Language Computing (2)
Demon Attack
Donkey Kong
Galaxian
Millipede
Music Composer (2)

Orders & Questions

Tape Software for Atari Computers
$3 each (4 for $8) (10 for $16)

Andromeda Conquest
Atari Program Exchange - Midas Touch
Atari Program Exchange - Counter (3-8)
Canyon Climber for Atari 400/800 (16k)
Clowns & Balloons for 400/800
Figure Fun
Ghost Hunter w/docs
SOLD - Gulp!!
Hangman
Hickory Dickory Dock/Baa, Baa Black Sheep
Introduction To Graphics
Joystick Sketchpad
Jungles Rainbow w/docs
Juggles Rainbow
List, General List, List Customizer
Moon Shuttle
Sea Bandit
Spelling Genie
Sargon II --
Star League Baseball
States & Capitals
Talk & Teach Business Communications 4 tapes (counts as two)

Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
Orders & Questions

Atari Books $5 each (6 for $20)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Basic Reference Guide for Experienced Programmers
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Star Raiders DOC
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
.....

http://www.voicenet.com/~generic

# 2482. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <19991018220325.00554.00000250@ng-fj1.news.cs.com>
Source record: 49664

>And I don't think there's enough room inside the SF354/314 case to
>accommodate the CPU/ROM/RAM for an 8-bit drive. Methinks JT was just
>showing us pretty pictures to get us excited again!>

Might well have been. But the board in an
XF551 is only (apx) 1/2 size. The chip
count is way down compared to earlier drives,
The 1772-02-02 is a 28-pin package vs 40-pin
for most other FDC's The 3-1/2" mech is
naturally much smaller. The XF551 has a
lot of things that suggest that it could have
started its life as a 3-1/2". Sounds like a very
interesting project to see if it could be again.
Larry

# 2483. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: arudzki <arudzki@home.com>
Message-ID: <O0RO3.4461$yp.38875@news.rdc1.pa.home.com>
Source record: 49665

LLpwhite <llpwhite@cs.com> wrote in message
news:19991018220325.00554.00000250@ng-fj1.news.cs.com...
> >And I don't think there's enough room inside the SF354/314 case to
> >accommodate the CPU/ROM/RAM for an 8-bit drive. Methinks JT was just
> >showing us pretty pictures to get us excited again!>
>
> Might well have been. But the board in an
> XF551 is only (apx) 1/2 size. The chip
> count is way down compared to earlier drives,
> The 1772-02-02 is a 28-pin package vs 40-pin
> for most other FDC's The 3-1/2" mech is
> naturally much smaller. The XF551 has a
> lot of things that suggest that it could have
> started its life as a 3-1/2". Sounds like a very
> interesting project to see if it could be again.
> Larry
>
>

The fact that it appears to need a software & mech upgrade to make it 3.5"
(Klass or Wooley upgrade I think) means its not that far off the mark...

tony

# 2484. FS/T Atari 8-bit Games, Components and Literature

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <v7RO3.7880$G6.696472@news0.telusplanet.net>
Source record: 49666
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.classic

Last Updated 10/18/99
- Sold/traded items removed

I have the following Atari 8bit components and cartridges for sale. All the equipment is cleaned and detailed, and in good or better condition, but without boxes unless noted. If you have any questions in regards to unit condition, please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800, Colecovision, Intellivision, Classic Computer, Vectrex or Handheld games) sent to you, please specify system.

**Hardware** Please make an offer
==========
- Atari 600XL - with power supply, RF cable
- Atari 800XL - with power supply, RF cable
- Atari Portfolio PC Card Drive - Complete with box, manual & software. Like New
- Best Data Smart One 2400X - 2400 baud modem

*Controllers* Please make an offer
==========
- Paddles (multiple sets) - for Atari & Commodore units
- 2x Suncom Tac Joysticks - for Atari & Commodore units
- 1x Spectravideo Joystick with suction cup base - for Atari & Commodore units

**8-Bit Cartridges** Please make an offer
==========
- Atari Writer
- Basic
- Final Legacy
- Megamania - In a sealed/shrink-wrapped box, box is slightly squashed.
- Missle Command
- Realsports Football
- Star Raiders
- Tennis

**8-Bit Books** Please make an offer
==========
- Compute's "The Atari Basic Source Book"

**Manuals & Technical Guides (software status specified)** Please make an offer
==========
- Atari 800XL Manual and connection guide - by Atari
- Atari 1050 Manual - by Atari
- Portfolio Technical Reference Guide (Third Edition June 1991) - by Atari (with software)

**Atari Force Comics**
All are in Mint Condition
==========
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

**Trades**
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar and Jaguar CD Unit
- A working Vectrex controller
- A working DSS Satellite Receiver
- Working DSS H, HU or J Cards
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

# 2485. Re: why did hasbro bother

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: solman@netvalue.net
Message-ID: <380c0f80.1388190832@news.rdc1.az.home.com>
Source record: 49667

I saw it. It was a great surprise to see the Atari Fuji logo in an
ad. I was on the internet that night trying to find out if Atari was
actually back. I did not know until looking in the newsgroups that
Hasbro had bought Atari. I'm just glad it's back.

On Mon, 18 Oct 1999 11:51:27 -0500, Chi K. Chan <ckchan@interport.net>
wrote:

>On Sun, 17 Oct 1999 18:21:22 -0700, John Schnittker
><jschnitt@earthlink.net> wrote:
>
>>Atarians are quite loyal and they make good customers. Hasbro could take their
>>existing game.com system, make some modifications and slap an atari label on
>>it. It would be cute. who knows?... just speculating
>>
>
>On one of the Ads during Gravity Games on NBC, Atari (Hasbro) showed
>off and a new pong game for the PC and Playstation, and it looks
>pretty good. Anyone else see it ?
>
>Chi

# 2486. Re: Bad Atari Trader

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <380C1B24.19A8@volcano.net>
Source record: 49668
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600

Cadimus wrote:
>
> Total cost: $.986 (or 98.6 cents) and that's not factoring in the
> expense of maintaing both your computer and eBay's So your 2 cents will
> cost someone almost a dollar. Better be worth it.

This exchange rate is going to price me out of the newsgroup faster than
new Jag carts! ;-)

the Mav

--

Ace of Aces Collector's Guide
http://maverick.brainiac.com/aoa/index.html

Space and Fantasy Gamer's Guide
http://www.brainiac.com/micro/sfgg/index.html

# 2487. Re: Diamond GOS

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: atari8man@aol.com
Message-ID: <19991019033643.21283.00000408@ng-fc1.aol.com>
Source record: 49669

>From: Stephen Knox

>To get version 3 does that require a ROM upgrade or a GOS upgrade?

To upgrade from version 1 or 2 or 3 you need a replacement rom. Please explain more clearly what you mean..

# 2488. Re: Atari OS A?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-03csuWxcg4vU@di07-ks.cth.com.au>
Source record: 49670

On Mon, 18 Oct 1999 21:35:58, "Jack Alien" <jack_al@friko4.onet.pl>
wrote:

>
> For a long time, I've been looking for the Atari OS ROM - ATARIOSA.ROM
> (not ATARIOSB.ROM). I've found one page listing it - but the link to
> the file was dead. Could anyone point to it, upload it somewhere... etc.?
>

I have PAL osa roms. don't know if that is any good for ya.

James B

# 2489. Re: Atari OS A?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <7uh77k$4vk$1@newsource.ihug.co.nz>
Source record: 49671

Please send the osa my way...I've been looking for ages too...
aaronat@ihug.co.nz

thanks

aaron

> > For a long time, I've been looking for the Atari OS ROM - ATARIOSA.ROM
> > (not ATARIOSB.ROM). I've found one page listing it - but the link to
> > the file was dead. Could anyone point to it, upload it somewhere...
etc.?
> >
>
> I have PAL osa roms. don't know if that is any good for ya.
>
> James B
>

# 2490. Re: Greatest Atari 8-bit computer ever?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <7uhjdq$jhn$1@news.xmission.com>
Source record: 49672

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
> >I am very interested in hacks to the 8-bit and was wondering what kind of
> >modifications people have done to their xl/xe's. Who has the greatest 8-bit
> >out there?

I have a 576k XE with the Bob puff SuperOS, MUX Rom, SuperAudio,
SuperVideo, IO LED, SoftTouch keyboard mod and have this system serially
connected to a WindowsNT Server that provides dedicated 128k Internet
access and direct access into a NetWare 5 server and 30gb of disk!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 2491. Re: JAM!! vs. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <7uhjuv$jhn$2@news.xmission.com>
Source record: 49673

Lonnie McClure <lonniemcclure@prodigy.net> wrote:
> > today, there is an Instant TV advertised for $49.95
> > that allows you to hook up your TV, VCR, etc.

So, how does the product function? On Tiger Direct, it appears that the Instant TV is now only 29.99 , even though its listed as 49.99. When I select BUY IT, the price changes to 29.99

I'm assuming that when this device is on, the computer screen is obliterated. Its either computer screen or TV/Composite/Svideo input?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 2492. Re: JAM!! vs. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <7uhk72$jhn$3@news.xmission.com>
Source record: 49674

Gerhard Janka <gerhard.janka@siemens.at> wrote:
> There's only one drawback. They sell neither JAM! nor Instant TV anymore.
> One Guy there said they are closing down and, since I'm living in Europe,
> I should try to get JAM! from a german computer or electronics shop.

Actually, as I just stated in my last email, I just purchased (10-19-99),
an Instant TV from Tiger Direct (via credit card) for 29.99. I hope to
have it in 3-8 days!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 2493. Re: Supra Hard drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <7uhkld$jhn$4@news.xmission.com>
Source record: 49675

A Rudzki <arudzki@sgi.net> wrote:
> Who owns the right (if anyone) to the original Supra hard drive interface?
> It plugs into the PBI and connects to old MFM hard drives?

I believe Bob Klaas of K-Products owns that hardware now. He still
frequents this news group.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 2494. Re: why did hasbro bother

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <7uhl0o$jhn$5@news.xmission.com>
Source record: 49676

carmel_andrews@my-deja.com wrote:
--Much ranting cut out!

Sheesh.. If you REALLY think Hasbro is going to rerelease Atari 8bit format software, you're really out there. When you see companys like B&C, American Technavision (dedicated Atari merchants) struggling and folding up, what makes you think that a revenue oriented company like Hasbro is going to release software to a community that has been forever synonymous with pirating?

Hasbro has released old Atari favorites for the PC, which has a market presence, unlike the Atari.

Dont get me wrong. I'd love to see Atari titled released for the 8bit - but its just not going to happen.

Welcome to the Year 2000 (almost), where 700mhz PC's and 500mhz Macs rule the computing environment!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 2495. Re: why did hasbro bother

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <7uhl4j$jhn$6@news.xmission.com>
Source record: 49677

John Schnittker <jschnitt@earthlink.net> wrote:
> Atarians are quite loyal and they make good customers. Hasbro could take their
> existing game.com system, make some modifications and slap an atari label on
> it. It would be cute. who knows?... just speculating

Actually, Atari owners make poor customers. Most seem to want to buy
their wares used at a flea markert or simply pirate them..

--
@ @ @ ----------------------------------- @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ----------------------------------- @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 2496. Re: Atari 65XE to DOS database transfer?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <380C6083.CBF92F78@ix.netcom.com>
Source record: 49678

Michal wrote:
> 
> I have a task of transferring a database of several thousand customers
> form Atari XF551 disks to some format readable by a PC (such as comma
> delimited etc).
> 
> The computer is Atari 65XE, there are 4 drives XF551 and DOS 2.5 .
> Software was written in Basic by someone that cannot be found now.
> 
> It seems that the application is on disk1 and data is kept on remaining
> 3.
> 
> I was fooling around with Atario.exe. I sticked the Atari disk in and
> was able to read something but so far not much was usable.
> 
> Here is what I got using different Atario.exe options:
> 
> ___________________________________
> 
> when listing directories:
> 
> ï¿½ 12855 HARRISONMI4 8224 .,NW ï¿½HICKO 16672
> ï¿½A1ï¿½Hï¿½B230 8224 ï¿½ 12854 8601 ï¿½ 20057
> HALLINGï¿½521 -25803 ï¿½ ï¿½Hï¿½-230 8224 ï¿½A1ï¿½ 8224
> 5 STREETï¿½L 17751 NDSCHERï¿½855 -25802 026ï¿½E.F.OTT 17051
> KS67550 ï¿½ 20050 .RD. ï¿½V 11845 O.BOX 2052 -25824
> 09002411259 14643 ï¿½522 SECON 21577 COLTONCA923 8224
> ï¿½565 NW 13 16722 EETï¿½ROSEDAL 21280 KINGBIRD ï¿½C 19744
> RRILVLEIN46 -25824 769 ï¿½ 21325 TTENC28209ï¿½ 21057
> 08163894153 12593 ï¿½A1ï¿½Hï¿½ 8224 8224
> C9ï¿½Hï¿½B23009 12344 9ï¿½RICK BONE 13106 ï¿½861 W.BRO 20053
> RT ï¿½MEM 21057 NROVIACA910 -25780 RDï¿½BELLMAW 18766
> N38104 ï¿½42 18760 8246 031 ï¿½ 19022
> Aï¿½NEW YORKN 21027 DOH44181ï¿½ 19525 ï¿½A1ï¿½Iï¿½ 8224
> 3 ï¿½ 12337 ï¿½ 8224 47948260070 8248
> ï¿½A1ï¿½Hï¿½A2 8224 23022ï¿½JACOB 18843 D0ï¿½Eï¿½A23032 13616
> L.FELIX ï¿½P 12592 1712 TREMON 20047 H ST ï¿½COM 21832
> X 551 11855 ï¿½BELOITWI5 8224 TX75428 ï¿½44 21061
> 94823004026 13467 ï¿½ 12597 246107904ï¿½J 12599
> ï¿½Gï¿½b23013ï¿½D -25808 ï¿½ ï¿½Iï¿½-2 8224 23033ï¿½FRANK 8347
> ï¿½A1ï¿½ 8224 E.DENGLERï¿½3 12848 235 E.87 ST 20298
> 015ï¿½STINSON 17051 ï¿½Iï¿½-23025ï¿½J -25824
> 08 NIEMI ST -25824 SH ï¿½1040 6t 11844
> 20290 Free Sectors

>
> Hit Any Key to Continue
>
> ++++++++++++++++++++++++++++++++
>
> when trying to copy image:
>
> Enter File Name:
> Copying :
>
> There was an error reading the Atari disk.
>
> This is information about where the error occurred.
>
> Dos_Sector Bios_Side Bios_Track Bios_Sector Return_Code
> 40 1 -383 -12 64
>
> Do you want to erase the file fragment on the IBM disk (Y or N)?Runtime
> error 00
> 3 at 0000:129B.
>
> (here atario.exe quits)
>
> ___________________________________
>
> when trying to copy as text:
>
> Enter File Name:
> Copying :
>
> M<
>
> Hit Any Key to Continue
>
> (nothing really happens)
>
> ________________________________________
>
> When dumping sector 67:
>
> 67 0 3 13 0
>
> 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
> ----+----+----+-
> 00: E2 32 31 30 32 31 9B 4D 61 63 44 4F 4E 41 4C 44
> b21021.MacDONALD
> 10: 9B 31 39 37 30 20 41 52 4E 4F 4C 44 20 44 52 49 .1970 ARNOLD
> DRI
> 20: 56 45 9B 41 55 53 54 45 4C 4C 47 41 33 30 30 30
> VE.AUSTELLGA3000

> 30: 31 20 20 9B 20 20 20 20 20 20 20 20 20 20 20 20 1 .
> 40: 20 20 20 20 9B 41 31 9B 46 9B 41 32 31 30 32 33
> .A1.F.A21023
> 50: 9B 4A 2E 4E 45 45 44 48 41 4D 9B 33 38 32 39 20
> .J.NEEDHAM.3829
> 60: 43 49 4D 41 52 52 4F 4E 20 44 52 20 9B 4B 49 4E CIMARRON DR
> .KIN
> 70: 47 53 50 4F 52 54 54 4E 33 37 36 36 34 9B 20 20
> GSPORTTN37664.
> 80: 20 20 20 20 20 20 20 20 20 20 20 20 20 20 9B 41
> .A
> 90: 31 9B 20 9B 42 32 31 30 32 35 9B 52 2E 45 2E 5A 1.
> .B21025.R.E.Z
> A0: 57 49 43 4B 9B 32 33 35 31 35 20 4C 59 4F 4E 53 WICK.23515
> LYONS
> B0: 2C 23 31 39 30 20 9B 53 2E 43 4C 41 52 49 54 41 ,#190
> .S.CLARITA
> C0: 43 41 39 31 33 35 35 9B 34 36 37 33 38 39 31 39
> CA91355.46768919
> D0: 38 30 34 31 39 30 31 34 9B 44 31 9B 45 9B 42 32
> 80419014.D1.E.B2
> E0: 31 30 32 38 9B 53 43 48 57 41 52 54 5A 20 9B 32 1028.SCHWARTZ
> .2
> F0: 37 31 20 4D 45 52 52 49 54 54 06 00 FD 34 00 00 71
> MERRITT..}4..
>
> Which Sector:
>
> ------------------------------------------------------------
>
> Dumping sectors looks promising as I can clearly read some data, but I
> can only dump 1 sector at a time and only to screen.
>
> I'm looking for some friendly advice how to proceed.
>
> I'm not sure if using IBM drive makes sense, shall I somehow connect the
> Atari drive to the PC? If so , what about connectors?
>
> Or are there other ways?
>
> Any advice will be mostly appreciated.
>
> I know very little about Atari, and nothing about this custom database
> software.
>
> Thanks
>
> Michal

Michal,
Do you know if each record is of a fixed length? All records are the same size regardless of the data in the record? If so, this will be easy. Next, do you know how to program in BASIC? Do yo happen to have a BASIC XL or BASIC XE cartridge? A rather simple BASIC program could easily convert your data to comma or tab delimited format that could be transferred directly to a PC database like MS Access. Tab delimited would probably be better. All you would need to de is get the new file to the PC.
If you don't know how to program in BASIC, I can give you a hand.
Hmmm... I was trying to look over the sector data and the listed data you have above. I can't seem to recognize the start and end of the records. If you could provide field information and some sample real data, I could probably figure it out and be able to extract the data. The fields seem to be EOL delimited, but I don't see and definition of record separation. That's somewhat normal especially if they is fixed length records. On variable length records I'd expect to see some sort of record delimiter or length code embedded in the record. In either case, BASIC XL or BASIC XE would make short work of it. If you don't Have either cart. I can build it in BXL and send you a runtime library to execute the program.
Let me know.
--
Robert S Ely
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

# 2497. Re: Looking for FAQ - transfer Atari disks to PC .atr files

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <Q9_O3.5006$U3.49167@typhoon1.tampabay.rr.com>
Source record: 49679

```
Get APE and a cable, create an ATR image on the PC with APE, then just use a
sector or file copy the contents of the disk to the ATR, done.
```

Mike Kohary <mkohary@earthlink.net> wrote in message
news:3808F82D.560CA95@earthlink.net...
> Hi. Can anyone point me to an Atari emulator FAQ that describes the
> process of transferring an original Atari 5 1/4" floppy disk to an .atr
> file for use on a PC with an emulator? Alternatively, I wouldn't mind
> someone who has actually done this sharing their experience with me.
>
> I have about 100 Atari disks, and I'd like to preserve them as .atr
> files before they degrade completely. My Atari equipment is an 800XL
> and a 1050 disk drive. Thanks for the help in advance,
>
> Mike
> --
> ���`����,��,�`����`����,��,�`�����`�������`��
> Mike Kohary Seattle, WA http://kohary.simplenet.com
> ���`����,��,�`����`����,��,�`�����`�������`��

# 2498. Re: Diamond GOS

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <380C72ED.5AD5403A@erols.com>
Source record: 49680

I have a Diamond 2.0 cart. I've seen mention of a 2.1 version and 3.0 3.0 is the latest and greatest and I was wondering if I needed a ROM update for it or a new version of GOS the disk based part of Diamond.

It appears I need a ROM update which I won't see for a looooooooooooong time.
--
Thanks,

Stephen Knox

http://pw2.netcom.com/~scknox/index.html

Remove the 'X' for email replies

Atari8man wrote:

> >From: Stephen Knox
>
> >To get version 3 does that require a ROM upgrade or a GOS upgrade?
>
> To upgrade from version 1 or 2 or 3 you need a replacement rom. Please explain
> more clearly what you mean..

## 2499. Re: transferring atari files to pc using trak drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <2e_O3.5007$U3.49140@typhoon1.tampabay.rr.com>
Source record: 49681

Just go to http://www.atariworld.com/8bit/atrfiles.html and pick the ones
you want...

Andy <skydivescuba@home.com> wrote in message
news:38080173.2C9F9622@home.com...
> damn, I feel nostalgic... is there a way to hook up a TRAK drive to a PC
> and transfer all the old games I have??? I have an emulator for the
> atari, but no s/w except for probably a 1000 games on 5 1/4 atari disk..
>
> just dying to play pac man or donkey kong!!!
>
> thanks
>

## 2500. FA: Atari 800xl computer with games

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: "Enrique (Rick) Gonzalez" <enrique@adelphia.net>
Message-ID: <3b%O3.72$L%4.21302@server2.news.adelphia.net>
Source record: 49682

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=184403154
--
Enrique (Rick) Gonzalez

# 2501. Re: JAM!! vs. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: John Kwiatkowski <johnmk@shell.clark.net>
Message-ID: <sY%O3.1171$1H.34327@dfw-read.news.verio.net>
Source record: 49683

I got mine for $29.99 from Tiger Direct on Oct. 5. Works fine.
I'm using a 15 monitor that I had lying around, don't even have
it hooked up to the computer. Using external speakers for sound.

TV picutre from cable RF is good (sometimes a little washed out)
had to play with the picture a bit. The remote is great and the
sound is very good.

Hooked it up to my nintendo and Atari 800XL, both through RF.
Picture for both was much better on a standard TV. I'm going to
try the composite video from the Atari 800XL next, I hope the
picture improves. The instantTV box has composite video and
audio RCA type inputs.

Haven't tried the S-video input yet.

Not a bad little toy for $29.99.

John K.

jeking@NOSPAM.com wrote:
: Lonnie McClure <lonniemcclure@prodigy.net> wrote:
:> > today, there is an Instant TV advertised for $49.95
:> > that allows you to hook up your TV, VCR, etc.

: So, how does the product function? On Tiger Direct, it appears that the
: Instant TV is now only 29.99 , even though its listed as 49.99. When I
: select BUY IT, the price changes to 29.99

: I'm assuming that when this device is on, the computer screen is
: obliterated. Its either computer screen or TV/Composite/Svideo input?

: --
: @ @ @ ------------------------------------ @ @ @
: @ @ @ James King - Atari Fanatic! @ @ @
: @ @ @ ------------------------------------ @ @ @
: Atari 8bit Hobbyist by choice, IT Professional by Accident!
: To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 2502. Re: Atari OS A?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: cen90413@centuryinter.net
Message-ID: <380dca05.99529766@news.ds.centuryinter.net>
Source record: 49684

On Tue, 19 Oct 1999 20:45:34 +1300, "Aaron Wheeler"
<aaronat@ihug.co.nz> wrote:

>Please send the osa my way...I've been looking for ages too...
>aaronat@ihug.co.nz
>
>thanks
>
>aaron
>
>
>> > For a long time, I've been looking for the Atari OS ROM - ATARIOSA.ROM
>> > (not ATARIOSB.ROM). I've found one page listing it - but the link to
>> > the file was dead. Could anyone point to it, upload it somewhere...
>etc.?
>> >
>>
>> I have PAL osa roms. don't know if that is any good for ya.
>>
>> James B
>>
>
Hey, I have an idea. It seems to me that Atari released to
"Translator" disks. If memory serves, one was the Rev. A and one was
the Rev. B OS. If so, a bit of mucking around by a clever digger
could probably result in being able to extract the OS ROM image from
the disk. Just a thought.

## 2503. Fixing a bum cartridge port?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <7uipl4$ds6$1@flood.xnet.com>
Source record: 49685

I recently got hold of an XEGS, which seems to work fine...except for its cartridge port. Most of the time I get a black screen or self-test mode, occasionally Missile Command comes up instead of the cartridge. I've already blown out the cartridge port with compressed air, to no avail. Does anybody have any suggestions?

--
Jason Compton jcompton@xnet.com

# 2504. Re: JAM!! vs. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <7uj9c7$pns$1@nntp8.atl.mindspring.net>
Source record: 49686

I have Instant TV also, and I am using the S-Video connector. Picture is pretty good. But, I am wondering how you are getting sound out of the Atari?

> it hooked up to the computer. Using external speakers for sound.
>
> TV picutre from cable RF is good (sometimes a little washed out)
> had to play with the picture a bit. The remote is great and the
> sound is very good.
>

> picture improves. The instantTV box has composite video and
> audio RCA type inputs.

## 2505. Does anybody remember "Games Computers Play"?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-19 00:00:00 UTC
From: Chad Hendrickson <chadh@REMOVEmediaone.net>
Message-ID: <BxaP3.193$Ia6.1319424@rmnws01.ce.mediaone.net>
Source record: 49687

Does anybody remember GCP or "Games Computers Play, Inc."?

It was an online (via modem) graphical world where you could create your own character (robot?) and move around and interact with other people. I have two floppy disks right in front of me. The labels say:

GCP
Games Computers Play, Inc.
112 East Market Street, York PA 17401 - 717-848-2660

First Disk:
Side 1: BOOT
Side 2: CITY
v. 6/4

Second Disk:
Side 1: GAME 1
Side 2: LOS
v. 4/4

I tried booting disk one but it just goes to DOS. I think I need to hook up my 1030 modem. (I need to find the power supply for it though...)

Can anyone else help jog my memory on this one? I remember that I signed up, and after about two or three months they went offline. It was way ahead of its time for the (especially for the Atari 8-bit circa 1984). It would be cool to be able to set up a GCP server and actually run this thing again!

Please help me fill in the details.

Chad Hendrickson

# 2506. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-20 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7uj32b$smh$1@gxsn.com>
Source record: 49491

Hi Carmel,

> If you look on the Atari Historical societies website, they
>actually state that the only difference between the original
>st external drives, and the 3.5 inch versions Atari intended
>putting out for the A8, was the power pinouts and the i/o
>ports....

Well, I haven't looked at the page(s) in question, but if that's what they say there then they're talking out of their collective backsides!

>....all the electronics( the innards and the disk mech's were
>identical)....

They're not even close electronically.

All that you'll find inside an ST external floppy drive (SF-354/314) is a 3.5" disc drive mechanism. There is NO controller of any sort in there, that is mounted inside the ST (a WD-1770 and associated gubbins AFAIR).

The ONLY way you'll connect one to an 8-bit machine is by either designing your own controller or getting something like an ICD Black Box(?).

>....infact if you have a look on the packaging for any 130xe
>between 85-88 you will see the 8bit version of the original
>st external drives

I've never really looked at the box a 130XE comes in since I've never owned one - I stuck with my trusty 800XL when the XEs were launched). The picture on the box will likely be of a mock up, it was common marketing practice in those days to "pre-announce" products that way. I've no doubt they intended to release such a drive....just realised that they couldn't fit the required controller electronics into such a small space (there isn't exactly a lot of empty space inside an SF-354/314).

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

## 2507. Need atari drive cables

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-20 00:00:00 UTC
From: gamer121@aol.com
Message-ID: <19991019213324.06592.00000165@ng-ft1.aol.com>
Source record: 49492

Where can i get atari drive cables

# 2508. Re: Does anybody remember "Games Computers Play"?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-20 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7ujiio$dl7@freenet-news.carleton.ca>
Source record: 49493

"Chad Hendrickson" (chadh@REMOVEmediaone.net) writes:
> Does anybody remember GCP or "Games Computers Play, Inc."?
>
> It was an online (via modem) graphical world where you could create your own
> character (robot?) and move around and interact with other people. I have
> two floppy disks right in front of me. The labels say:

Were they associated with C-Link? I believe C-Link went on to become AOL.

Not bad for a company that started with the C64.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 2509. Re: JAM!! vs. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-20 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <381162a0.6512406@trumpet.uni-mannheim.de>
Source record: 49494

On Tue, 19 Oct 1999 22:29:31 -0400, "Richard Heldmann" <heldmann@ix.netcom.com>
wrote:

>I have Instant TV also, and I am using the S-Video connector. Picture is
>pretty good. But, I am wondering how you are getting sound out of the
>Atari?
>
Simply enough, the monitor jack has the following outputs:

-composite video
-luma
-chroma
-audio

Split luma and chroma is what is known as S-video, the others are
self-explanatory.

>> it hooked up to the computer. Using external speakers for sound.
>>
>> TV picutre from cable RF is good (sometimes a little washed out)
>> had to play with the picture a bit. The remote is great and the
>> sound is very good.
>>
>
>> picture improves. The instantTV box has composite video and
>> audio RCA type inputs.
>
>

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 2510. Re: Atari OS A?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-20 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-l44MftmBk3Rm@di05-ks.cth.com.au>
Source record: 49495

On Tue, 19 Oct 1999 07:45:34, "Aaron Wheeler" <aaronat@ihug.co.nz>
wrote:

> Please send the osa my way...I've been looking for ages too...
> aaronat@ihug.co.nz
>
> thanks
>
> aaron
>
>
> > > For a long time, I've been looking for the Atari OS ROM - ATARIOSA.ROM
> > > (not ATARIOSB.ROM). I've found one page listing it - but the link to
> > > the file was dead. Could anyone point to it, upload it somewhere...
> etc.?
> > >
> >
> > I have PAL osa roms. don't know if that is any good for ya.
> >
> > James B
> >
>
>

let me find it first. then I will send it to you.

James B

# 2511. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-20 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <7ujvg3$19i$1@plutonium.compulink.co.uk>
Source record: 49496

In article <7uj32b$smh$1@gxsn.com>, my.name@wintermute.org.uk (Peter Pachla) wrote:

> Hi Carmel,
>
> > If you look on the Atari Historical societies website, they
> >actually state that the only difference between the original
> >st external drives, and the 3.5 inch versions Atari intended
> >putting out for the A8, was the power pinouts and the i/o
> >ports....
Last time I looked, the AHS had an working 'official' atari 3.5inch drive that looked like an ST one but was 8bit only. The writing on the drive was red as opposed to the blue on ST ones and it had a different number.

**********
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**********
* Analyst Programmer/ Freelance IT writer *
**********

## 2512. Re: Drive cables

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-20 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7ukhnp$mvm$1@bgtnsc01.worldnet.att.net>
Source record: 49497

Gamer121 wrote in message <19991018173952.06669.00000121@ng-cf1.aol.com>...
>Is it possable to buy an atari drive cable any where

I still have a couple of NEW Atari SIO cables in stock. You can have one (or both) for 5 each plus shipping ($3.20 for Priority Mail within the continental U.S.). Please respond in Email if interested.

Sheldon
s.winick@worldnet.att.net

## 2513. Re: Fixing a bum cartridge port?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-20 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <5LkP3.4054$24.51201@typhoon2.tampabay.rr.com>
Source record: 49498

Email me with you mailing address and I will send you a sample of some
special organic contact cleaner.

It works wonders on cartridge contacts.
wiz@atariworld.com

Jason Compton <jcompton@xnet.com> wrote in message
news:7uipl4$ds6$1@flood.xnet.com...
> I recently got hold of an XEGS, which seems to work fine...except for its
> cartridge port. Most of the time I get a black screen or self-test mode,
> occasionally Missile Command comes up instead of the cartridge. I've
> already blown out the cartridge port with compressed air, to no avail.
> Does anybody have any suggestions?
>
> --
> Jason Compton jcompton@xnet.com

# 2514. Games question (not stupid, I hope)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-20 00:00:00 UTC
From: Christopher Green <carygreen@mediaone.net>
Message-ID: <380DDA4D.543D110B@mediaone.net>
Source record: 49499

Hi there --

Like several of you, I've recently gotten into the 8-bit emulation scene (I'm running Atari800Win) as a way of rediscovering the games I loved as a kid. But I'm having a problem that seems to crop up in several games.

In some games (the ones I'm thinking of are 7 Cities of Gold and Lords of Conquest (I was a big EA fan)), you're required to put a blank disk into the drive to create a "map disk." I've tried putting *.atr files that I wasn't interested in into the drive and letting the program overwrite those files, but it doesn't seem to work. Generally, I run into trouble whenever I'm asked to put a blank disk in the drive. Does it make that big a difference if the disk is truly blank/freshly formatted, or it it's got data on it that I don't mind erasing? On my old Atari 800, it tended not to matter, but maybe it does here.

I might as well add that I also have trouble formatting disks through DOS. Generally, anything that requires overwriting of a disk gives me trouble.

Can anyone offer me any help? Thanks in advance...

-- Chris Green

# 2515. Re: JAM!! vs. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-20 00:00:00 UTC
From: John Kwiatkowski <johnmk@shell.clark.net>
Message-ID: <qQIP3.267$Dz4.5726@dfw-read.news.verio.net>
Source record: 49500

Right now I'm only using the RF output from the AtariXL, not the
5-pin din monitor output. The RF cable from AtariXL ends in an
RCA type connector. I bought an adapter at Radio Shack for about
a buck to go from RCA to F-type (I think) connector. Basically
the type of screw on that you have with a coax cable. I screwed
this into the cable input of instantTV, changed the tuner mode
to US broadcast and turned on channel 3. Get both video on the
monitor and sound out of the instantTV line out.

Looking for a 5-pin din to S-video or composite vid and audio RCA
type connector so I can try the monitor out. From what I've
heard, quality should be better.

I'm too timid to do the super video upgrade for the 800xl

John K.

Richard Heldmann <heldmann@ix.netcom.com> wrote:
: I have Instant TV also, and I am using the S-Video connector. Picture is
: pretty good. But, I am wondering how you are getting sound out of the
: Atari?

:> it hooked up to the computer. Using external speakers for sound.
:>
:> TV picutre from cable RF is good (sometimes a little washed out)
:> had to play with the picture a bit. The remote is great and the
:> sound is very good.
:>

:> picture improves. The instantTV box has composite video and
:> audio RCA type inputs.

# 2516. Re: Need atari drive cables

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-20 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991020130800.29085.00000060@ng-fh1.aol.com>
Source record: 49501

> atari drive cables

Brad Koda at Best has them even though small parts are not listed on their page:

http://www.best-electronics-ca.com/800.htm

e-mail for details:
bestelec@concentric.net

Above average intelligence has always run in my family. Ambition, however, has always walked with a slight limp....

# 2517. Re: Drive cables

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-20 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991020130829.29085.00000062@ng-fh1.aol.com>
Source record: 49502

> atari drive cables

Brad Koda at Best has them even though small parts are not listed on their page:

http://www.best-electronics-ca.com/800.htm

e-mail for details:
bestelec@concentric.net

Above average intelligence has always run in my family. Ambition, however, has always walked with a slight limp....

# 2518. FA: Atari and Nintendo Games and Programming Utilities

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-20 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <tLnP3.183683$5r2.396704@tor-nn1.netcom.ca>
Source record: 49503
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.nintendo

I have the following Atari and Nintendo games for auction on Ebay.

Thanks for looking,

Richard.

Description and Item Number:
Atari XL XE Food Fight Cartridge (new) 180719499
Atari Millipede Cartridge (new/sealed) 180723994
Atari 400 XL etc. Football Cartridge (new) 180726400
Atari Antic Floating Point Package (new) 180731368
Atari 400/800/XL Galaxians (new/sealed) 180736875
Atari Antic Mathlib for C (new/sealed) 180742851
Atari Antic Memorease + (new) 180747412
Atari 400 800 Crossfire Cartridge new/sealed 180751239
Atari 7800 Ballblazer (new/sealed) 183030083
Atari 7800 Hat Trick (new/sealed) 183032027
Atari 2600 Desert Falcon (new/sealed) 183040438
Atari 2600 Activision Boxing (new/sealed) 183042289
Atari Conversational Italian (new/sealed) 184823450
Atari Story Machine Cartridge (new/sealed) 184831417
Atari Delta Drawing Cartridge (new/sealed) 184834796
Atari Fraction Fever Cartridge (new/sealed) 184838432
Atari Food Fight Cartridge (new/sealed) 184844609
Atari My First Alphabet (new/sealed) 184858484
Nintendo NES - Air Fortress Cart (new/sealed) 183016784
Nintendo NES Gyruss (new/sealed) 183018336
Nintendo NES RoboWarrior *RARE* (new/sealed) 183020461
Nintendo NES Sky Shark (new/sealed) 183022104
Nintendo NES Operation Wolf (new/sealed) 183024356
Nintendo NES Magic Johnson Fastbreak (new) 183028331
Nintendo NES Othello (new/sealed) 183656891

## 2519. Re: Fixing a bum cartridge port?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-20 00:00:00 UTC
From: cen90413@centuryinter.net
Message-ID: <380e15dd.42141385@news.ds.centuryinter.net>
Source record: 49504

On Wed, 20 Oct 1999 14:57:05 GMT, "Jim Smith" <jsmith@j-com.net>
wrote:

>Email me with you mailing address and I will send you a sample of some
>special organic contact cleaner.

Can you tell us all a bit about what this cleaner is, how it works,
what it's called and where to get it?

# 2520. Re: Games question (not stupid, I hope)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-20 00:00:00 UTC
From: cen90413@centuryinter.net
Message-ID: <380f164e.42254722@news.ds.centuryinter.net>
Source record: 49505

On Wed, 20 Oct 1999 08:05:50 -0700, Christopher Green
<carygreen@mediaone.net> wrote:

>Hi there --
>
>Like several of you, I've recently gotten into the 8-bit emulation scene
>(I'm running Atari800Win) as a way of rediscovering the games I loved as
>a kid. But I'm having a problem that seems to crop up in several games.
>
>In some games (the ones I'm thinking of are 7 Cities of Gold and Lords
>of Conquest (I was a big EA fan)), you're required to put a blank disk
>into the drive to create a "map disk." I've tried putting *.atr files
>that I wasn't interested in into the drive and letting the program
>overwrite those files, but it doesn't seem to work. Generally, I run
>into trouble whenever I'm asked to put a blank disk in the drive. Does
>it make that big a difference if the disk is truly blank/freshly
>formatted, or it it's got data on it that I don't mind erasing? On my
>old Atari 800, it tended not to matter, but maybe it does here.
>
>I might as well add that I also have trouble formatting disks through
>DOS. Generally, anything that requires overwriting of a disk gives me
>trouble.
>
>Can anyone offer me any help? Thanks in advance...
>
>-- Chris Green

Make sure your disk image files do not have the read only attribute
set, I'm talking in the PC environment. Likewise in Atari800Win, make
sure you set the drive as writeable (which I believe is the default).

## 2521. Re: Fixing a bum cartridge port?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-20 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <7ul8n3$inr$2@flood.xnet.com>
Source record: 49506

Jon Melbo <cen90413@centuryinter.net> wrote:
: On Wed, 20 Oct 1999 14:57:05 GMT, "Jim Smith" <jsmith@j-com.net>
: wrote:

:>Email me with you mailing address and I will send you a sample of some
:>special organic contact cleaner.

: Can you tell us all a bit about what this cleaner is, how it works,
: what it's called and where to get it?

More importantly, I'm not even sure how I'd go about getting it into the
cartridge port in the XEGS!

--
Jason Compton jcompton@xnet.com

## 2522. Re: Help with an emulator!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-20 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19991020181832.26020.00000180@ngol03.aol.com>
Source record: 49507

In article <7t7be2$4nr$1@nnrp1.deja.com>, carmel_andrews@my-deja.com writes:

>my question is, why would you want to do that for, wouldn't it be better
>an get yourself a "proper" 8bit set up, and play lots of original Atari
>s/w, and none of that crap they plaster on those so called Atari web
>sites

I agree and enjoy my old Atari 800 frequently. I've got it connected to an old 386sx with an SIO2PC cable. But at work during breaks, Atari800win comes in mighty handy.

badbob1952@aol.com

# 2523. Re: Atari OS A?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-20 00:00:00 UTC
From: lenspencer@aol.comNOSPAM
Message-ID: <19991020183701.12839.00000200@ng-ft1.aol.com>
Source record: 49508

>For a long time, I've been looking for the Atari OS ROM - ATARIOSA.ROM
>(not ATARIOSB.ROM). I've found one page listing it - but the link to
>the file was dead. Could anyone point to it, upload it somewhere... etc.?

I have a copy of the Atari 400/800 source code listing, rev. A packed away here somewhere. If I ever find it (and if I can get my scanner's OCR software to work) I may try to scan it in.

Otherwise, there is a remote possibility it may be in the UMich archive....

Remove Hormel processed pork product to reply.

# 2524. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-20 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9910202127150.5710-100000@moose.erie.net>
Source record: 49509

On Sun, 17 Oct 1999, arudzki wrote:

> >
> > And I don't think there's enough room inside the SF354/314 case to
> > accommodate the CPU/ROM/RAM for an 8-bit drive. Methinks JT was just
> > showing us pretty pictures to get us excited again!
> >
> Best Electronics Catalog 10 has a photo with the caption 'only working
> prototype of 8-bit 3.5" drive'
>
> Its in the ST type case

That's strange because I'm sure Brad is aware of the Atari 1055
drive. Maybe someone should send him a photo!

# 2525. PLAYING OS-B GAMES IN A 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-20 00:00:00 UTC
From: "Luis P. Baeza Q." <lbaeza@yahoo.com>
Message-ID: <380E613A.6EF8B308@yahoo.com>
Source record: 49510

Hi!
I have an 800XL with a 1050 disk drive, and some diskettes with some ol' games. Some of them I can't play them: SHAMUS, ALLEY CAT, ZAXXON. I guessed this games can only work in an ATARI800, not an 800XL.
How can I transfer those ol' 800 games to make the playables in my 800XL?
Is there any transfer utility for the atari that can help me with this?
I guessed this is a OS ROM problem...

Please answer to this newsgroup or to lbaeza@yahoo.com

# 2526. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-20 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7ulsmi$8b8$3@gxsn.com>
Source record: 49511

Hi,

> Last time I looked, the AHS had an working 'official' atari
>3.5inch drive that looked like an ST one but was 8bit only....

That's probably the source of the confusion then, though I am surprised they managed to squeeze the controller electronics into such a small space (I take it they used SMD technology to achieve this)?

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

## 2527. Touch Tablet

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-20 00:00:00 UTC
From: jaguarandi <jaguarandi@mindspring.com>
Message-ID: <7um1e3$96h$1@nntp4.atl.mindspring.net>
Source record: 49512

I am trying to secure a touch tablet for my young son to scribble on (since he's not allowed to touch the PC!). I noticed that B&C has them for $9.99, but the AtariArtist is another ten bucks. I am currently using an 800XL and plan on purchasing a 5.25 drive soon.

Does anyone know of another place that has them for sale? Also, can you save Atari Artist creations to floppy or tape?

Thanks in advance,
-jaguarandi

# 2528. Re: Does anybody remember "Games Computers Play"?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-20 00:00:00 UTC
From: Chad Hendrickson <chadh@REMOVEmediaone.net>
Message-ID: <PywP3.226$la6.1887900@rmnws01.ce.mediaone.net>
Source record: 49513

> > Does anybody remember GCP or "Games Computers Play, Inc."?
> >
> > It was an online (via modem) graphical world where you could create
> your own
> > character (robot?) and move around and interact with other people. I
> have
> > two floppy disks right in front of me. The labels say:
>
> > Can anyone else help jog my memory on this one? I remember that I
> signed
> > up, and after about two or three months they went offline. It was
> way ahead
> > of its time for the (especially for the Atari 8-bit circa 1984). It
> would be
> > cool to be able to set up a GCP server and actually run this thing
> again!
>
> I only remember seeing an ad in Antic that advertised the serivce. It
> was cool that you can play "graphical" Atari 8-bit games as opposed to
> CompuServe which on had text based stuff.
>
> I don;t know it would be possible to set up a GCP server. Could rig
> something up on the Internet but then how would 8-bits access since
> nobody offers shell accounts anymore. (The ICE project looks promising
> though).
>
> Eric Noss
> a.k.a
> Mr. Maddog
>

Yea, the graphical nature was awesome. I remember that you would walk around in a pseudo-3d world from a 3rd person point of view. And you could see other people walking around in real-time and type to them. Now that was WAY ahead of its time!

I tried more to get my copy to at least load (I even hooked up my 1030 modem) but all I end up in is DOS. I was hoping to at least be able to launch the program and check it out. But I can seem to get it to run. It has been so long I can't remember if there was something special that I have to do.

Does anybody else have ANY information about GCP or memories? I can't be the only one!

Chad

# 2529. F/S Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-20 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <380E54AE.AC10C765@sisna.com>
Source record: 49514

1.ea Atari 130XE Stock comes with power supply and video cable $30.00
this includes the price of shipping.

1.ea Atari 1050 Stock Disk Drive comes with power supply and sio cable
will include a Smart Dos disk as head protector. Price $20.00 shipping
is included.

1.ea Atari 850 interface, connects modem or printer, comes with Power
supply and SIO cable. Price 25.00 shipping included.

1.ea Atari XF551 Disk Drive comes with Power Supply and SIO cable. Will
include a dos disk to run it. Price $41.00 shipping included.

1. Ea Percom Disk Drive, comes with Dos Disk to run it as it has all
built in power supply ect. Price #35.00. A little history on the drive
1. It will do single density, double density, double sided double
density
with the proper mech installed. It will also do 3 Slave drives through
a 34 pin cable (not included) in any density you wish on the slaves. It
will do 3 1/2 inch disk drives provided it is booted with a formatted
disk with dos on this type drive.
2. This drive does not like to be booted up as drive 2, 3 or 4. Totaly
obstinate, wants to be #1. Slave drives have to be attached via the 34
pin Ribbon cable and turned on first then, then turn on the percom and
boot it up. Great drive for its time.

bob

## 2530. Cartridge port question

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-20 00:00:00 UTC
From: Patrick Robbins <Probb26666@usa.net>
Message-ID: <7un8cc$ekc$1@usenet.nau.edu>
Source record: 49515

Does the r/w line go high to write?

-Pat

# 2531. Re: Where Atari went wrong (was: why did hasbro bother)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: Rob Lent <Antiwolf@USFamily.net>
Message-ID: <380F9780.E8706C89@USFamily.net>
Source record: 49438

"Preston F. Crow" wrote:

> I think we've beat the original question to death: Hasbro wanted the
> rights to all the classic Atari games, and IMHO got them for a huge
> bargain with a bunch of other baggage tossed in.
>
> More interesting is the discussion of where Atari went wrong, with
> comments about how the C-64 outlasted the Atari 8 bits in the
> marketplace. Clearly there were marketing mistakes. There were also
> technical mistakes.
>
> Imagine what would have happened if the 1200XL had the following changes:
> * 80 column graphics modes (perhaps only usable with a monitor)
> * a memory bank selector that would support upto one megabyte with
> independent selection for graphics memory
> And at the same time, new versions of DOS, BASIC, and Atari Writer
> were released, each taking advantage of the additional memory.
>
> That would have been a very interesting machine; interesting enough to
> make people consider the Translator a reasonable solution to the OS
> compatibility issues. It would have added features that would have
> made current owners consider upgrading. It also might have opened the
> home business market up.
>

As it was, there was little reason to upgrade from the original Atari 800,
mostly, it was sleek new packaging.

I remember seeing pictures of the Atari 1450XLD, which was supposed to have
built in speech synthesis, and a built-in floppy drive. That could have
persuaded people to upgrade. I think that a lot of people were very
disappointed when this was not released. It was like American cars once
were. Instead of improving them, add bigger tail fins.

One thing that always bothered me about Atari Basic was that it did not
support string arrays. It made it difficult to port Basic programs to the
Atari. You could emulate string arrays, but this was difficult.

Atari failed to get into the educational market with the Atari. It really was
a shame. So many schools had just one Apple II - for that same price, they
could have had an entire lab with 4 Atari 800's.

It seems that Atari execs were too busy making excuses.

The last time I ever found Atari software in a store was around 1987, and that
was quite a find. As it was, it was a closeout.

Rob Lent

# 2532. Re: Where Atari went wrong

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: arudzki <arudzki@home.com>
Message-ID: <YCNP3.7433$yp.51936@news.rdc1.pa.home.com>
Source record: 49439

Where Atari failed is a hard question to nail down. They were really hit on all sides with all sorts of stuff that a CLEAR VISION would have been able to steer them thru the rough spots.

Their biggest problem was a lack of commitment and timing. After the chipset was 5 years old, and the C64 was moving in, they should have REDESIGNED, not repackaged.

Unfortunately, they chose to simply add 64K or RAM and move the BUS to an external connector. Not a real advancement for the 8-bit line. BUT, BAD TIMING. losing money, C64, CRAPPY games all over the place, and Warner looking for some way to drop this money pit. They were losing like $1 million a day!

Of course, the guy who could (and did) chop out costs from the product to make it priced with the C64, already had a new machine, the ST to invest in.

And as Steve Jobs says ' Theres the Apple II camp, and the Macintosh Camp'. Who survived? It's the same thing. With a new advanced chip set, a 65816 processor @ 14.36 MHz, they could've survived.

As time marched on, it becomes less and less viable to update the 8-bit line and so it wasn't done. Hell, when the 1st ST rolled off the line, the 8-bits were dead, they just didn't know it. but I'll bet Jack T. knew it alright.

Tony

Hey, flame me all you need to...arudzki@home.net

# 2533. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: arudzki <arudzki@home.com>
Message-ID: <OHNP3.7434$yp.51945@news.rdc1.pa.home.com>
Source record: 49440

> If we need a clone it's a GTIA clone. I heard yesterday, from a good source
> who had looked at the schematics to it, that this baby has great potential.

Such as?

You know the shame it that with all that wasted ROM register space they could have done more with the chip set.

tony

## 2534. GTIA clones?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: arudzki <arudzki@home.com>
Message-ID: <fLNP3.7437$yp.52268@news.rdc1.pa.home.com>
Source record: 49441

```
>
> PS I heard yesterday that one of our Hardware guru's had a look at the
> schematics of the GTIA chip (gate's and everything that's inthere). He
said it
> would not be that hard to add some REALLY nice features to it. But he
does
> not have the time. :-((
>
share the knowledge...maybe someone does have the time.

Is there any record of the transistor count, or the gate count of the
various chips? Not to be morbid, but eventually we'll run out of spare
chips......

tony
```

# 2535. More Atari! Arcade Classic Nostalgia! Friendly Service! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7uougc$977$1@user2.teleport.com>
Source record: 49442
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

Atarians Unite! Are you pining for the days of a simpler Computer? Do you miss Arcade Classics like Asteroids, BattleZone, Joust, Missile Command, Robotron 2084 and my favourite Star Raiders! Well Bravo Sierra Computers has them. Are you wandering, wandering in the desert of violent video games. Games too violent for children? With Blood & gore? Two companions of youth nowadays. Especially those you hear about in the news who kill fellow students at school. If your preferences for games lean more towards family friendly. Like it used to be. Try some of my Atari Arcade classics. I have oodles of Atari SoftWare! As well as truckloads of Atari HardWare. And Libraries of Atari Books. Reference material and things you thought you'd never find! So come check it out. The best of Classic Atari 8 Bit & Atari ST. E-Mail me at

e-mail: atari@benjamin.net

Or call me anytime at (503)256-9974 to talk to a warm, friendly, people person! Your more likely to reach me from 3 PM-3 AM Pacific Standard time. And thats most likely the times I can return calls. I'm perfectly willing to call you, on my own dime to answer your questions. I'm a people person and those who have dealt with me will find me patient, a good listener and even a good teacher. So if you can't call me Today? Call me Tomorrow!

Click for WebSite!

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. In Fact check it regularly as my Catalogs are updated regularly. I have 6 different Catalogs, and my SoftWare Catalogs are my largest. They have the biggest Byte Count. And remember if you can't come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

***FREE*** Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way,

Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, November 9th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--
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at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 2536. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s10rleaqr0166@corp.supernews.com>
Source record: 49443

Jon Melbo <cen90413@centuryinter.net> wrote in message
news:380fc758.153129299@news.ds.centuryinter.net...
> I thought the schematics were all lost off of Atari's VAX when JTS
> bought Atari. Someone said all the good design docs for their custom
> chips were wiped off, never to be seen again. It would be cool to
> have a complete Atari 8-bit on one VLSI chip so to speak.
Way I heard it was PDP's and it was when Tramiel took over.

But I guess it really doesn't make a difference.
>

# 2537. Re: Does anybody remember "Games Computers Play"?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: mr_maddog@my-deja.com
Message-ID: <7um141$8bn$1@nnrp1.deja.com>
Source record: 49516

In article <BxaP3.193$Ia6.1319424@rmnws01.ce.mediaone.net>,
"Chad Hendrickson" <chadh@REMOVEmediaone.net> wrote:
> Does anybody remember GCP or "Games Computers Play, Inc."?
>
> It was an online (via modem) graphical world where you could create
your own
> character (robot?) and move around and interact with other people. I
have
> two floppy disks right in front of me. The labels say:

> Can anyone else help jog my memory on this one? I remember that I
signed
> up, and after about two or three months they went offline. It was
way ahead
> of its time for the (especially for the Atari 8-bit circa 1984). It
would be
> cool to be able to set up a GCP server and actually run this thing
again!

I only remember seeing an ad in Antic that advertised the serivce. It was cool that you can play "graphical" Atari 8-bit games as opposed to CompuServe which on had text based stuff.

I don;t know it would be possible to set up a GCP server. Could rig something up on the Internet but then how would 8-bits access since nobody offers shell accounts anymore. (The ICE project looks promising though).

Eric Noss
a.k.a
Mr. Maddog

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2538. Re: Games question (not stupid, I hope)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: mr_maddog@my-deja.com
Message-ID: <7um1gm$8f5$1@nnrp1.deja.com>
Source record: 49517

For the emulator, you will have to create a blank disk image that is
like a brand new disk. There are programs for the PC that does this,
or you may find blank images in either PC Xformer or ST Xformer.

On your real 8-bit, if you have one, feel free to format over any disks
you aren't even using. One time I used the Commodore side of Apshai
Trilogy as a charatcer disk :) Or just buy 5 1/4" floppies and
reformat them, even high denisty ones can be reformated for the Atari.

And remember, as Mr. Garrison from South Park said..."There are no
stupid questions. Just stupid people."

In article <380DDA4D.543D110B@mediaone.net>,
Christopher Green <carygreen@mediaone.net> wrote:
> Hi there --
>
> Like several of you, I've recently gotten into the 8-bit emulation
scene
> (I'm running Atari800Win) as a way of rediscovering the games I loved
as
> a kid. But I'm having a problem that seems to crop up in several
games.
>
> In some games (the ones I'm thinking of are 7 Cities of Gold and Lords
> of Conquest (I was a big EA fan)), you're required to put a blank disk
> into the drive to create a "map disk." I've tried putting *.atr files
> that I wasn't interested in into the drive and letting the program
> overwrite those files, but it doesn't seem to work. Generally, I run
> into trouble whenever I'm asked to put a blank disk in the drive.
Does
> it make that big a difference if the disk is truly blank/freshly
> formatted, or it it's got data on it that I don't mind erasing? On my
> old Atari 800, it tended not to matter, but maybe it does here.
>
> I might as well add that I also have trouble formatting disks through
> DOS. Generally, anything that requires overwriting of a disk gives me
> trouble.
>
> Can anyone offer me any help? Thanks in advance...
>
> -- Chris Green
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2539. Re: why did hasbro bother

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: mr_maddog@my-deja.com
Message-ID: <7um1vo$8r2$1@nnrp1.deja.com>
Source record: 49518

In article <380A7612.4E6E43D9@earthlink.net>,
John Schnittker <jschnitt@earthlink.net> wrote:
> Atarians are quite loyal and they make good customers. Hasbro could take their
> existing game.com system, make some modifications and slap an atari label on
> it. It would be cute. who knows?... just speculating

On the Back In Time show that had the interview w/ Dana Henry (former PR director for Hasbro Interactive), she said that Hasbro Interactive is only a "software" division and game.com is a seperate division of Hasbro. So while they can make Atari games like Centipede for game.com (and they did) Hasbro Interactive can't make any game console with Atari on it.

It sounded like they only wanted the rights to the old arcade titles and do remakes, but bought the entire company and ended with all this technology that they don't even know what to do with them. At least they were nice enough to release the encryption code for anyone wanting to develop Jag games. Maybe if someone were to buy or licence the hardware stuff from Hasbor, like Milan did for TOS...hint, hint :)

Eric Noss
a.k.a
Mr. Maddog

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2540. FS: Atari Acoustic Coupler, 800xl, ect

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: The Basement <swolfe1@mail.gcnet.net>
Message-ID: <DZuP3.42$%y1.13566@typhoon1.gnilink.net>
Source record: 49519

Atari Acoustic coupler, 1200bps sio modem, 800xl cpu, much more...

post or email for more info...

# 2541. Re: why did hasbro bother

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: indavis@yahoo.com
Message-ID: <380e8ef1.43102578@news.swbell.net>
Source record: 49520

James,
Not to start a holy war, but name one platform even today that
does not have rampant pirating. Now it's just got a new cooler name -
warez. I think the atari legacy and the community has a lot more to
it's history than pirating. If pirating can kill a platform, or keep
software developers away, then the pc is as dead as my 800. There's
more software piracy now than the atari ever saw. You can burn a cd
full of pirated software in under 30 minutes. In under 10 minutes, you
can get a serial number to register just about anything you want.
Let's face it, technology marching forward did our systems in, plain
and simple. They are fun to play with now, and were amazing in their
time, but pirating did not kill them. I am not going to speculate on
what Hasbro might or might not do. They obviously realize that people
are still interested in the old games otherwise they just pissed away
5 million bucks. You can't tell what a company like that is going to
do. They probably don't know either, but you are right, whatever it
is, you can be sure it will be revenue oriented. Besides, what does it
matter? I have my 800 and all my games so it doesn't concern me. I
will be happily stuck in the 80's with or without Hasbro.
Isaac
indavis@yahoo.com

P.S. Please don't take this personally.

On 19 Oct 1999 11:34:48 GMT, jeking@NOSPAM.com wrote:

>carmel_andrews@my-deja.com wrote:
>--Much ranting cut out!
>
>Sheesh.. If you REALLY think Hasbro is going to rerelease Atari 8bit
>format software, you're really out there. When you see companys like B&C,
>American Technavision (dedicated Atari merchants) struggling and folding
>up, what makes you think that a revenue oriented company like Hasbro is
>going to release software to a community that has been forever synonymous
>with pirating?
>
>Hasbro has released old Atari favorites for the PC, which has a market
>presence, unlike the Atari.
>
>Dont get me wrong. I'd love to see Atari titled released for the 8bit -
>but its just not going to happen.
>
>Welcome to the Year 2000 (almost), where 700mhz PC's and 500mhz Macs rule
>the computing environment!
>

> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>

# 2542. Re: JAM!! vs. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <380e9e85.3899271@trumpet.uni-mannheim.de>
Source record: 49521

On Wed, 20 Oct 1999 16:11:02 GMT, John Kwiatkowski <johnmk@shell.clark.net>
wrote:

>
> Right now I'm only using the RF output from the AtariXL, not the
> 5-pin din monitor output. The RF cable from AtariXL ends in an
> RCA type connector. I bought an adapter at Radio Shack for about
> a buck to go from RCA to F-type (I think) connector. Basically
> the type of screw on that you have with a coax cable. I screwed
> this into the cable input of instantTV, changed the tuner mode
> to US broadcast and turned on channel 3. Get both video on the
> monitor and sound out of the instantTV line out.
>
> Looking for a 5-pin din to S-video or composite vid and audio RCA
> type connector so I can try the monitor out. From what I've
> heard, quality should be better.
>
Yes. Those cables are still available around here, in electronic
stores, surprisingly. And they are cheap. Try looking at electronics
stores in the audio/video section, there they may have such cable.
It seems Atari adopted some kind of pre-existent standard, then...

> I'm too timid to do the super video upgrade for the 800xl
>
> John K.
>
>Richard Heldmann <heldmann@ix.netcom.com> wrote:
>: I have Instant TV also, and I am using the S-Video connector. Picture is
>: pretty good. But, I am wondering how you are getting sound out of the
>: Atari?
>
>:> it hooked up to the computer. Using external speakers for sound.
>:>
>:> TV picutre from cable RF is good (sometimes a little washed out)
>:> had to play with the picture a bit. The remote is great and the
>:> sound is very good.
>:>
>
>:> picture improves. The instantTV box has composite video and
>:> audio RCA type inputs.
>
>

--
_____ ____---____ Marco Antonio Checa Funcke

_________D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 2543. Re: Games question (not stupid, I hope)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: cen90413@centuryinter.net
Message-ID: <380ec663.87338737@news.ds.centuryinter.net>
Source record: 49522

On Thu, 21 Oct 1999 03:32:38 GMT, mr_maddog@my-deja.com wrote:

>Trilogy as a charatcer disk :) Or just buy 5 1/4" floppies and
>reformat them, even high denisty ones can be reformated for the Atari.

Actually you can't use high density disks on the Atari. 1.2MB disks
are incompatible with 360 or 180K drives. The media is different and
is harder to magnetize. It requires a stronger write current and a
more sensative read head.

# 2544. Re: PLAYING OS-B GAMES IN A 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: cen90413@centuryinter.net
Message-ID: <380fc729.87535949@news.ds.centuryinter.net>
Source record: 49523

On Wed, 20 Oct 1999 20:41:32 -0400, "Luis P. Baeza Q."
<lbaeza@yahoo.com> wrote:

>Hi!
> I have an 800XL with a 1050 disk drive, and some diskettes with some
>ol' games. Some of them I can't play them: SHAMUS, ALLEY CAT, ZAXXON. I
>guessed this games can only work in an ATARI800, not an 800XL.
>How can I transfer those ol' 800 games to make the playables in my
>800XL?
>Is there any transfer utility for the atari that can help me with this?
>I guessed this is a OS ROM problem...
>
>Please answer to this newsgroup or to lbaeza@yahoo.com

What you need to do is run a "translator" program. My favorite is
called UltraFix and is a binary load file type. Works great.

# 2545. Re: MEGA XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7umqlh$9c1$2@nets3.rz.RWTH-Aachen.DE>
Source record: 49524

In article <37FC8042.9CA89AA8@mail.uni-mainz.de>, magea000@mail.uni-mainz.de says...
>
>
>Hello Mathy,
>you speak of an 1Mb upgraded XEGS and 800XE. Does your upgrade also work
>with XL computers ?!? They do not have Freddy chips... Greets - Andreas

Howdy Andreas

(You probably already know the answer, but for the rest of us...)

The 1MB at the moment works 100% OK on the XEGS.
On the 800XE I'm still trying to find out what I did wrong.
When I tried to upgrade my 800XL, I broke a pin OFF the MMU. It's the OS ROM enable chip. Without it, the computer will not run.

BTW some 800XL's do have FREDDY's. Mine doesn't.

CU Mathy van Nisselroy

# 2546. Re: 1MB XL/XE upgrade 100% 130XE compatible

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7umqf2$9c1$1@nets3.rz.RWTH-Aachen.DE>
Source record: 49525

In article <7u110b$og6$1@ssauraac-i-1.production.compuserve.com>,
74766.1561@CompuServe.COM says...
>
>Hi, I'm using MYDOS 4.50.1M with a 1 meg patch, on my 1 meg
>800XL, works perfect. Though there may be something else about
>the XE that needs another patch.
>
>Rick D.

Howdy Rick

MyDOS assumes that separate ANTIC and CPU access is lost when you go over a certain size of extended memory. My Upgrade does not drop the separate access. I can fill the RAMdisk to the hilt, so it detects the right size. It just banks differently depending on whether I boot with or without BASIC.

CU Mathy van Nisselroy

PS I've tried a MyDOS version by Wes Newell (I believe it was 4.50). I get the same effect as when I enter the page sequence _I_ think MyDOS should use. The difference between BASIC and No-BASIC are gone, but at a certain point (I believe it was wenn I tried big (text) files) data startet to be corrupt (VTOC and Directory would be overwritten). This is NOT a problem of the REFRESH circuit, since that has been tested and is FINE.

# 2547. Re: Greatest Atari 8-bit computer ever?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7umqss$9c1$3@nets3.rz.RWTH-Aachen.DE>
Source record: 49526

Howdy folks

>But seriously. The XEGS with the 1MB SIMM Upgrade is not running 100%. It
>even runs the VideoBlitz demo.
>And my 65XE has 64kB added, so it's 128kB.
>
>CU Mathy van Nisselroy

Did I really type: "NOT running 100%"

I meant NOW running 100% OK.

CU Mathy van Nisselroy

# 2548. Re: Greatest Atari 8-bit computer ever?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7umr6c$9c1$4@nets3.rz.RWTH-Aachen.DE>
Source record: 49527

Howdy James

>I have a 576k XE with the Bob puff SuperOS, MUX Rom, SuperAudio,
>SuperVideo, IO LED, SoftTouch keyboard mod and have this system serially
>connected to a WindowsNT Server that provides dedicated 128k Internet
>access and direct access into a NetWare 5 server and 30gb of disk!

Do you still have separate access to ANTIC and CPU?

CU Mathy van Nisselroy

PS I heard yesterday that one of our Hardware guru's had a look at the
schematics of the GTIA chip (gate's and everything that's inthere). He said it
would not be that hard to add some REALLY nice features to it. But he does
not have the time. :-((

CU Mathy van Nisselroy

# 2549. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7umrru$9c1$6@nets3.rz.RWTH-Aachen.DE>
Source record: 49528

Howdy Marco

>>Its in the ST type case
>>
>>
>>tony
>>
>>
>Let's clone it! (Atari won't manufacture it, so...)

If we need a clone it's a GTIA clone. I heard yesterday, from a good source who had looked at the schematics to it, that this baby has great potential. Problem is you need somebody with a lot of time and knowledge. He was short of time.

CU Mathy van Nisselroy

# 2550. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7umrgn$9c1$5@nets3.rz.RWTH-Aachen.DE>
Source record: 49529

Howdy Carmel

Look at the box of a 130XE or XEGS (if it has pictures on it, ATARI used white boxes too). You'll see a picture that does not look like the ST drive.

BTW Please call me Mathy, not Matt. (Like Henry, Mathy is not a "kids version" of an other name, like Bobby is to Bob.)

CU Mathy van Nisselroy

>> Howdy Martin
>>
>> The XF551 was sold as the drive for the XE series.
>> There was another drive on the box both my 130XE and my XEGSs came in.
>
>> Unfortunately it was just a fake. If I remembert correctly, somebody
>told me
>> it was a 1050 in a new case.
>>
>> CU Mathy van Nisselroy
>>
>>Hello there Matt
>
>Slightly wrong about the fake d/d, and it wasn't a 1050, apparently the
>original external d/d's you could by for the very first st's, were
>adapted to work on the A8's, infact there is no difference between the
>original st external d/d and the proposed 3.5 d/d for the A8, the only
>differences were cosmetic, ie, power pinouts and serial/connections from
>drive to computer, infact the xf551 was originally designed as a 3.5 d/d
> but was changed as Atari couldn't be bothered to release programmes to
>convert from 5.25 or 3.5 inch format
>
>yours
>
>Carmel

# 2551. Re: JAM!! vs. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: cryorunner@aol.com
Message-ID: <cryorunner-21109903571110001@dt086ndf.san.rr.com>
Source record: 49530

> >
> > Looking for a 5-pin din to S-video or composite vid and audio RCA
> > type connector so I can try the monitor out. From what I've
> > heard, quality should be better.
> >
> Yes. Those cables are still available around here, in electronic
> stores, surprisingly. And they are cheap. Try looking at electronics
> stores in the audio/video section, there they may have such cable.
> It seems Atari adopted some kind of pre-existent standard, then...
>

Yep, this is the old European 5-Pin DIN audio connector, used mostly for tape-decks, I believe. I was able to find a DIN to RCA cable at a local junk electronics store for cheap and it was SO much nicer than the junky video cable I had thrown together as a kid. You just had to play around to figure out which of the four outputs you want. Even Radio Shack used to carry these, but I don't see them in the current catalog.

Maybe someone knows the pin-outs for the Atari video connector and can post them to help out those in need (I'd have to pull out an Atari and check it out, because I surely don't remember that any more!).

# 2552. Re: IDE Interfaces

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7umsdc$9c1$7@nets3.rz.RWTH-Aachen.DE>
Source record: 49531

Howd Tony

>Is it possible to still get an IDE interface for the 8-bit?
>
>Are they PBI or serial port?

Find the ABBUC pages (www.atari-computers.de/abbuc) and find the IDE link.
Click on it and you will be at the MSC-IDE homepage. They can answer any
questions you might have. BTW the ABBUC pages are mostly (if not only) in
German, the MSC-IDE pages come in English and German. Don't forget to bookmark
both.

CU Mathy van Nisselroy

# 2553. Re: xegs memory/os

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7umsqv$9c1$8@nets3.rz.RWTH-Aachen.DE>
Source record: 49532

In article <4xwO3.1980$Cm5.148713@news.corecomm.net>, billo@megsinet"<"remove says...
>
>Is there a way to expand the memory in a xegs to 128k and make it fully
>130xe compatable? Also, what about a os hack to use a 400/800os in the
>thing?

Howdy William

The XEGS can be expanded to 1MB while still remaining 100% XE compatible. I've done it. I hope to port the upgrade to my other computers ("normal" XE's and XL). It runs great on my XEGS. If I want to, 4MB or even 16MB would be NO problem. Except maybe finding the SIMMs needed for a resonable price.

CU Mathy van Nisselroy

PS Since this upgrade is NEW (finished the XEGS upgrade september 29th) ther eare NO PCB's available yet.

# 2554. Re: why did hasbro bother

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7un5et$qd7$1@autumn.news.rcn.net>
Source record: 49533

Isaac, I couldn't agree more on the piracy issue (sorry, James.) Atari's lack of focus, through three ownerships, and bad marketing practices were more to blame for the shrinkage of a user base that instead should have expanded. Atari should have been in the schools to the degree that Apple was. Just compare the way the two machines handled sound and graphics -- things you need to grab kids and hold their attention -- and you can see where Atari lost what it should have had. In fact, the C64, had it been constructed more sturdily, would have made that inroad and displaced Apple in New York City schools.

Hasbro is looking out for Hasbro, as it should. If it needs Atari's rights to follow the course it has set, it will keep them. Those of us who wish to buy their new line of software for the PC or Playstation or whatever, will help them make a profit and keep the Atari name alive. Right now, it's really the best we can do.

Isaac Davis <indavis@yahoo.com> wrote in message
news:380e8ef1.43102578@news.swbell.net...
> James,
> Not to start a holy war, but name one platform even today that
> does not have rampant pirating. Now it's just got a new cooler name -
> warez. I think the atari legacy and the community has a lot more to
> it's history than pirating. If pirating can kill a platform, or keep
> software developers away, then the pc is as dead as my 800. There's
> more software piracy now than the atari ever saw. You can burn a cd
> full of pirated software in under 30 minutes. In under 10 minutes, you
> can get a serial number to register just about anything you want.
> Let's face it, technology marching forward did our systems in, plain
> and simple. They are fun to play with now, and were amazing in their
> time, but pirating did not kill them. I am not going to speculate on
> what Hasbro might or might not do. They obviously realize that people
> are still interested in the old games otherwise they just pissed away
> 5 million bucks. You can't tell what a company like that is going to
> do. They probably don't know either, but you are right, whatever it
> is, you can be sure it will be revenue oriented. Besides, what does it
> matter? I have my 800 and all my games so it doesn't concern me. I
> will be happily stuck in the 80's with or without Hasbro.
> Isaac
> indavis@yahoo.com
>
> P.S. Please don't take this personally.
>
> On 19 Oct 1999 11:34:48 GMT, jeking@NOSPAM.com wrote:
>
> >carmel_andrews@my-deja.com wrote:

> >--Much ranting cut out!
> >
> >Sheesh.. If you REALLY think Hasbro is going to rerelease Atari 8bit
> >format software, you're really out there. When you see companys like
B&C,
> >American Technavision (dedicated Atari merchants) struggling and folding
> >up, what makes you think that a revenue oriented company like Hasbro is
> >going to release software to a community that has been forever synonymous
> >with pirating?
> >
> >Hasbro has released old Atari favorites for the PC, which has a market
> >presence, unlike the Atari.
> >
> >Dont get me wrong. I'd love to see Atari titled released for the 8bit -
> >but its just not going to happen.
> >
> >Welcome to the Year 2000 (almost), where 700mhz PC's and 500mhz Macs rule
> >the computing environment!
> >
> > --
> > @ @ @ ------------------------------------ @ @ @
> > @ @ @ James King - Atari Fanatic! @ @ @
> > @ @ @ ------------------------------------ @ @ @
> > Atari 8bit Hobbyist by choice, IT Professional by Accident!
> > To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
> >
>

## 2555. Atari system for sale, UK

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <7unlke$kfv$1@epos.tesco.net>
Source record: 49534

J am selling some of my old Atari systems due to domestic pressure, have a look if you are interested, Ebay item 182592864, boxed 800xl and 1050, 1029 printer and 1010, carts and disks.

Thanks

Richard

# 2556. ANTIC Dec 86 Disk (SIDE B!) ??

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: Ryan <rhino321@rem0vethis.geocities.com>
Message-ID: <yxJP3.62$ad4.11270@typhoon-sf.snfc21.pbi.net>
Source record: 49535

Ok ive been looking for this disk since about mid 87. hehe. ok along time. anyways when they sent out the disk with Antic some times, and i cant remember if it was everytime or not, they would include stuff on the B side of the Disk.. and at any rate, on the B side of that month they had the runners up to that contest of changing that one game. anyways i was like 2nd place or something and anyways i wanted to get my program. hey i was 12 years old and made second place or "runner up".. not bad. anyways.. if you can find it.. PLEASE let me know and email me too if ya like, but ill try to check here. ( rhino321@jps.net )
i belive i called it something like.. well i remember it had a really funky name a 12 year old would think of.. like toxic squirells or something. anyways if you have the magazine handy, it would be the one that says Ryan Cain etc.. any help on this people? THANK!!
Ryan

oh PS> whatever that site was that had all the archives.. i looked there but its not on their disk. only the first place guy's is.. that uncle henrys nuclear waste dump.. and i know its on the disk. it even says so in the article,

# 2557. Re: why did hasbro bother

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: Rob Lent <Antiwolf@USFamily.net>
Message-ID: <380F6995.E3F242A4@USFamily.net>
Source record: 49536

Alan Sharkis wrote:

> Isaac, I couldn't agree more on the piracy issue (sorry, James.) Atari's
> lack of focus, through three ownerships, and bad marketing practices were
> more to blame for the shrinkage of a user base that instead should have
> expanded. Atari should have been in the schools to the degree that Apple
> was. Just compare the way the two machines handled sound and graphics --
> things you need to grab kids and hold their attention -- and you can see
> where Atari lost what it should have had. In fact, the C64, had it been
> constructed more sturdily, would have made that inroad and displaced Apple
> in New York City schools.
>

It became common to blame the demise of the Atari on piracy, but piracy on the Atari was no worse than on any other platform.

I remember the days when Atari software was available in computer stores!
I think that the lack of product placement in stores was one of the main reasons

that Atari software sales fell.

I can't imagine that there is anything intrinsic about owning an Atari that makes it more likely to pirate software. The C64 lasted a lot longer with no less piracy,
despite not being as good a computer as the Atari.

Atari should have pushed the educational market more, I agree. I remember a program that Atari had, where they would sell *4* Atari 800's for the same price as *1* Apple II to schools. The 4 Ataris would be hooked into one common floppy drive.

But teachers were indoctrinated into thinking that the Apple II was a real computer, while the Atari was a toy. But what did the Apple have that the Atari didn't have better?

The problem was that Atari just rolled over, looked for excuses instead of trying to win.

>
> Hasbro is looking out for Hasbro, as it should. If it needs Atari's rights
> to follow the course it has set, it will keep them. Those of us who wish to
> buy their new line of software for the PC or Playstation or whatever, will
> help them make a profit and keep the Atari name alive. Right now, it's
> really the best we can do.
>

Perhaps Hasbro could put an Atari emulator on a Playstation cartridge?

Rob Lent

## 2558. Where Atari went wrong (was: why did hasbro bother)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-21 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <7unsos$pr9$1@merrimack.Dartmouth.EDU>
Source record: 49537

I think we've beat the original question to death: Hasbro wanted the rights to all the classic Atari games, and IMHO got them for a huge bargain with a bunch of other baggage tossed in.

More interesting is the discussion of where Atari went wrong, with comments about how the C-64 outlasted the Atari 8 bits in the marketplace. Clearly there were marketing mistakes. There were also technical mistakes.

Imagine what would have happened if the 1200XL had the following changes:
* 80 column graphics modes (perhaps only usable with a monitor)
* a memory bank selector that would support upto one megabyte with independent selection for graphics memory
And at the same time, new versions of DOS, BASIC, and Atari Writer were released, each taking advantage of the additional memory.

That would have been a very interesting machine; interesting enough to make people consider the Translator a reasonable solution to the OS compatibility issues. It would have added features that would have made current owners consider upgrading. It also might have opened the home business market up.

Oh well.

--PC
--
DOE SHP @ NMFECC/LLNL (NERSC) ID 87

# 2559. Re: Where Atari went wrong

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-22 00:00:00 UTC
From: NOSPAMlandon@best.com
Message-ID: <380fae93$0$217@nntp1.ba.best.com>
Source record: 49444

Rob Lent <Antiwolf@USFamily.net> wrote:
:>
:>As it was, there was little reason to upgrade from the original Atari 800,
:>mostly, it was sleek new packaging.

yeah. and it had a "Help" key. one of the marketroids came over
and gave a talk on it, to a bunch of us home computer game types:

(paraphrase:) "See? It's very cool. If the customer gets confused,
all they have to do is press the Help key."

"Er, what does that do?"

"It gives the user help."

"Er, how, exactly?"

(shrugging) "Well, you guys have to write software or
something to do that."

i think the vision of a poor, confused user on the phone to tech
support, mashing the help key in Atari Basic and not getting any help
out of it, had escaped atari marketing. [that's okay. a lot of other
things escaped atari marketing, too. don't get me started]

i think they wanted us to put some "help" in the titles we were
doing at the time, when we were *crying* for bytes in 8K and 16K
cartridges. sheesh

--

NOSPAMlandon@best.com (to reply, remove the NOSPAM)

"it's not about how well the pig dances, but whether it can fly"

## 2560. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-22 00:00:00 UTC
From: cen90413@centuryinter.net
Message-ID: <380fc758.153129299@news.ds.centuryinter.net>
Source record: 49445

On 21 Oct 1999 11:02:22 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

>Howdy Marco
>
>>>Its in the ST type case
>>>
>>>
>>>tony
>>>
>>>
>>Let's clone it! (Atari won't manufacture it, so...)
>
>If we need a clone it's a GTIA clone. I heard yesterday, from a good source
>who had looked at the schematics to it, that this baby has great potential.
>Problem is you need somebody with a lot of time and knowledge. He was short of
>time.
>
>CU Mathy van Nisselroy

I thought the schematics were all lost off of Atari's VAX when JTS bought Atari. Someone said all the good design docs for their custom chips were wiped off, never to be seen again. It would be cool to have a complete Atari 8-bit on one VLSI chip so to speak.

# 2561. Re: JAM!! vs. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-22 00:00:00 UTC
From: cen90413@centuryinter.net
Message-ID: <3810c818.153321092@news.ds.centuryinter.net>
Source record: 49446

On Thu, 21 Oct 1999 10:56:42 GMT, cryorunner@aol.com (Rhett James Barnes) wrote:

>Yep, this is the old European 5-Pin DIN audio connector, used mostly for
>tape-decks, I believe. I was able to find a DIN to RCA cable at a local

I think DIN stands for something like "Dutche Industry Norm" or something like that.

>junk electronics store for cheap and it was SO much nicer than the junky
>video cable I had thrown together as a kid. You just had to play around
>to figure out which of the four outputs you want. Even Radio Shack used
>to carry these, but I don't see them in the current catalog.
>
>Maybe someone knows the pin-outs for the Atari video connector and can
>post them to help out those in need (I'd have to pull out an Atari and
>check it out, because I surely don't remember that any more!).

Geeze, I think they are in the Atari FAQ maybe. Otherwise, start cruising the various Atari8 web pages. You should turn the info up beofre too long.

# 2562. Re: why did hasbro bother

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-22 00:00:00 UTC
From: cen90413@centuryinter.net
Message-ID: <3811c973.153668656@news.ds.centuryinter.net>
Source record: 49447

On Thu, 21 Oct 1999 14:29:25 -0500, Rob Lent <Antiwolf@USFamily.net>
wrote:

>But teachers were indoctrinated into thinking that the Apple II was a real
>computer, while the Atari was a toy. But what did the Apple have that the Atari
>didn't have better?

Well to be honest, the Apple II line was more sturdily built than the
Atari line. Well I take that back. The 800 was just as sturdy, but
the XLs were less so. In my opinion the XLs were still sturdy enough
for school use, but that's just my opnion. I also think the XEs were
NOT sturdy / reliable enough for such use. I look at the C64 quality
of construction / reliability as about the same as the XE line. Also
the way the Apple II case was designed, you could set a monitor right
on top of it. Another thing is Atari was known as a game company.
Atari didn't do much to help that image, as they initially tried to
capitalize on that recognition in their computer division. Big
mistake I think. Maybe people looked at Atari's computers as fancy
game machines that had a secondary function as a computer. What Atari
should have really done, was insulate the computer division from the
game image. Once they built a reutation as being a great game
company, and then also a great and seriously functional computer
company, THEN they could have shown how great their computers were and
how they had a great SECONDARY ability to play games. Just my
opinion.

# 2563. Re: Fixing a bum cartridge port? - contact cleaner

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-22 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <lcQP3.4430$24.56454@typhoon2.tampabay.rr.com>
Source record: 49448

I discovered this stuff when I started as a broadcast engineer back in 1983, it's called Cramolin R-100L. It's made by CAIG Laboratories. If I remeber, this 25cc bottle I have cost around $20 or $25 back then but it was 100% solution which is way to strong to use alone. They sell 5% spray cans but I find it gets all over, even if you try spraying a q-tip. I put two drops into about a teaspoon of some cleaning solution made up of alcohol and trichlorotrifluoroethane. You just use a q-tip to wipe it on the cart contacts and insert a few times and it starts cleaning and the cart works.

From the bottle: Cramolin removes oxides as it forms a protective molecular layer that adheres to the metal surfaces and maintains maximum electrical conductivity.

Let me tell you, you have never seen anything work like this, I use it on all my NES carts which are notorious for dirty contacts, all my Atari 2600, 5200, 7800 and 800 carts. Some require a second of third coat but once clean it seems to keep cleaning.

The salesman that showed this to me 15 years ago asked for a flashlight, the kind everyone has, that won't stay on and you have to shake and bang it. He put a coat on all the metal-to-metal parts and the light stayed on, no amount of shaking would make it go off. Sold me.

If you send me a SASE I will send you a sample cleaning kit, R100L & solution, email me for the address. The kit will do about 10 carts (or flashlights), they are for sale two kits for a dollar postage included, untill all my supplies are gone. If you throw a dollar in with this sample order I'll send you three.

Jim

(you really have to try this stuff!)

Jon Melbo <cen90413@centuryinter.net> wrote in message news:380e15dd.42141385@news.ds.centuryinter.net...
> On Wed, 20 Oct 1999 14:57:05 GMT, "Jim Smith" <jsmith@j-com.net>
> wrote:
>
> >Email me with you mailing address and I will send you a sample of some
> >special organic contact cleaner.
>
> Can you tell us all a bit about what this cleaner is, how it works,
> what it's called and where to get it?
>

# 2564. Re: JAM!! vs. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-22 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <3812016a.3677995@trumpet.uni-mannheim.de>
Source record: 49449

On Fri, 22 Oct 1999 02:14:59 GMT, cen90413@centuryinter.net (Jon Melbo) wrote:

>On Thu, 21 Oct 1999 10:56:42 GMT, cryorunner@aol.com (Rhett James
>Barnes) wrote:
>
>>Yep, this is the old European 5-Pin DIN audio connector, used mostly for
>>tape-decks, I believe. I was able to find a DIN to RCA cable at a local
>
>I think DIN stands for something like "Dutche Industry Norm" or
>something like that.
>
Close. "Deutsche Industrie Norm"(or was it Normen, plural?)

>>junk electronics store for cheap and it was SO much nicer than the junky
>>video cable I had thrown together as a kid. You just had to play around
>>to figure out which of the four outputs you want. Even Radio Shack used
>>to carry these, but I don't see them in the current catalog.
>>
>>Maybe someone knows the pin-outs for the Atari video connector and can
>>post them to help out those in need (I'd have to pull out an Atari and
>>check it out, because I surely don't remember that any more!).
>
>Geeze, I think they are in the Atari FAQ maybe. Otherwise, start
>cruising the various Atari8 web pages. You should turn the info up
>beofre too long.

Yes, the FAQ has them. I'll quote it and add the colors of the RCA
jacks corresponding to each in the DIN-to-RCA cable.

```
3 1
5 4
2
```

1. Composite Luminance BLACK
2. Ground
3. Audio Output WHITE
4. Composite Video RED
5. Composite Chroma YELLOW (not on 800XL,1200XL; grounded on 600XL)

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 2565. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-22 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <381100d0.3523796@trumpet.uni-mannheim.de>
Source record: 49450

On Fri, 22 Oct 1999 02:11:34 GMT, cen90413@centuryinter.net (Jon Melbo) wrote:

>On 21 Oct 1999 11:02:22 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
>Van Nisselroy) wrote:
>
>>Howdy Marco
>>
>>>>Its in the ST type case
>>>>
>>>>
>>>>tony
>>>>
>>>>
>>>Let's clone it! (Atari won't manufacture it, so...)
>>
>>If we need a clone it's a GTIA clone. I heard yesterday, from a good source
>>who had looked at the schematics to it, that this baby has great potential.
>>Problem is you need somebody with a lot of time and knowledge. He was short of
>>time.
>>
>>CU Mathy van Nisselroy
>
>I thought the schematics were all lost off of Atari's VAX when JTS
>bought Atari. Someone said all the good design docs for their custom
>chips were wiped off, never to be seen again. It would be cool to
>have a complete Atari 8-bit on one VLSI chip so to speak.

The GTIA chip? Hmmm... I think the schematics are online.
I've worked on IC design (as a graduate student), but that was
working on ASICs which were more kind of linear ICs. Digital
ICs are far easier. The only difficulty would be in contacting
some firm that would -er, I don't know the proper term in
English... etch? the ICs and how much it would cost (en masse,
of course) Do you think there would be enough interest?

The schematics for several ICs are now online, do a look on DejaNews
or other, it was announced a few months ago. (1 or 2). They are
in PDF format. I already downloaded them.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

## 2566. Looking for Austin Franklin and American Technavision

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-22 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7upb6g$8t8$1@nets3.rz.RWTH-Aachen.DE>
Source record: 49451

Howdy folks

Does anyone know where Austin Franklin and American technavision can be contacted?

Both do not seem to respond to there "old" email addresses.

CU Mathy van Nisselroy

# 2567. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-22 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7upbfg$8t8$2@nets3.rz.RWTH-Aachen.DE>
Source record: 49452

Howdy John

>>If we need a clone it's a GTIA clone. I heard yesterday, from a good source
>>who had looked at the schematics to it, that this baby has great potential.
>>Problem is you need somebody with a lot of time and knowledge. He was short
of
>>time.
>>
>>CU Mathy van Nisselroy
>
>I thought the schematics were all lost off of Atari's VAX when JTS
>bought Atari. Someone said all the good design docs for their custom
>chips were wiped off, never to be seen again. It would be cool to
>have a complete Atari 8-bit on one VLSI chip so to speak.

No, not everything on one chip. That would mean that you can NOT easily
upgrade it. Just a replacement GTIA would be fine (PAL and NTSC versions
ofcourse). More columns and more colours should be in it if my fantasy isn't
playing tricks on my memory (BIO, not RAM).

CU Mathy van Nisselroy

# 2568. Re: why did hasbro bother

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-22 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7upsda$iu0$1@autumn.news.rcn.net>
Source record: 49453

Just one question, probably directed to the guys who had them:

Was the 1450XLD's case strong/large enough to support a monitor?

Jon Melbo <cen90413@centuryinter.net> wrote in message
news:3811c973.153668656@news.ds.centuryinter.net...
> On Thu, 21 Oct 1999 14:29:25 -0500, Rob Lent <Antiwolf@USFamily.net>
> wrote:
>
> >But teachers were indoctrinated into thinking that the Apple II was a
real
> >computer, while the Atari was a toy. But what did the Apple have that
the Atari
> >didn't have better?
>
> Well to be honest, the Apple II line was more sturdily built than the
> Atari line. Well I take that back. The 800 was just as sturdy, but
> the XLs were less so. In my opinion the XLs were still sturdy enough
> for school use, but that's just my opnion. I also think the XEs were
> NOT sturdy / reliable enough for such use. I look at the C64 quality
> of construction / reliability as about the same as the XE line. Also
> the way the Apple II case was designed, you could set a monitor right
> on top of it. Another thing is Atari was known as a game company.
> Atari didn't do much to help that image, as they initially tried to
> capitalize on that recognition in their computer division. Big
> mistake I think. Maybe people looked at Atari's computers as fancy
> game machines that had a secondary function as a computer. What Atari
> should have really done, was insulate the computer division from the
> game image. Once they built a reutation as being a great game
> company, and then also a great and seriously functional computer
> company, THEN they could have shown how great their computers were and
> how they had a great SECONDARY ability to play games. Just my
> opinion.
>

# 2569. Re: why did hasbro bother

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-22 00:00:00 UTC
From: Rob Lent <Antiwolf@USFamily.net>
Message-ID: <38108342.354E21A4@USFamily.net>
Source record: 49454

Alan Sharkis wrote:

> Just one question, probably directed to the guys who had them:
>
> Was the 1450XLD's case strong/large enough to support a monitor?
>

As far as I ever heard, *nobody* actually had a 1450XLD. I saw a picture of it, but I think it was just a mockup. I know they never released it, and I don't think they made a real one.

But what I could tell from the picture... It looked rather like a 1200XL, but the back part was thicker, to hold the floppy drive. It looked like it MIGHT have been sturdy enough to hold a monitor, but probably not deep enough.

Rob Lent

## 2570. 1450XLD (retraction)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-22 00:00:00 UTC
From: Rob Lent <Antiwolf@USFamily.net>
Message-ID: <381084D8.C3E335A0@USFamily.net>
Source record: 49455

Alan Sharkis wrote:

> Just one question, probably directed to the guys who had them:
>
> Was the 1450XLD's case strong/large enough to support a monitor?
>

I have to issue a retraction on a statement I made about the 1450XLD. I have heard that, although never put on the market, some people DID have them.

Rob

# 2571. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-22 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s11806uhr0176@corp.supernews.com>
Source record: 49456

JTKirk <no_me_j.j_t_kirk@geocities.com> wrote in message
news:381100d0.3523796@trumpet.uni-mannheim.de...
> The GTIA chip? Hmmm... I think the schematics are online.
> I've worked on IC design (as a graduate student), but that was
> working on ASICs which were more kind of linear ICs. Digital
> ICs are far easier. The only difficulty would be in contacting
> some firm that would -er, I don't know the proper term in
> English... etch? the ICs and how much it would cost (en masse,
> of course) Do you think there would be enough interest?
Sort of, but will not work with existing Antic.
IIRC: It is actually the Antic chip that fetches and passes on data to the
GTIA. Flat out, the fastest an Antic can transfer to the GTIA is 40 bytes
per line be it 40 characters in a GR. 0 screen or 40 bytes of bit mapped
data like a GR. 8.

# 2572. Re: Where Atari went wrong (was: why did hasbro bother)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-22 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7uqgmf$6n0$4@gxsn.com>
Source record: 49457

Hi,

> More interesting is the discussion of where Atari went wrong, with
>comments about how the C-64 outlasted the Atari 8 bits in the
>marketplace. Clearly there were marketing mistakes. There were
>also technical mistakes.

IMHO the reason for the long term failure of the 8-bit line is pretty clear.
It was squarely down to Atari standing still from a technical viewpoint.

Let's look at the evidence:

Atari launched the 400/800 in '79 ('80/'81 here in the UK). At the time the
machines were technically head and shoulders above the competition (Apple ][,
TI-99, CBM PET, etc) and were a lot cheaper - in the UK at least the 800 sold
at under two thirds the cost of an equivalent Apple or TI system.

By the time the CBM VIC-20 appeared Atari had substantially cut the cost of
the 400/800 over here. My 400 cost me £50 less than a VIC-20 would've and was
still far superior from a technical standpoint.

I think this is where Atari got complacent. The 1200XL was to all intents and
purposes little more than a repackaged 800. There was nothing there to tempt
existing 400/800 owners into upgrading - same ANTIC/GTIA/POKEY, same
processor/clock speed, a little more RAM, buggy and not entirely compatible OS
ROMs....

Next we get the 600/800XL. Again, it's yet another repackaging job....precious
few improvements and the same 7(?) year old hardware with a new lick of paint,
hardware which by now has lost a lot of ground to "VIC-II" and "SID" inside
the CBM-64.

This was an unbelievable move, particularly since by now they had the "MARIA"
graphics processor used in the 7800 (designed in '83). It was as far ahead of
the competition as ANTIC/GTIA were in their day and could so easily have been
made compatible with them and built into the XL series.

The PBI bus was exactly what we'd all wanted....2 or 3 years before! It was a
great idea, but too late since the home computer market was by now firmly in
the province of the video gamer rather than the hardware hacker. And with
Atari failing to support the PBI with peripherals of their own there was no
incentive for existing users to upgrade.

The XE series was the final insult. At least this time they added a bit more
RAM (a not unreasonable amount considering the cost of RAM in those days) but
as far as enhancing the machine went they did exactly nothing. Moreover they
even managed to screw up the PBI for us by changing the connector so ensuring

that it wouldn't catch on.... :-(

So, why didn't the 8-bit machines outlast the competition? Complacency and
lack of innovation.... :-(

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 2573. Re: why did hasbro bother

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-22 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7uqgmd$6n0$3@gxsn.com>
Source record: 49458

Hi,

> It became common to blame the demise of the Atari on piracy, but piracy
>on the Atari was no worse than on any other platform....
>....The C64 lasted a lot longer with no less piracy, despite not being as
>good a computer as the Atari.

In a strange way I think the level of piracy on the '64 (here in the UK at least) contributed heavily to it's longevity.

I belonged to several computer clubs in the '80s, the Atari ones all had a strict policy of throwing out anyone caught pirating software. OTOH the CBM clubs simply existed for the sole purpose of "exchanging" software....people would bring their machines and software collections along and spend the entire night copying and swapping discs....

For this reason the CBM clubs had far more active members, which it seems to me kept the (inferior IMHO) machine in use for much longer. :-(

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 2574. Re: why did hasbro bother

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-22 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <7uqi69$pha$1@merrimack.Dartmouth.EDU>
Source record: 49459

Rob Lent <Antiwolf@USFamily.net> writes:

>As far as I ever heard, *nobody* actually had a 1450XLD. I saw a picture of
>it, but I think it was just a mockup. I know they never released it, and I
>don't think they made a real one.

One picture in one of the magazines at the time (Compute! or Creative
Computing) showed what they said was a 1450XLD, but the nameplate
clearly read 1250XLD. Seems like the XLD idea was around for a long
time, but they didn't let the idea out the door right away.

--PC
--
$ "If a man has recently married, he must not be sent to war or have any $
$ other duty laid on him. For one year he is to be free to stay at home and $
$ bring happiness to the wife he has married." --Deuteronomy 24:5 $
$ So that's why people get divorced--nobody can afford a decent honeymoon. $

# 2575. Re: Where Atari went wrong (was: why did hasbro bother)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-22 00:00:00 UTC
From: ARudzki <ARudzki@sgi.net>
Message-ID: <Id4Q3.309$oO6.126342@news.sgi.net>
Source record: 49460

> This was an unbelievable move, particularly since by now they had the
"MARIA"
> graphics processor used in the 7800 (designed in '83). It was as far ahead
of
> the competition as ANTIC/GTIA were in their day and could so easily have
been
> made compatible with them and built into the XL series.

Please refresh my memory...how was the MARIA chip better than ANTIC?

Tony

# 2576. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-22 00:00:00 UTC
From: cen90413@centuryinter.net
Message-ID: <3811d95a.223285619@news.ds.centuryinter.net>
Source record: 49461

On Fri, 22 Oct 1999 06:32:43 GMT, no_me_j.j_t_kirk@geocities.com
(JTKirk) wrote:

>The schematics for several ICs are now online, do a look on DejaNews
>or other, it was announced a few months ago. (1 or 2). They are
>in PDF format. I already downloaded them.

It is my understanding that Deja doesn't archive the UUencoded or MIME
encoded file portions of messages; just the human readable text only.
Those files NEED to be put into one or more 8-bit archives and be
indexed with XL Search. Also, they ought to be made accessable from
one or more Atari8 dedicated web pages.

For the time being, can you email the PDFs to me? Would like that.

Thanks,
Jon

# 2577. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-22 00:00:00 UTC
From: cen90413@centuryinter.net
Message-ID: <3810d87c.223064255@news.ds.centuryinter.net>
Source record: 49462

On Thu, 21 Oct 1999 19:40:51 -0000, "Richard Cortese"
<ricortes@netmagic.net> wrote:

>Jon Melbo <cen90413@centuryinter.net> wrote in message
>news:380fc758.153129299@news.ds.centuryinter.net...
>> I thought the schematics were all lost off of Atari's VAX when JTS
>> bought Atari. Someone said all the good design docs for their custom
>> chips were wiped off, never to be seen again. It would be cool to
>> have a complete Atari 8-bit on one VLSI chip so to speak.
>Way I heard it was PDP's and it was when Tramiel took over.
>
>But I guess it really doesn't make a difference.
>>
>
I think it would have been a stupid thing for JTS to do. No need to
obliterated such information for all time just because you didn't feel
like backing it up somewhere. For it to happen on Tramiel's watch
though, that is MONUMENTALLY stupid, since they were still producing
and somewhat designing 8-bit hardware.

Wow.

# 2578. Re: Where Atari went wrong (was: why did hasbro bother)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-22 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1e0374q.892q902967ksN%rlcolli@ibm.net>
Source record: 49463

Preston F. Crow <crow@coos.dartmouth.edu> wrote:

> Imagine what would have happened if the 1200XL had the following changes:
> * 80 column graphics modes (perhaps only usable with a monitor)
> * a memory bank selector that would support upto one megabyte with
> independent selection for graphics memory
> And at the same time, new versions of DOS, BASIC, and Atari Writer
> were released, each taking advantage of the additional memory.

I think you hit the nail on the head! The Apple //s had 80 columns and
128K, which made software like AppleWorks usable and available. This
made the machines a ton more useful than the Atari's with its 40
cols/64K.

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

# 2579. Re: Where Atari went wrong (was: why did hasbro bother)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-22 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1e03786.1yeasx0p2bn5sN%rlcolli@ibm.net>
Source record: 49464

Rob Lent <Antiwolf@USFamily.net> wrote:
> One thing that always bothered me about Atari Basic was that it did not
> support string arrays. It made it difficult to port Basic programs to the
> Atari. You could emulate string arrays, but this was difficult.

I rather like the string handling under Atari Basic, a lot less limiting
than the 255 byte limit on other basics.

> Atari failed to get into the educational market with the Atari. It really was
> a shame. So many schools had just one Apple II - for that same price, they
> could have had an entire lab with 4 Atari 800's.

IF Atari would've launched the 1450XLD, it would've persuaded a lot more
schools, especially with the speech synthesis. The 1450XLD was also a
step in the right direciton on getting rid of the mess of cords! As a
network administrator for a school, you learn to appreciate machines
that have everything in one piece (the iMacs are a LOT nicer to lug
around and setup, I can carry it and the mouse/keyboard all in one
trip).

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

# 2580. Re: Does anyone remember "Games Computers Play"?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-22 00:00:00 UTC
From: Chad Hendrickson <hendricksonc@REMOVEhcgi.com>
Message-ID: <s11qpkrq5n665@corp.supernews.com>
Source record: 49465
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I found more info from http://www.atarimagazines.com

This is what I found:

From Antic (December 1985):
GAMES COMPUTERS PLAY
Enter gameworld... log on and suddenly you're in a wonderland of bold, state-of-the-art online color graphics. Your Atari's playmate is a powerful 300 megabyte minicomputer that offers spectacular interactive games, real-time conferencing, electronic mail and public domain downloads. Requires 48K disk drive, 1200 baud modem recommended. Evening and weekend rate is $6 an hour.

And then from the Antic (February 1986):
This online games service with fantastic graphics is now nearly twice as fast. It also now has autodial capability, and offers many new improvements in graphics and gameplay. Coming up is Atari l30XE RAMdisk support and a new game, Lords of Space.

There is also a big article with a few pictures at:
http://www.atarimagazines.com/v4n6/GamesComputers.html

I WOULD LOVE TO SEE SOMEONE BRING THIS TO LIFE AGAIN!

Chad Hendrickson

# 2581. Re: ANTIC Dec 86 Disk (SIDE B!) ??

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-22 00:00:00 UTC
From: Ryan <rhino321@rem0vethis.geocities.com>
Message-ID: <Ai8Q3.606$5j1.29398@typhoon-sf.snfc21.pbi.net>
Source record: 49466

ok ill reply to you in email.. but I know at one point they included this
stuff. MAN i know the answer is in print in the mag..

thnx!!
RYan

Steven J. Tucker wrote in message <7uqv1c$7au@freenet-news.carleton.ca>...
>
>"Ryan" (rhino321@rem0vethis.geocities.com) writes:
>> Ok ive been looking for this disk since about mid 87. hehe. ok along
time.
>> anyways when they sent out the disk with Antic some times, and i cant
>> remember if it was everytime or not, they would include stuff on the B
side
>> of the Disk.. and at any rate, on the B side of that month they had the
>> runners up to that contest of changing that one game. anyways i was like
2nd
>> place or something and anyways i wanted to get my program. hey i was 12
>> years old and made second place or "runner up".. not bad. anyways..
if
>> you can find it.. PLEASE let me know and email me too if ya like, but ill
>> try to check here. ( rhino321@jps.net )
>> i belive i called it something like.. well i remember it had a really
funky
>> name a 12 year old would think of.. like toxic squirells or something.
>
>I have an original Antic Dec 86 disk here, and there are no games on the
>back.
>
>If you really want to see it anyway e-mail me and I will make you an image
>of both sides.
>
>Steve
>--
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
> * * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
> * * * Ape Homepage: http://www.nacs.net/~classics * *
*
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+
Lines !!

# 2582. Atari 800 system - First Come, First Served

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-22 00:00:00 UTC
From: Rick Maddy <rick@maddyhome.com>
Message-ID: <1AbQ3.57$Og.149@wormhole.dimensional.com>
Source record: 49467

I have a an Atari 800 w/ 48K RAM. Two disk drives, an 810 and a 1050. I have the old printer - the 1025. An old 300 baud modem w/ software. The touch tablet w/ software.

Games: Infocom Sorcerer, Elec. Arts Axis Assassin, Music Construction set, Movie Maker. Synapse Blue Max, Atari Space Invaders, Missile Command, BASIC cart.

Books - De Re Atari, Reference Guides, Mapping the Atari, Machine Language for Beginners.

About 55, 5 1/4 inch floppies full of games, utilities, and programs. I have a listing of all the files too.

Many manuals are included.

The 1050, 1025, and 810 are in their original boxes. Everything else is in a footlocker. All works except one power supply.
Been packed away safely for a while. I bought the 800 back in 1980.

I live in Denver, CO. Who ever can make arrangements to pick it up can have it.

Email at rick@maddyhome.com.

Take care,
Rick

## 2583. Re: 810's out there?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s14itkfe85939@corp.supernews.com>
Source record: 49288

Rhett James Barnes <cryorunner@aol.com> wrote in message
news:cryorunner-2310991536130001@dt086ndf.san.rr.com...
> Why is it that I see a lot of 1050's for sale, but hardly any 810's? I
> really want one to complete my "beige" system, especially because I never
> even owned a 1050 back then!
>
> Is there something wrong with this drive such that not many survived? Or
No, they are rather nice if somewhat noisy drives. Circle of friends used to
joke about them running on desiel.
> did they just make more 1050's?
Yeap, lots more. Supposedly something like the equivalent of 1 1050 for
every XL.
>
> Just curious.
> -Rhett

# 2584. Re: Why did Hasbro bother II

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: John Schnittker <jschnitt@earthlink.net>
Message-ID: <381277AA.CC9D288D@earthlink.net>
Source record: 49289

Quite a treatise you wrote. Alot of good ideas and lines of reasoning (and some disagreements) coming from atarians here, on the life and death(will there be a resurrection?) of atari's hardware division. It's interesting to see everybody's ideas for the making of a successful atari system. Who knows, maybe one of the people here will one day go on to work for hasbro/atari... Atari has a dear place in people's hearts, and a permanent place in the history books.

# 2585. Re: MAC/65 Bugs?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: <carmel_andrews@my-Deja.com>
Message-ID: <CADNIKIJDOMNAAAA@my-deja.com>
Source record: 49290

```
--

On Mon, 11 Oct 1999 20:43:32 A Rudzki wrote:
> Message from the Deja.com forum:
> comp.sys.atari.8bit
> Your subscription is set to individual email delivery
>>
>> Does anyone have a file describing bugs which are in MAC/65? I have
>version
>> 1.1 of the cart and am wondering what to look out for.
>
>I have 1.0 in a BASIC XL cart (for some reason?...it was in a box in a
>trade) Does anyone know what the highest version was in cart, AND it is
>available somewhere? Mine has an eprom in it with a label printed Mac65
>v.1.0
>
>
>tony
>
>Hi tony, you obviously are a wizz at 6502 ml, any chance at showing me the ropes (6502
wise that is) as I have mac65 and Atari assember editor, and want to get into this m.l
thang, you know what i mean, yeah
>

>
>yours Atarily
=

Carmel A
>
> ---------------------------------------------------------------
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> http://www.deja.com/thread/%3CBvvM3.2397%24iC6.467758%40news.sgi.net%3E
>
>

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# 2586. Re: MAC/65 Bugs?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: <carmel_andrews@my-Deja.com>
Message-ID: <IPGNCALDKFNNAAAA@my-deja.com>
Source record: 49291

--

On Mon, 11 Oct 1999 09:18:16 Richard Heldmann wrote:
> Message from the Deja.com forum:
> comp.sys.atari.8bit
> Your subscription is set to individual email delivery
>>
>Does anyone have a file describing bugs which are in MAC/65? I have version
>1.1 of the cart and am wondering what to look out for.
>
>Thank you,
>
>Richard Heldmann
>
>Yo! Richard, Dick, Atari dude, hows it going

Your'e obviously a wizz at the 6502 thang, perhaps youre able to show me the ropes on 6502 programming (on my Atari) of course, as I have Mac 65 and Atari assember, Please give me Email

yuors...
CARMEL A
>
>
>
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> http://www.deja.com/thread/%3C7tso78%247e1%40dfw-ixnews9.ix.netcom.com%3E
>
>

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# 2587. Re: MAC/65 Bugs?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: <carmel_andrews@my-Deja.com>
Message-ID: <OEFJPEDANFNNAAAA@my-deja.com>
Source record: 49292

--

On Mon, 11 Oct 1999 09:18:16 Richard Heldmann wrote:
> Message from the Deja.com forum:
> comp.sys.atari.8bit
> Your subscription is set to individual email delivery
>>
>Does anyone have a file describing bugs which are in MAC/65? I have version
>1.1 of the cart and am wondering what to look out for.
>
>Thank you,
>
>Richard Heldmann
>
>Yo! Richard, Dick, Atari dude, hows it going

Your'e obviously a wizz at the 6502 thang, perhaps youre able to show me the ropes on 6502 programming (on my Atari) of course, as I have Mac 65 and Atari assember, Please give me Email

yuors...
CARMEL A
>
>
>
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>
>

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# 2588. Re: Does anyone trade 8bit games on floppy?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: <carmel_andrews@my-Deja.com>
Message-ID: <OCBLIEEGBCDOAAAA@my-deja.com>
Source record: 49293

```
--

On Sat, 2 Oct 1999 01:56:38 Atari Guy wrote:
> Message from the Deja.com forum:
> comp.sys.atari.8bit
> Your subscription is set to individual email delivery
>>
>it's still mostly not legal, however, a great deal of software can be had on
>the internet. use sio2pc or winape to load it on your a8. you can even
>copy from virtual<->real disks this way.
>
>
>Gary Beckwith wrote in message <37F1CD2D.79C5C255@att.net>...
>>I dug up my old Atari 800 and my son has been playing games on it.
>>Somehow I got quite a few of the games onto floppy disks (5-1/4" floppy
>>drive that goes with the Atari 800). I also have a copy utility. Does
>>anyone else have games for the Atari 800 on disk? I figure since they
>>haven't made these things for years, it's gotta be legal by now to
>>trade...(?)
>>
>>So if anyone out there has some and is interested, let me know.
>>
>>thanks,
>>gary
>
>
>Gary/Atari guy, Carmel A.. here, re trading Atari 8 games, it pretty much depends what
your'e looking for

yours

Carmel A...
>
>
> ---------------------------------------------------------------
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>
>
```

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# 2589. Re: GTIA clones?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: arudzki <arudzki@home.com>
Message-ID: <RYqQ3.8758$yp.62271@news.rdc1.pa.home.com>
Source record: 49294

> >A nice idea would be to upgrade the screen rez (upto and better the
> targa/svga standard) and also several framebuffers (like the amiga/and
> PC gfx cards)and an improvement on 16.7 million colours (which is about
> as boring as 256/512/4096 colors (atari 8bit/st/e and amiga
> respectively), essentially something like 7800's MARIA (which

Does anyone know what the upper limit would be for an upgraded GTIA/ANTIC would be graphic res/color wise?

The horizontal is at 2 color clocks now right? so if we went to one color clock, would our horiz. res be 640?

Would we have the bandwidth at 3.79MHz?

tony

# 2590. Re: Where Atari went wrong (was: why did hasbro bother)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <38126261.B24587DF@sisna.com>
Source record: 49295

Esch, of of are wrong! When Atari went the Pittsburg showe we all
learned then that you and I do not exst as far as Atari is consetened.
Any onet there could tell you that in when they arrived.. Fortunately
I hsd supporters at that show that the Atari Admistitrators could not
over look and we had a setup. That couldn't be over looked thaknks tp
Jim of he Ptitts burg Atari users Group..

bob

# 2591. Re: Where Atari went wrong

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: mr_maddog@my-deja.com
Message-ID: <7ur7tm$u3f$1@nnrp1.deja.com>
Source record: 49468

In article <380fae93$0$217@nntp1.ba.best.com>,
NOSPAMlandon@best.com wrote:

> yeah. and it had a "Help" key. one of the marketroids came over
> and gave a talk on it, to a bunch of us home computer game types:

[snip]

> i think the vision of a poor, confused user on the phone to tech
> support, mashing the help key in Atari Basic and not getting any help
> out of it, had escaped atari marketing. [that's okay. a lot of other
> things escaped atari marketing, too. don't get me started]
>
> i think they wanted us to put some "help" in the titles we were
> doing at the time, when we were *crying* for bytes in 8K and 16K
> cartridges. sheesh

How can you even read the Help key from a BASIC program when it won't
show a keycode using a POKE command? Only thing the Help key was
useful for was stopping the Atract Mode without really touching any key
that would disturb the program.

BTW, what programs were you working on at the time? It must be mad to
deal with marketing people who had no clue on how people actually use
computers...which sadly continues today.

Eric Noss
a.k.a
Mr. Maddog

>
> --
>
> NOSPAMlandon@best.com (to reply, remove the NOSPAM)
>
> "it's not about how well the pig dances, but whether it can fly"
>

Sent via Deja.com http://www.deja.com/
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# 2592. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7uqsh7$86c$1@gxsn.com>
Source record: 49469

Hi Richard,

>> I thought the schematics were all lost off of Atari's VAX....

> Way I heard it was PDP's and it was when Tramiel took over.

It was VAXen that Atari used, running ULTRIX....I've got a photocopy of the
man page for the Ultrix version of MadMac somewhere.

> But I guess it really doesn't make a difference.

True, I find it incredible that all these designs were lost like
this....didn't these people keep backups????

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

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Go to http://www.egroups.com/list/vectrex_dev/ to join.
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Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 2593. Re: ANTIC Dec 86 Disk (SIDE B!) ??

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7uqv1c$7au@freenet-news.carleton.ca>
Source record: 49470

"Ryan" (rhino321@rem0vethis.geocities.com) writes:
> Ok ive been looking for this disk since about mid 87. hehe. ok along time.
> anyways when they sent out the disk with Antic some times, and i cant
> remember if it was everytime or not, they would include stuff on the B side
> of the Disk.. and at any rate, on the B side of that month they had the
> runners up to that contest of changing that one game. anyways i was like 2nd
> place or something and anyways i wanted to get my program. hey i was 12
> years old and made second place or "runner up".. not bad. anyways.. if
> you can find it.. PLEASE let me know and email me too if ya like, but ill
> try to check here. ( rhino321@jps.net )
> i belive i called it something like.. well i remember it had a really funky
> name a 12 year old would think of.. like toxic squirells or something.

I have an original Antic Dec 86 disk here, and there are no games on the
back.

If you really want to see it anyway e-mail me and I will make you an image
of both sides.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 2594. Re: Looking for Austin Franklin and American Technavision

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7ur078$7tl@freenet-news.carleton.ca>
Source record: 49471

Mathy Van Nisselroy (nisse-ma@reze-1.rz.rwth-aachen.de) writes:
> Howdy folks
>
> Does anyone know where Austin Franklin and American technavision can be
> contacted?
>
> Both do not seem to respond to there "old" email addresses.

I spoke with Ralph Maddox about 6 monts ago to buy out
some remaining items of his, and American Technavision is gone for
good.

I finally got in touch with him by basically writing letters
to every old address for ATV I could find in Antic, Analog, etc.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 2595. Re: Where Atari went wrong (was: why did hasbro bother)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7ur781$hlq$1@gxsn.com>
Source record: 49472

Hi Tony,

> Please refresh my memory...how was the MARIA chip better than ANTIC?

MARIA combines the functions of ANTIC & GTIA in a single chip.

It's superior in a number of respects, not least in that you can easily get it to display up to 226 colours on the screen in USABLE modes (let's face it, the three "GTIA" modes weren't exactly useful).

The main advantage however was the introduction of the concept of display list lists. Rather than having a single display list you had an overall "display list list" which pointed to a series of "sub" display lists which together defined the contents of each "region" of the screen (each region could be as small as a single scanline).

The concept sounds more complicated than it actually was and gave you pretty much total control over what went where on the screen. In fact it was so flexible a system that you didn't need hardware sprites at all; to display a sprite you just added the appropriate display list entries and the size of your "sprite" was limited only in the horizontal by the amount of available DMA time.

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

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**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 2596. Re: Where Atari went wrong (was: why did hasbro bother)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <3811492D.3C3F39FB@worldnet.att.net>
Source record: 49473

Preston,

I've had the opportunity to speak with many of the engineers at Atari in regards to the PC's and I've asked the same questions, why was there no improvements after the 400/800 Line?!?!?!?

Actually, several upgrades were in the works, the most significant was the "Memory Expander". A set of new OS and memory boards for 256K of continuous, usable memory. Several were built and I know of one Atari engineer who still has it and it still works. Management shot it down, in fact the engineers complained that they wanted it done and management came back and said "Any more talk of that project and you will be fired." They wanted simple closed boxes that as one Atari Home Computer manager was quoted "We'll sell'em like popcorn" There came the 1200XL. Actually the XL line of computers were designed in the WCI NY Atari lab in Manhattan under Steve Mayer, the lead engineer who I've met with and talk with on many occassions explained "We sent Sunnyvale proto's with the parallel bus", they kept making the cases with no slot for the PBI, in the end... it was dropped and wouldn't resurface until the 600/800xl line, we also had an 8 slot expansion bay, that too was dropped and resurfaced later as a cut-down version and with only 5 slots!"

Atari was also working on a rather unique computer system that would be a stack of small "pizza box" modules. One was the CPU, the second and I/O box with serial/Parallel, another would be dual disk drives and so on. This project was not so much killed, but taken with the HCD president who started a company called "Mindset" and interestingly enough, his whole team were former Atari HCD engineers and there computer was almost indentical in design to the same proposed Atari system except theirs was an 80186 based system.

Atari started its own semiconducter plant and had commissioned a 16bit processor based on MC68000 design, but 6502 backward compatible, the design was sold to the consulting company... The 65816 was born.

Finally, just as the Tramiels were walking in the door, two (actually three) 68000 based projects were in the works, one was called GAZA which was a dual 68000 multiprocessing system running CP/M 68K and a chipset called "Rainbow", this system was presented to management as a high video processor system, management initially like the idea and was going for it. Another system was called Sierra and used the "Silver & Gold" chipset, the audio chip will be familiar to some of you, it was called AMY and during a demonstration it imitated an opera singer, first Male, then Female. The Tramiels, having fired the entire ASRL staff (Advanced Sunnyvale Research Lab) had no idea how to make AMY work, they tried for nearly two years, but could never do it, wasted technology!!! The final 68000, project Mickey, the Atari version of the Lorraine computer, all ready to accept the Amiga chipset which was due on June 30, 1984. Just a few days before the Tramiels were to walk in and take

over. The Tramiels had approached Amiga in April of 1984 and showed a lot interest in the chipset.... but not the company or its engineers. When Amiga got wind that the Tramiels were buying Atari, they quickly looked elsewhere for a buyer... Commodore. Commodore bought Amiga, payed Atari the $500,000 loan for the design of the Amiga Chipset (yes Atari funded the Amiga chipset back in Sept 1983 so yes, the Amiga's are actually Atari's) and the rest is history. So you see, right from the start, Atari HCD engineers WANTED better versions of the computers, but management kept putting them down and wouldn't allow the more creative, positive and useful projects to emerge as real products, but instead went with a lot of other products which management felt were more appropriate for a 'Home' computer as opposed to a 'Hobbyist' computer.

whew.... my fingers hurt from all this typing. You wanna read more, stop by the Atari Historical Society, this is all information directly from the members of the website who are former and current Atari employees.

http://www.atari-history.com

Curt

"Preston F. Crow" wrote:

> I think we've beat the original question to death: Hasbro wanted the
> rights to all the classic Atari games, and IMHO got them for a huge
> bargain with a bunch of other baggage tossed in.
>
> More interesting is the discussion of where Atari went wrong, with
> comments about how the C-64 outlasted the Atari 8 bits in the
> marketplace. Clearly there were marketing mistakes. There were also
> technical mistakes.
>
> Imagine what would have happened if the 1200XL had the following changes:
> * 80 column graphics modes (perhaps only usable with a monitor)
> * a memory bank selector that would support upto one megabyte with
> independent selection for graphics memory
> And at the same time, new versions of DOS, BASIC, and Atari Writer
> were released, each taking advantage of the additional memory.
>
> That would have been a very interesting machine; interesting enough to
> make people consider the Translator a reasonable solution to the OS
> compatibility issues. It would have added features that would have
> made current owners consider upgrading. It also might have opened the
> home business market up.
>
> Oh well.
>
> --PC
> --
> DOE SHP @ NMFECC/LLNL (NERSC) ID 87

# 2597. Re: 1450XLD (retraction)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38114A16.9EA0256F@worldnet.att.net>
Source record: 49474

Rob,

The answer to your question is a firm "NO" The case cannot support a monitor for more then 20-30 mins before stress pushes the top case down and the plastic above the "7" key begins to run against it. I have 3 versions, 1 is the TONG version case, the other two appear to be final CES cases with floppy disk holders in the spare 2nd drive bay, also the inside of the case has an actual floppy drive/case support frame. Even with the frame inside of the case, the pressure of a regular Amdek Color 1 monitor or Amdek 300 color monitor still exert pressure to case bending in the case.

Curt

Rob Lent wrote:

> Alan Sharkis wrote:
>
> > Just one question, probably directed to the guys who had them:
> >
> > Was the 1450XLD's case strong/large enough to support a monitor?
> >
>
> I have to issue a retraction on a statement I made about the 1450XLD. I have
> heard that, although never put on the market, some people DID have them.
>
> Rob

# 2598. Re: Atari Chipset Technical Data

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <381244e1.2761855@trumpet.uni-mannheim.de>
Source record: 49475

I'm just posting this follow-up as a quick way of making this information
available to those who didn't read it back then.

On Mon, 16 Aug 1999 12:52:01 -0400, Curt Vendel <cvendel@worldnet.att.net>
wrote:

>Hi everyone,
>
> Technical data and schematics for the Antic, GTIA, and POKEY chips
>are now available thanks to permission from Hasbro's Atari Interactive
>Divisions release of this data. Also available is the internal Atari
>SIO Users Handbook. I hope this data is of help and use to
>everyone. Direc link to the files is at the bottom of the Atari
>Arcticles webpage: http://www.atari-history.com/articles.html
>
> I should have spec's and technical data for the Atari 1030/1035 up
>next weekend.
>
>
>Curt
>
>

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 2599. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <38114459.2625180@trumpet.uni-mannheim.de>
Source record: 49476

On Fri, 22 Oct 1999 21:42:29 GMT, cen90413@centuryinter.net (Jon Melbo) wrote:

>On Fri, 22 Oct 1999 06:32:43 GMT, no_me_j.j_t_kirk@geocities.com
>(JTKirk) wrote:
>
>>The schematics for several ICs are now online, do a look on DejaNews
>>or other, it was announced a few months ago. (1 or 2). They are
>>in PDF format. I already downloaded them.
>
>It is my understanding that Deja doesn't archive the UUencoded or MIME
>encoded file portions of messages; just the human readable text only.
>Those files NEED to be put into one or more 8-bit archives and be
>indexed with XL Search. Also, they ought to be made accessable from
>one or more Atari8 dedicated web pages.
>
>For the time being, can you email the PDFs to me? Would like that.
>
> Thanks,
> Jon

I think you didn't understand me... I meant "do a search looking for
the messages with the URL of the site that has those schematics".
Since I have that particular posting archived, I'm re-posting it.
Look for "Atari Chipset Technical Data" on this NG.
--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 2600. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.19991023103014.12391A@ilaskey.compulink.co.uk>
Source record: 49477

In article <7uqsh7$86c$1@gxsn.com>, my.name@wintermute.org.uk (Peter Pachla) wrote:
> True, I find it incredible that all these designs were lost like
> this....didn't these people keep backups????
But why would they? The 8bit was dead as far as they were concerned. They certainly weren't going to bother updating a 10 year old chipset. They had buckets of chips left for spares. Any improvements (HIGHLY unlikely) would probably be done from scratch.

I love the old 8bits as much as the next person but be realistic - why would any company keep old data on defunct product lines that they had no intention of revisiting?

AFAIK only IBM keep everything - indeed MS had to go back to them for some bits of their own source code after they lost it!

Iain

# 2601. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s13n65d285991@corp.supernews.com>
Source record: 49478

Iain Laskey <ilaskeyremoveme@cix.co.uk> wrote in message
news:memo.19991023103014.12391A@ilaskey.compulink.co.uk...
> In article <7uqsh7$86c$1@gxsn.com>, my.name@wintermute.org.uk (Peter
> Pachla) wrote:
> > True, I find it incredible that all these designs were lost like
> > this....didn't these people keep backups????
> But why would they? The 8bit was dead as far as they were concerned. They
> certainly weren't going to bother updating a 10 year old chipset. They had
> buckets of chips left for spares. Any improvements (HIGHLY unlikely) would
> probably be done from scratch.
IMO: It would have been a smart move to go into the IBM clone market with
their own proprietary video and sound cards. Herc, Diamond, Creative Labs,
3dfx, that kind of thing.

I am not sure they had the horsepower in their engineering department to
pull it off, but th PC did not really take off as a gaming platform until
~1985 which was about the time you could pick up a cheap '286. Availability
of upgraded ANTIC and GTIA chips for video and POKEY type subset chips <no
reason to include the keyboard scanning circuits> would have been a good
reason for game programmers to switch to that platform.

# 2602. Atari Chat session

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: Kim Goodwin <lady-aramis@geocities.com>
Message-ID: <3811FF4D.786F@geocities.com>
Source record: 49479
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

This is your invitation to what is becoming a fun weekly Atari event!

Join us as Atarians from around the world talk about Atari 8-bit
and ST topics simaltaniously.

While I cannot be there personally to moderate the chat, I still
invite you to enjoy the chat room and have fun tonight! I will be with
you, as usual, next Saturday night.

Meeting starts at 8pm CST (If someone could tell me what that
translates to in GMT time, I will use it in future adds.)

http://www.atariusers.com/chat
(Self re-newing chat room page, usually best done with
higher versions of Netscape, Internet Explorer, and even
iCab works good here.)

THOSE WITH CAB TRY THE URL BELOW... WORKS MUCH BETTER!!!

http://www.atariusers.com/cgi-bin/chat/chatform.html
(A variation of the chat room where it does not update
until you press a carriage return. This is good for
earlier versions of Netscape, Cab 2.7 (works great!), etc)

Take care!!

Greg (aka "Doctor Clu")

# 2603. 1025 boxed + 810 boxed

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: Patrice <atari.fr@wanadoo.fr>
Message-ID: <7ut54m$rg0$1@wanadoo.fr>
Source record: 49480

```
Hi

i'm interested in your 1025 + box and 810 +box

how much is it ?

thanks
```

--
Patrice MULLER collectionneur ATARI depuis 1983
site Web ATARI Avenue:
http://www.multimania.com/atarifr/atariave.htm
Rick Maddy <rick@maddyhome.com> a crit dans le message :
1AbQ3.57$Og.149@wormhole.dimensional.com...
> I have a an Atari 800 w/ 48K RAM. Two disk drives, an 810 and a 1050. I
> have the old printer - the 1025. An old 300 baud modem w/ software. The
> touch tablet w/ software.
>
> Games: Infocom Sorcerer, Elec. Arts Axis Assassin, Music Construction
set,
> Movie Maker. Synapse Blue Max, Atari Space Invaders, Missile Command,
BASIC
> cart.
>
> Books - De Re Atari, Reference Guides, Mapping the Atari, Machine Language
> for Beginners.
>
> About 55, 5 1/4 inch floppies full of games, utilities, and programs. I
> have a listing of all the files too.
>
> Many manuals are included.
>
> The 1050, 1025, and 810 are in their original boxes. Everything else is
in
> a footlocker. All works except one power supply.
> Been packed away safely for a while. I bought the 800 back in 1980.
>
> I live in Denver, CO. Who ever can make arrangements to pick it up can
have
> it.
>
> Email at rick@maddyhome.com.
>
> Take care,
> Rick

>
>

## 2604. Early 80's computers wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: illiad <illiad@homer95.freeserve.co.uk>
Message-ID: <7ut56h$m07$3@news6.svr.pol.co.uk>
Source record: 49481

Early 8 bit computer wanted including:

sinclair
amstrad
jupiter
msx
acorn
oric
dragon
enterprise
mattel

and others

Preferably boxed but all considered. Email with what you have and desired price to:

illiad@homer95.freeserve.co.uk

Thanks

# 2605. Re: Supra Hard drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <19991023163325.18398.00000360@ng-co1.aol.com>
Source record: 49482

Bob,
How much are you asking for the Supra Hard Drive interface?

Allan B.

## 2606. Re: Early 80's computers wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: Ryan <rhino321@rem0vethis.geocities.com>
Message-ID: <ZYoQ3.150$CJ5.20550@typhoon-sf.snfc21.pbi.net>
Source record: 49483

>jupiter
>dragon

hmmm.. never heard of these.. are these american? british? what?

# 2607. BUG/65

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <7utbm3$9i5$1@nntp3.atl.mindspring.net>
Source record: 49484

BUG/65 was a debugger supplied with the MAC/65 disk version. My file is corrupt. The program does not load. Can someone email me a copy of this program?

Thank you,

Richard Heldmann

## 2608. 810's out there?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: cryorunner@aol.com
Message-ID: <cryorunner-2310991536130001@dt086ndf.san.rr.com>
Source record: 49485

Why is it that I see a lot of 1050's for sale, but hardly any 810's? I really want one to complete my "beige" system, especially because I never even owned a 1050 back then!

Is there something wrong with this drive such that not many survived? Or did they just make more 1050's?

Just curious.
-Rhett

# 2609. Re: JAM!! vs. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3812407b.73597052@news.ds.centuryinter.net>
Source record: 49486

On Fri, 22 Oct 1999 06:32:40 GMT, no_me_j.j_t_kirk@geocities.com
(JTKirk) wrote:

>On Fri, 22 Oct 1999 02:14:59 GMT, cen90413@centuryinter.net (Jon Melbo) wrote:
>
>>On Thu, 21 Oct 1999 10:56:42 GMT, cryorunner@aol.com (Rhett James
>>Barnes) wrote:
>>
>>>Yep, this is the old European 5-Pin DIN audio connector, used mostly for
>>>tape-decks, I believe. I was able to find a DIN to RCA cable at a local
>>
>>I think DIN stands for something like "Dutche Industry Norm" or
>>something like that.
>>
>Close. "Deutsche Industrie Norm"(or was it Normen, plural?)
>
>>>junk electronics store for cheap and it was SO much nicer than the junky
>>>video cable I had thrown together as a kid. You just had to play around
>>>to figure out which of the four outputs you want. Even Radio Shack used
>>>to carry these, but I don't see them in the current catalog.
>>>
>>>Maybe someone knows the pin-outs for the Atari video connector and can
>>>post them to help out those in need (I'd have to pull out an Atari and
>>>check it out, because I surely don't remember that any more!).
>>
>>Geeze, I think they are in the Atari FAQ maybe. Otherwise, start
>>cruising the various Atari8 web pages. You should turn the info up
>>beofre too long.
>
>Yes, the FAQ has them. I'll quote it and add the colors of the RCA
>jacks corresponding to each in the DIN-to-RCA cable.
>
>
>3 1
> 5 4
> 2
>
>1. Composite Luminance BLACK
>2. Ground
>3. Audio Output WHITE
>4. Composite Video RED
>5. Composite Chroma YELLOW (not on 800XL,1200XL; grounded on 600XL)

Not all such cables have the same colors to each pin though right?

# 2610. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-23 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38134391.74386642@news.ds.centuryinter.net>
Source record: 49487

On Sat, 23 Oct 1999 10:30 +0100 (BST), ilaskeyremoveme@cix.co.uk (Iain Laskey) wrote:

>But why would they? The 8bit was dead as far as they were concerned. They
>certainly weren't going to bother updating a 10 year old chipset. They had
>buckets of chips left for spares. Any improvements (HIGHLY unlikely) would
>probably be done from scratch.
>
>I love the old 8bits as much as the next person but be realistic - why
>would any company keep old data on defunct product lines that they had no
>intention of revisiting?

For a very simple reason: one can never be sure of future potential usefulness, and a back-up is a cheap and easy thing to make. It took a lot of R&D to design those chips. To preserve the knowledge would have been cheap and easy.

# 2611. Re: GTIA clones?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7utjtp$e9s$1@nnrp1.deja.com>
Source record: 49296

In article <fLNP3.7437$yp.52268@news.rdc1.pa.home.com>,
"arudzki" <arudzki@home.com> wrote:
> >
> > PS I heard yesterday that one of our Hardware guru's had a look at
the
> > schematics of the GTIA chip (gate's and everything that's inthere).
He
> said it
> > would not be that hard to add some REALLY nice features to it. But
he
> does
> > not have the time. :-((
> >
> share the knowledge...maybe someone does have the time.
>
> Is there any record of the transistor count, or the gate count of the
> various chips? Not to be morbid, but eventually we'll run out of
spare
> chips......
>
> tony
>
>
>A nice idea would be to upgrade the screen rez (upto and better the
targa/svga standard) and also several framebuffers (like the amiga/and
PC gfx cards)and an improvement on 16.7 million colours (which is about
as boring as 256/512/4096 colors (atari 8bit/st/e and amiga
respectively), essentially something like 7800's MARIA (which
incidently, like the Atari designed Amiga chipset was destined to be
used for the A8- but the tramiels xxxxed things up by sticking it in a
video games machine) all someone would need to do is bring the
developments upto 64 and 128bit/256bit standards (just so we A8'ers can
kick arse especially those who own puny PC's)
In addition to that look at all the wasted address space on the POKEY
chip (wheres doug neubauer when you need him), and having heard of the
wonderments of AMIE/AMY, which like Atari panther's esoniqs chip (which
i heard was designed for or by apple), looks like it could piss all over
commode's 64 and amiga's sound chip from a great height, what if they
can combine the pokey/amy power into own chip, give it some interupts of
it's own (similar to DL's/DLI's) and a hunk of its own ram, and update
it like the new graphics chip to 64/128 or 256 bit technology, and
allong with a 128/256 bit version 65816/6502 (nice to hear that atari
had a hand in designing and developing this chip-65816 that is- it's a
shame that the tramiels insulted Atari users by allowing competitors

like Apple (Apple IIgs) and Nintendo (s-famicon or Snes) to use it for their products, and when Atari was offered the opportunity to using the 65816 technology (remember turbo 816 from dataque) atari told the company developing the product to take a run and jump (or basically no way jose) and start offering this as an upgrade for existing users, and that includes 400/800 and pre 6/800 xl model owners, I know that there is a market for this product, in saying that though, what about all this technology that Atari started developing between the Lorraine and Silver and gold chipset that Atari had, again there is a viable market for it... Come on Curt, Curt vendel that is... How about pooling your resourses together and get these engineers to spill the beens, or at the very least for someone to get some venture capital together (I've heard that california's the best place for this- Ironic as this is the, or at least was the home of our beloved Atari) and buy out the copyrights and patents to Atari's Computer and Video game h/w technology, and related technologies from Hasbro, Who have indicated as such that they are going to do sweet F.A with that part of Atari (obviously they don't want Atari to be successfull, sounds like Tramiels revenge Mk 2- they are only interested in making Atari into a software name,,,ha ha do me a favour... I dont hear the executive and accountants at s/w co's like Eidos, Activision Microsoft or E.A losing any sleep contemplating about Atari competing with them- could you imagine Atari a software company, Its a bit like asking sega or IBM or Microsoft to sell soap powder, jeans, baked beans etc (I think you get the message).. Look at all the potential coustomers just waiting to buy Atari designed and developed h/w technology (computer of video game related) in use on Atari products , rather then see Atari designed and developed h/w technology (computer of video game related) in use on Sega, Nintendo or sony products... I'vw got ythe gut's if someones got the money, and give me back all those famous and infamous Atari genius's of the h/w enmgineer gurus (mayer/neubauer/miner(too late- he went too soon) and anyone connected with Atari 8/16/32 computer and console h/w design and development including the JAG- Which was the worlds first 64bit games system- perhaps someone should have told nintendo this)... Just give me the money- And Atari will be back--- Bigger and Better

Sent via Deja.com http://www.deja.com/
Before you buy.

## 2612. Why did Hasbro bother II

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7utocl$h1l$1@nnrp1.deja.com>
Source record: 49297

Obviously some of you responded to my last posting, first of all I wasn't advocating that hasbro shouldn't support other formats, all I was saying is that if Hasbro want's Atari users and owners to support them, they they should either do something regarding Atari computers (not just A8bit) and video game h/w technology) by getting back into manufacturing (preferably under the Atari name) or by selling these rights and patents to another company and allow then to use the Atari name, such as WMS (holding co for william's coin op and bally Midway and Atari's old coin op div.) who already own half of these patents/rights, or even better, as WMS are also allowed to use the Atari name on their products, why not Hasbro go into partners/joint venture with WMS, let WMS do the design/development and production/manufacturing of this technology and Hasbro do the sales/marketing and distribution, that way Hasbor isn't spending any more money on Atari (or in the very least been asked to invest any more money) and also they will also keep existing Atari owners and users happy, and even those who claim they are atari users(via emulation, even though using emulators means you cant use the original disks/tapes/carts, which means you've got no choice but to use pirated or copied software- I wont get involved in this discussion, I think there's only one opinion on this, and you know what it is)
I only posted the last subject after visiting AHS's new website and coming away suprised, disapointed but amazed about the technology Atari was designing and developing, but lacked the vision thing to actually PRODUCING IT (I'm pretty sure that this carry on wouldn't have happend in bushnell's day (nolan) that is (Even he would have turned in his grave-if he was dead that is- If he saw what was,has and is Happening with his beloved Atari)... If there isn't a market for Atari products (computers/video game h/w) then why are half of the Atari related sites on the net devoted to emulation (of Atari products that is) and half of the remaining sites having pirated or copied copyrighted software plastered all over these particular sites- unless of course your trying to tell me no one ever visits these sites- If only 10% of those who visits these part. sites plus the milliions of existing owners and users were to buy just one piece of new Atari h/w, surely that would incentivise Hasbro into getting Atari back into manufacturing, or in the very least whoever has the money to buy the rights to Atari's h/w technology (all computers and gaming sys.) and release it under the Atari banner, and all they would have to do is update the existing hardware, which i'll explain later.... We can only dream
And with all these 1000's of 1000's of Atari related internet sites accross all the search engines... For petes sake, I may not be bill gates or John harvey jones, or a business magnate like Rupert murdoch, who still does droll like 'the sun' (english tabloid daily), just imagine how much free advertising, publicity or marketing could be had,

through all these internet sites, after all looking at it logically, these are after all internet sites aimed at those into or interested in getting into thing Atari, and by giving Atari free Advertising or publicity, they will in turn get more people on their particular internet sites, and for what- by simply mentioning that Atari are back, and as the saying goes what comes arround goes arround, aftewr all if jesus christ can do it for christianity, why can't hasbro be bothered to do it for Atari (sad bastards)
In saying that, what about all those Atari hardware gurus and engineers, Steve Mayer, The late great jay Miner, Doug neubauer, Joe Decuire, R.J Mical, and Anyone connected with Atari's computing and videogame h/w technology design/development divisions, plus the fact that california is supposed to be the centre for venture capital for this very industry, world wide... what is happening out there
doesn't anyone have the guts
>First of all update the graphic chip,A nice idea would be to upgrade the screen rez (upto and better then targa/svga standard) and also several framebuffers (like the amiga/and
PC gfx cards)and an improvement on 16.7 million colours (which is about as boring as 256/512/4096 colors (atari 8bit/st/e and amiga respectively), essentially something like 7800's MARIA (which incidently, like the Atari designed Amiga chipset was destined to be used for the A8- but the tramiels xxxxed things up by sticking it in a video games machine) all someone would need to do is bring the developments upto 64 and 128bit/256bit standards, with all the features allso found in jaguar and lynx's graphics h/w (just so we Atari computer and videogame users can
kick arse especially those who own puny PC's, segas and sony's etc)
In addition to that look at all the wasted address space on the POKEY chip (wheres doug neubauer when you need him), and having heard of the wonderments of AMIE/AMY, which like Atari panther's esoniqs chip (which i heard was designed for or by apple), looks like it could piss all over commode's 64 and amiga's sound chip from a great height, what if they can combine the pokey/amy power into own chip, give it some interupts of it's own (similar to DL's/DLI's) and a hunk of its own ram, and update it like the new graphics chip to 64/128 or 256 bit technology, and allong with a 128/256 bit version 65816/6502 (nice to hear that atari had a hand in designing and developing this chip-65816 that is- it's a shame that the tramiels insulted Atari users by allowing competitors like Apple (Apple IIgs) and Nintendo (s-famicon or Snes) to use it for their products, and when Atari was offered the opportunity to using the 65816 technology (remember turbo 816 from dataque) atari told the company developing the product to take a run and jump (or basically no way jose) and start offering this as an upgrade for existing users, and that includes 400/800 and pre 6/800 xl model owners, I know that there is a market for this product, in saying that though, what about all this technology that Atari started developing between the Lorraine and Silver and gold chipset that Atari had, again there is a viable market for it... Come on Curt, Curt vendel that is... How about pooling your resourses together and get these engineers to spill the beens, or at the

very least for someone to get some venture capital together (I've heard that california's the best place for this- Ironic as this is the, or at least was the home of our beloved Atari) and buy out the copyrights and patents to Atari's Computer and Video game h/w technology, and related technologies from Hasbro, Who have indicated as such that they are going to do sweet F.A with that part of Atari (obviously they don't want Atari to be successfull, sounds like Tramiels revenge Mk 2- they are only interested in making Atari into a software name,,,ha ha do me a favour... I dont hear the executive and accountants at s/w co's like Eidos, Activision Microsoft or E.A losing any sleep contemplating about Atari competing with them- could you imagine Atari a software company, Its a bit like asking sega or IBM or Microsoft to sell soap powder, jeans, baked beans etc (I think you get the message).. Look at all the potential coustomers just waiting to buy Atari designed and developed h/w technology (computer of video game related) in use on Atari products , rather then see Atari designed and developed h/w technology (computer of video game related) in use on Sega, Nintendo or sony products... I'vw got ythe gut's if someones got the money, and give me back all those famous and infamous Atari genius's of the h/w enmgineer gurus (mayer/neubauer/miner(too late- he went too soon) and anyone connected with Atari 8/16/32 computer and console h/w design and development including the JAG- Which was the worlds first 64bit games system- perhaps someone should have told nintendo this)... Just give me the money- And Atari will be back--- Bigger and Better

Anyway it's 2.15 am on a rainy sunday morn. in central london, someones got to sleep sometime... Sleep=dreams, perhaps when i wake up Hasbro will wake up and smell the coffee and get back their credibility by getting Atari back into manufacturing, H/W (and possibly s/w) or at least sell Atari to someone who will do something more positive with it (h/w wise) then hasbro intend to

1030 am sunday morn... I've woken up, and nope hasbro still, hasn't done sweet F.A with that part of Atari... Oh dear, back to sleep we go, someone wake me up when something happens

00.00 am Jan 1st 3000 A.D, the third millenium, nope still assleep, I've missed the millenium bug (happend 1000 years ago) whatever happened to the london eye, and the greenwich millenium dome.... More importantly where's Atari.... Where's Hasbro- Oh I see Microsoft bought them out, and the US govt. and the enlarged E.U... whatever next

Keep the ATARI faith, we will win eventually, down with Hasbro (and it's cronies) Up the Atari, or come back Atari, all is forgiven

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2613. Re: Early 80's computers wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7uthnp$ckb$1@gxsn.com>
Source record: 49298

Hi,

>>jupiter
>>dragon

Both were British machines (though strictly speaking the Dragon 32 & 64
machines were Welsh).

The Jupiter Ace (produced by "Jupiter Cantab", love that company name) was
similar in looks to a ZX-80 and had a Sinclair Spectrum style rubber
keyboard....though without that "dead flesh" feel. Ran Forth rather than BASIC
too.

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 2614. Re: BUG/65

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38144f20.77346213@news.ds.centuryinter.net>
Source record: 49299

On Sat, 23 Oct 1999 18:06:18 -0400, "Richard Heldmann"
<heldmann@ix.netcom.com> wrote:

>BUG/65 was a debugger supplied with the MAC/65 disk version. My file is
>corrupt. The program does not load. Can someone email me a copy of this
>program?
>
>Thank you,
>
>Richard Heldmann

How about I send you Bug/65, Extended DDT, and Debug by Berry Kolbe &
Brian Shappel? (forgive if I have those names wrong). Would that be
okay?

## 2615. Re: Early 80's computers wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <TstQ3.10368$7G2.58585@news1.online.no>
Source record: 49300

And the Tandy Color Computer is compatible with/American version of Dragon!

Ryan <rhino321@rem0vethis.geocities.com> wrote in message
news:ZYoQ3.150$CJ5.20550@typhoon-sf.snfc21.pbi.net...
> >jupiter
> >dragon
>
>
> hmmm.. never heard of these.. are these american? british? what?
>
>
>

# 2616. Re: ANTIC Dec 86 Disk (SIDE B!) ??

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: Russ Gilbert <russg@shell.en.com>
Message-ID: <38126d2f$0$85848@news.en.com>
Source record: 49301

Ryan <rhino321@rem0vethis.geocities.com> wrote:
> ok ill reply to you in email.. but I know at one point they included this
> stuff. MAN i know the answer is in print in the mag..

> thnx!!
> RYan

> Steven J. Tucker wrote in message <7uqv1c$7au@freenet-news.carleton.ca>...
> >
(S. Tucker says there's nothing on the back of the 12/86 Antic disk).
Ryan, Uhm I looked for 12/86 Antic disk, but didn't get it.
It is interesting someone wanting their old proggy and all. But,
here's my question. I looked in that issue of Antic and couldn't find
any reference to a contest or 'toxic squirrels'. It does have Uncle
somebody's nuclear waste dump' program. Are you sure you have the
right issue?
Russg

# 2617. Re: ATR-8000 to buy

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7utt21$kh8$1@ssauraac-i-1.production.compuserve.com>
Source record: 49302

On 29 Sep 1999, Rick D wrote:

> I know of four ways to use a 3.5" drive on the A8, an ATR-8000,
a
> Black Box, an MIO, and the upgrade from CSS(Bob Woolley) for
the
> XF551.

> There's a fifth way which is the Atari 1055 drive. It
>was never
<released to production but there are a few of them out there.

All well and good, but I'd rather stick to options that people
still have a chance at finding.

Rick D.

--

# 2618. Re: 810's out there?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: Aaron Finney <A_Finney@wfi-inc.com>
Message-ID: <3812B30B.9501078A@wfi-inc.com>
Source record: 49303

Richard Cortese wrote:
>
> Rhett James Barnes <cryorunner@aol.com> wrote in message
> news:cryorunner-2310991536130001@dt086ndf.san.rr.com...
> > Why is it that I see a lot of 1050's for sale, but hardly any 810's? I
> > really want one to complete my "beige" system, especially because I never
> > even owned a 1050 back then!
> >
> > Is there something wrong with this drive such that not many survived? Or
> No, they are rather nice if somewhat noisy drives. Circle of friends used to
> joke about them running on desiel.
> > did they just make more 1050's?
> Yeap, lots more. Supposedly something like the equivalent of 1 1050 for
> every XL.
> >
> > Just curious.
> > -Rhett

Hi Rhett,

I've got a non-working 810 you could have for shipping if you wanted to
toy with it. It powers up but isn't recognized by the system, and I
haven't had the time to mess with it at all. For all I know, it just
needs to have the roms re-seated...

I'm in Southern California, let me know if you're interested.

Cheers,

Aaron

# 2619. Re: Atari Chat session

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: Aaron Finney <A_Finney@wfi-inc.com>
Message-ID: <3812B39C.8B26E884@wfi-inc.com>
Source record: 49304
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Kim Goodwin wrote:
>
> This is your invitation to what is becoming a fun weekly Atari event!
>
> Join us as Atarians from around the world talk about Atari 8-bit
> and ST topics simaltaniously.
>
> While I cannot be there personally to moderate the chat, I still
> invite you to enjoy the chat room and have fun tonight! I will be with
> you, as usual, next Saturday night.
>
> Meeting starts at 8pm CST (If someone could tell me what that
> translates to in GMT time, I will use it in future adds.)
>
> http://www.atariusers.com/chat
> (Self re-newing chat room page, usually best done with
> higher versions of Netscape, Internet Explorer, and even
> iCab works good here.)
>
> THOSE WITH CAB TRY THE URL BELOW... WORKS MUCH BETTER!!!
>
> http://www.atariusers.com/cgi-bin/chat/chatform.html
> (A variation of the chat room where it does not update
> until you press a carriage return. This is good for
> earlier versions of Netscape, Cab 2.7 (works great!), etc)
>
> Take care!!
>
> Greg (aka "Doctor Clu")

I believe that CST is GMT - 6 hours.

## 2620. This old book...

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: Jeff Iverson <jiverson3@uswest.net>
Message-ID: <3812B786.A0B1263C@uswest.net>
Source record: 49305
Cross-posted to: comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm

I've got a book:

6502 Assembly Language Programming: A self-teaching guide

I'm wonder what, if any, value this has.

If the value is quite low, I'll just hang on to it as a reminder of
simpler days in the history of computing.

Cheers!
J5rson!
--
Iverson Software Co. 612-571-5013
6281 NE 6th St. j5rson@iversonsoftware.com
Minneapolis MN 55432 http://www.iversonsoftware.com/

# 2621. Re: Early 80's computers wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.19991024094120.31303A@ilaskey.compulink.co.uk>
Source record: 49306

In article <ZYoQ3.150$CJ5.20550@typhoon-sf.snfc21.pbi.net>,
rhino321@rem0vethis.geocities.com (Ryan) wrote:

> >jupiter
> >dragon
>
>
> hmmm.. never heard of these.. are these american? british? what?
Both British. Jupiter looked like a ZX81 and ran forth rather than basic
(!). The Dragon came in 32 and 64 variants and was sort of a tandy color
computer clone.

Iain

# 2622. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.19991024101025.31303C@ilaskey.compulink.co.uk>
Source record: 49307

In article <38134391.74386642@news.ds.centuryinter.net>,
ssilicon@centuryinter.net (Jon Melbo) wrote:

> For a very simple reason: one can never be sure of future potential
> usefulness, and a back-up is a cheap and easy thing to make. It took
> a lot of R&D to design those chips. To preserve the knowledge would
> have been cheap and easy.
But if the ANTIC technology has been surpassed so spectacularly by other technologies, what could it possibly offer in the future? You'd be better off keeping the Amiga chipset details as they were already the logical upgrade to the Atari 8but chips.

Backups are cheap but to restore them you need a suitable working tape drive and host system to get the data back on to - suddenly not so cheap when you're a firm as utterly broke as Atari was most of the time.

Iain

## 2623. Re: This old book...

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: watson@enteract.com
Message-ID: <7uujun$1ab$1@eve.enteract.com>
Source record: 49308
Cross-posted to: comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm

In article <3812B786.A0B1263C@uswest.net>, j5rson@iversonsoftware.com wrote:
>I've got a book:
>
> 6502 Assembly Language Programming: A self-teaching guide

From my experience...cover price, maybe less.

::::: Dave Ross / Dr. Watson "Yesterday's technology
:: === watson@enteract.com today...for a better
:: === tomorrow!"
::::: http://www.enteract.com/~watson

# 2624. Re: ANTIC Dec 86 Disk (SIDE B!) ??

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: Ryan <rhino321@rem0vethis.geocities.com>
Message-ID: <PDAQ3.1093$CJ5.59340@typhoon-sf.snfc21.pbi.net>
Source record: 49309

well i guess the only way i would know if i had the correct issue is to
describe the cover.
its BLUE for the most part. with a diamond type shape in the middle with
something like a 800 or 1200 XL in there. is that even remotely close? heh
that would be funny if i had the wrong issue this whole time.

i was calling my dad trying to get him to see if maybe he knew what happened
to it, but i can not find that issue anywhere (though... I know i have it
somewhere).

Russ Gilbert wrote in message <38126d2f$0$85848@news.en.com>...
>Ryan <rhino321@rem0vethis.geocities.com> wrote:
>> ok ill reply to you in email.. but I know at one point they included
this
>> stuff. MAN i know the answer is in print in the mag..
>
>> thnx!!
>> RYan
>
>> Steven J. Tucker wrote in message
<7uqv1c$7au@freenet-news.carleton.ca>...
>> >
>(S. Tucker says there's nothing on the back of the 12/86 Antic disk).
>Ryan, Uhm I looked for 12/86 Antic disk, but didn't get it.
>It is interesting someone wanting their old proggy and all. But,
>here's my question. I looked in that issue of Antic and couldn't find
>any reference to a contest or 'toxic squirrels'. It does have Uncle
>somebody's nuclear waste dump' program. Are you sure you have the
>right issue?
>Russg

# 2625. Re: GTIA clones?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s15shqa985968@corp.supernews.com>
Source record: 49310

arudzki <arudzki@home.com> wrote in message
news:RYqQ3.8758$yp.62271@news.rdc1.pa.home.com...
> > >A nice idea would be to upgrade the screen rez (upto and better the
> > targa/svga standard) and also several framebuffers (like the amiga/and
> > PC gfx cards)and an improvement on 16.7 million colours (which is about
> > as boring as 256/512/4096 colors (atari 8bit/st/e and amiga
> > respectively), essentially something like 7800's MARIA (which
>
> Does anyone know what the upper limit would be for an upgraded GTIA/ANTIC
> would be graphic res/color wise?
>
> The horizontal is at 2 color clocks now right? so if we went to one color
> clock, would our horiz. res be 640?
>
> Would we have the bandwidth at 3.79MHz?
>
> ,
> tony
If you don't mind a slightly uninformed opinion. I haven't looked at the
GTIA schematics.

My understanding of the GTIA is that it uses the 3.79 mHz crystal as both
the dot clock and system clock after performing a divide by 2.

Assuming you could get into the die, I would imagine someone could redesign
the chip to a faster dot clock, but this would have the effect of making the
characters 1/2 as wide. That is, you would have the standard 8x8 matrix but
it would clocked out twice as fast so there would probably be a character
followed by 8x8 blank dots and still 40 characters per screen, just with a
big gap between them. Interlacing would look a lot nicer though.

You still have to supply the screen with extra data beyond the 40 bytes per
line. Bob Wooley took a novel approach to this with his dual GTIA
upgrade/hack. Been a while, but IIRC he added extra RAM<?> to be used by the
2nd GTIA chip and got them in sync with a reset. Bunches of extra modes
anyway.

## 2626. Re: This old book...

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7uusdf$3nt$1@news4.svr.pol.co.uk>
Source record: 49311
Cross-posted to: comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm

Jeff Iverson <jiverson3@uswest.net> wrote in message
news:3812B786.A0B1263C@uswest.net...
> I've got a book:
>
> 6502 Assembly Language Programming: A self-teaching guide
>
> I'm wonder what, if any, value this has.
>
> If the value is quite low, I'll just hang on to it as a reminder of
> simpler days in the history of computing.

Ah, happy memories! This is a "bible" for the BBC micro and the Oric. The
6502 HAS been incorporated into some domestic equipment (washing machines
etc.) but you are unlikely to find much call for it now.

Roger

# 2627. Re: Why did Hasbro bother II

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7uv00g$849$1@autumn.news.rcn.net>
Source record: 49312

<carmel_andrews@my-deja.com> wrote in message
news:7utocl$h1l$1@nnrp1.deja.com...

<Sorry I had to snip this. It's beautiful, but way too long.>

Carmel, you're very passionate about this. Passion is fine, but gets you very little in today's world. I just learned that M$ is cutting its volunteers loose on one of its support newsgroups. They'll be replaced by "professionals" employed by M$. I also just learned that Delphi is going to drop its Textside service where it's accessed by Tymnet and Sprintnet as of 1/1/00. They claim that the software will have Y2K bugs and that nobody is interested in fixing it. What the move will effectively do is disconnect a lot of Atarians (and other older machine users.)

The world is moving ahead. Even with the improvements you suggest for our 8-bits, Hasbro would be making machines that couldn't handle what the Wintel box handles (Web access, business apps, etc.,) or what the newer game consoles could do without letting its stockholders know it's going out on a limb.

While I'd love to see what you suggested happen, I doubt that it would come from Hasbro.

Will it come about from another direction?

Curt?

## 2628. Icons

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: John J Boyle <johnj@jjboyle.freeserve.co.uk>
Message-ID: <7uv77p$l3h$1@news7.svr.pol.co.uk>
Source record: 49313

Hi all Atarians,
I wonder if any one can help me with atari icons for use in either
windows98 or Linux.

johnj@jjboyle.freeserve.co.uk

# 2629. Re: ANTIC Dec 86 Disk (SIDE B!) ??

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: Jeff Jewell <jeffjewell@netscape.net>
Message-ID: <3813292E.59AE12C7@netscape.net>
Source record: 49314

Ryan wrote:

> well i guess the only way i would know if i had the correct issue is to
> describe the cover.
> its BLUE for the most part. with a diamond type shape in the middle with
> something like a 800 or 1200 XL in there. is that even remotely close? heh
> that would be funny if i had the wrong issue this whole time.

If it was an 800 or 1200XL, you've almost certainly got the wrong year. STs were in the Dec 86 issue...

Jeff

# 2630. Re: ANTIC Dec 86 Disk (SIDE B!) ??

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: Russ Gilbert <russg@shell.en.com>
Message-ID: <381338c4$0$438@news.en.com>
Source record: 49315

Jeff Jewell <jeffjewell@netscape.net> wrote:
> Ryan wrote:

> > well i guess the only way i would know if i had the correct issue is to
> > describe the cover.
> > its BLUE for the most part. with a diamond type shape in the middle with
> > something like a 800 or 1200 XL in there. is that even remotely close? heh
> > that would be funny if i had the wrong issue this whole time.

> If it was an 800 or 1200XL, you've almost certainly got the wrong year. STs
> were in the Dec 86 issue...

> Jeff

Ryan.
I went thru Tom Hunt's Antic Index and found 4 contests.
'Color the cover' which was make a .pic file for an Antic cover.
'Atartoon' which I guess was a ATASCII toon contest.
'Rebound' which was make screens for J.D. Casten's Rebound game.
and 'Adventure Creator' contest, which was an adventure made with
Antic's adventure creator, I guess.
I'm guessing it would be the Rebound or Adventure creator, or some
other contest.
The second place winner for the Rebound contest was Carl Archer.
I guess that ain't you.
Can you remember the name of the contest or what it was about?
Russg

## 2631. Bay Area Atari 8-Bit groups?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: sej@aol.com
Message-ID: <19991024134146.13643.00000547@ng-fq1.aol.com>
Source record: 49316

I have a very extensive Atari 800 system that I would like to sell.

Besides the computer, it has disk drives (810 and 1050), the serial interface module, 1027 printer, color plotter, joy sticks, trackball, video digitizer, casette recorder, and wheel controllers. Lots of cartridges, cassettes, books, magazines, disks, programming aids, etc.

I was thinking of putting it up on eBay, but the thought of having to catalog and box everything doesn't make me happy.

At this point, I would rather get a fair price from someone who cares about these old systems. Preferably someone in the Bay Area that I can deliver the boxes to.

So . . .are there any Bay Area users' or collectors' groups that I could contact?

Thanks,

Stefan

# 2632. Re: why did hasbro bother

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: sej@aol.com
Message-ID: <19991024135228.13643.00000550@ng-fq1.aol.com>
Source record: 49317

>I sure you've all heard by now, that hasbro interactive have got their
>'dirty' mits on our beloved Atari-

Sheesh! Well, I guess we shouldn't be surprised. Atari isn't alone.

Hasbro seems to be on a buying spree.

They bought out Avalon Hill, the venerable wargame manufacturer, early this year.

A month or so ago they purchased Wizards of the Coast, the collector card game giant (which itself bought out Role Playing Game mover and shaker TSR).

SadlyI wouldn't count on Hasbro giving us anything other than recycled titles.

The big toy business doesn't care about the past, or the integrity or reputation of a brand name, beyond what it can do to spur sales of some quick-to-market items.

Keep the flags flying; keep the torches burning. It's up to you'all to keep memories of great things alive.

## 2633. BIN file (?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <19991024150326.17663.00000577@ng-cm1.news.cs.com>
Source record: 49318

I d/l'd an ATR file that when expanded
contains several DOS files that have a
.BIN extension. (DOS2.BIN, DOS25E.BIN,
DOS25D.BIN, etc.) Presumably there is a
utility that writes these out to disk in the
proper format to make a functional Dos disk. (?)
Can anyone give me some info on how these
files are turned into real Dos disks?
Thanks,
Larry White

# 2634. FA: Complete Antic Magazines 1985 Atari XE XL ST $7.99 No Res

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: David Newman <davidnewman@adelphia.net>
Message-ID: <38132280.AAFEDA4@adelphia.net>
Source record: 49319
Cross-posted to: rec.games.video.classic,rec.games.video.misc,rec.games.video.atari,comp.sys.atari.8bit

Here they are:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=185618737

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Toolbox - Basic Searcher
Profile: Dan Bunten Seven Cities Of Gold Designer
Game Of The Month - Q.T.
Bonus Game - Scramble
Assembly Language Op-Code Finder
Editorial Color the Cover contest
Microscreens
I/O Board
Help!
Product Reviews Rome And The Barbarians, Napoleon At Waterloo,
Epidemic, Star Wars, Bruce Lee, Quest Of The Space
Beagle, Realm Of Impossibility, Rails West, Adventures With The Atari,

X-Basic & Scroll-It, Montana Reading Program, Assembly
Language Programming For Atari, Chaos
New Products Inside The Personal Computer, TAC-3 Joystick, Quest Of
The Space Beagle, Popcom X100, Pitfall II: Lost Caverns,
Investor's Express, At605 Audio Insulators

February 1985 - Vol. 3 No. 10 - Money Mastery

Syntegrated Software Compatible Business Applications For Atari
Home Loan Analyzer APX 1983 Prize Winner, Now In Antic!
Income Tax Spreadsheet Preparing Tax Returns On Atari
Drum Synth/Bass Synth Powerful AUDCTL Rhythm Section
Currency Changer Convert Your Drachmas To Pesos
Beat The Beeps Turn Off Annoying Keyboard Sound

Jack Tramiel Declares War! Antic's Exclusive Interview with the Atari Chairman
Game Of The Month - Kooky's Quest
Communications - 200+ Atari Bulletin Boards
Assembly Language - S.A.M. Handler
Education - Music Flashcards
Toolbox - Parallel Bus Revealed: Part II
Bonus Program - REM Remover
Editorial
I/O Board
Help!
Product Reviews Archon II: Adept, Bridgepro, Tink's Adventure, TUK Goes To Town, Stealth, Chancellor of the Exchequer, Sams Atari Photofacts, XL Boss

March 1985 - Vol. 3 No. 11 - Ultimate Printer Guide

Kwik Dump - Screen dump program
Font Maker - Design your own character set
Label Maker - Print return address stickers
Custom Print - Print ATASCII Characters
1985 Printer Guide
New Color Printers
Secrets of Atariwriter
Letter Perfect Improved
Communications - The Biggest Online Public Domain Library
Game of the Month - Thief
Bonus Game - Zurk
Assembly Language - Keyboard Commander
Toolbox - Parallel Bus Revealed part 3
I/O Board
Help!
Microscreens
Product Rewiews Cutthroats, Dreadnaught Factor, Beamrider, Homepak, Super-Text, Writers Tool
New Products Volksmodem 12 Modem, Signalman Express Modem, Paper Clip,

Suspect, Hitchhiker's Guide To The Galaxy, VPI 160, HSA 110, Mastertype, Conan, Lost Tomb, Imperium Galactum

April 1985 - Vol. 3 No. 12 - Computer Frontiers

First Look at the New Super Ataris
Robot Update- Latest robot-Atari interface news
Expert Systems - A look at artificial intelligence
The Eight Queens Problem - Brute Strength Solution
'84 Tax Spreadsheet Update - Syncalc Preparation Follow Up
Secret Agent - cryptography software
Dot Matrix Digitizer - Your Printer Can Digitize Photos
Splash in Action! - demo in Action! vs. BASIC
Speech Editor - Menu-driven S.A.M. talk
Picture Show - Price's Picture Painter gets friendlier

Communications - Welcome to Antic Online
Starting Out - Why You Want DOS 2
Profiles - Nolan Bushnell goes robotic
Toolbox - Parallel Bus Revealed part 4
Game of the Month - Maneuver
Bonus Game - Crazy Eights
I/O Board
Help!
Product Reviews Whistler's Brother, Party Quiz, Serpent's Star, Space Waste Race, Pockets, ABCs Of Atari Computers, G.E. Compu-Mate Data Recorder, Conan, Up And Down
New Products Okimate 120, Morsecode Master, Reversi Master, R-Link, Space Base, 85-Cables, Bank Street Music Writer, Run For It, U.S. Doubler
Tech Tips - From the ABCs of Atari Computers - disable keyboard, save "S:", DOS vector, left-handed joystick

May 1985 - Vol. 4 No. 1 - New Super Ataris

Antic Bookshelf Book of Adventure Games, Atari Graphics & Arcade Game Design, Atari Color Graphics, 1, 2, 3, My Computer & Me! A Logo Funbook For Kids, Logo Fun
The Hitchhiker's Guide to the Galaxy Infocom's newest (and weirdest) adventure
GEM of Atari 'Color Mac' power arrives
Paperclip - State-of-the-art Atari word processing
Meet The 68000 Brain of the 16-bit 512K Atari
Manipulating Strings More power and speed from BASIC
Lazy Loader menu program
Mode Mixer Multiple graphic modes on one screen
Beer Party Atari computer brew ratings
Son of Infobits save and edit your Infobits files
Communications - TSCOPE Autoloader - automatic 1030 log-ons
Game of the month - Arena Racer 15 levels of laser death
Toolbox - Handy USR routines - Machine language power from BASIC
Bonus game - Amazing in speedy Action!
Assembly Language - Fader II friendler dot-by-dot dissolves
Editorial
I/O Board
Help!
Product Reviews Ghostbusters, Spy Vs. Spy, MAC/65 Toolkit, U. S. Adventure, 50 Mission Crush, Beyond Castle Wolfenstein
New Products Hush 80 printer, Bounty Bob Strikes Back, U-Print A64, Smartmodem 2400, Homewrlter, Print Shop
Tech Tips - From the ABCs of Atari Computers - speaker click, infrequently used BASIC commands

June 1985 - Vol. 4 No. 2 - Computer Arts

Antic At First GEM Seminar Converting IBM PC Software To Atari
Pixel Scanner Enhance Your Picture Details Like NASA Does

Atari In Lights Theater Lighting Designer's Atari CAD
Color Palette Joystick Selection of Program Hues
Print Shop Smash-Hit Graphics Software Now In Atari Version
Color Inkle Loom Your Atari Master Weaver
Play It Again, Atari! Atari Makes MIDI Music With Casio
Guitar Tutor Learn And Play Guitar Chords On Your Atari
The Musician Type-In Music Construction Software
View 3-D Rotate And View 3-D Objects In Action!
G.U.P. The Great Fast Graphics Power From BASIC
Communications - The #1 Sysop Ron Luks Of SIG*Atarl
Logo - Turtle Piano Easy Logo Keyboard Music
Microscreens - Color-The-Cover Contest Winners
Assembly Language - Turbo Typo II Speedier Typo II With Three-Line Fix

Game Of The Month - Helicopter Round-Up The Sky Cowboy Game
I/O Board
Help!
Product Reviews Colortone Keyboard
New Products Aero, Plus Writer, GE 3-8100 Printer, GE Printer
Interface Module, Questbusters, Wire Tree Plus, Q-Modem

July 1985 - Vol. 4 No. 3 - Computer Challenges

Antic Anniversary Album Atari World Comes To Antic's Party
Eight New Synapse Games Synapse Merges With Broderbund
130XE: How Atari's New 8-Bit Does It XL Compatibility Plus 128K Power
Cryptoquotes Automatic Blackboard For Code Breaking
Guess That Song How Many Notes Do You Bid?
War Games The Story Of Strategic Simulations Inc.
Slide Can You Solve The 24-Puzzle?
Computer Chess Programming How Good Is Your Atari's Game?
Everything You Wanted To Know About Every DOS Including Brand-New
Atari DOS 2.5
Education - Ducks, Seahorses And Muppets New Educational Software
Bonus Game - Star Venture Easy Type-In Game With Fast Action
Bonus Game - Darkstar Zapping Aliens With Radioactive Waste
Bonus Game - Overflow Only Your Plumber's Helper Can Save You
Game Of The Month - Miniature Golf Plus Golf Course Construction Set
I/O Board
Help
Product Reviews Star SG-10, Computer Ambush, Microstuffer, Gulf
Strike, Trivia Fever, Cassette Adventures
New Products Aspen Data-Cals, Video Title Editor, Maxwell Manor, Space

Tablet, Basic Programs For Atari 600XL & 800XL,
Paper Catcher, Wishbringer

August 1985 - Vol. 4 No. 4 - Telecomputers 85

ANTIC and DELPHI Give Away 30,000 Hours Online
Chris Crawford Online for Worldwide Users Network
Atari 'Toons Animated cartoons from your computer

Atari 'Toons Contest Win the New MPP 1200 baud Modem
Unleasing the 1030 Modem Secrets of its built-in device handler
Bulletin board Construction Set More Sysop power than ever before
Proterm: Superb New Modem Program Autodialing SPRNT or MCI from your 1030
Low Cost E-Mail What electronic mail can do for you
Display Master Stretch, squeeze, fold, flop, flip and roll your pictures
Interiors Opening up the 520ST
Meet GEM Desktop Get started operating your ST
ST Software News What's coming from the top developers
ST File Transfers With Kermit How to port programs between Ataris
Profiles - The Microbits Story A profile of Microbits Peripheral Products and its 22-year old co-owners.
Starting Out - Communicating Computers Getting online with your Atari
Game of the Month - Valiant Into the mave of invisible ghouls
I/O Board
Help!
Editorial
Product Reviews Smart 1030, Ballblazer, Rescue on Fractalus, Adventure Master and Maxwell Manor
New Products Print Shop Graphics Library, Six Gun Shootout, Handicards, kyan Pascal, Page Designer and Alphacom Pluswriter
BASIC Graphics Programs Four small BASIC computer art programs

September 1985 - Vol. 4 No. 5 - Power Programming

Revision C Converter Type-in fix for buggy BASIC rev. C
Power Programming - Tic Toc Flip
Atari Time Machine Machine language timing power
Mirrored Display Lists Fast, unusual graphics in half the memory
One-Pass Disk Copy 130 Antic's first 130XE program
16-Bit Sound Power How the pros enhance Atari music
8 Queens Action! 92 chess solutions in 40 seconds
Plotters For Your Atari Graphics hardcopies in color
Hackers Forever! Computer heroes or criminal vandals?
SIG*Atari's Greatest Hits Best public domain software online
ST Fever Hits England IBM AT Performance
ST Any Way You Want It Using GEM control panel
ST Gallery Art at 640 x 400 pixels
Mapping the 520 ST First legal memory addresses
More ST Products Coming 260ST, 260STD, CD-ROM, ani more
Starting Out - Sound Effects Library An introduction to SOUND command
Game of the Month - Courting Crickets
Assembly Language - Fine Scrolling World: Part I
Editorial
I/O Board
Antic Online
Product Reviews Star SR-10 printer, Trivia Quest, Bank Street Music Writer, Kampfgruppe, Guidebook for Winning Adventurers,

Dr. Wacko Presents Atari BASIC, The Home Computer Wars, Computer Title

Bout, Battle of Shiloh, Broadsides, Alley Cat
New Products Epson DX-10 Printer, Basic Tutorial, Tel-A-Modem,
Proburner, VDT Bodyguard

October 1985 - Vol. 4 No. 6 - Mind Tools

Banjo Picker Play Bluegrass Music Like A Bionic Earl Scruggs
See Halley's Comet On Your Atari New Software Super-Maps
A Student Tests S.A.T. Software Grades For Krell And HBJ
Yoga Breathing Your Guru, The Atari
Graph 3D Spectacular Three-Dimensional Visuals
Bookshelf On A Laser Disk ST Searches 540 Megabytes In 3 Seconds
GEM Color Cascade How To Convert An 8-Bit Atari Program For The ST
First ST Performance Test Mac Eats The ST's Dust
ST Product News First ST Book Review
Communications - Games Computers Play New Online Service Featuring
Superb Graphics
Game Of The Month - Alien Asylum Win Sanity Points Or Else
Bonus Game - Lemonade APX Hit Educational Game
Assembly Language - Fine Scrolling World: Part II Dot-By-Dot Screen
Moves, 8 Times Smoother
I/O Board
Help!
Antic Online
Product Reviews Mychess II, Crusade in Europe, More BASIC Betting
New Products Genie, Comp-U-Temp, Mindwheel, Basic XE, Competition Pro
Model 3000, 5000 and 200X Joysticks

December 1985 - Vol. 4 No. 8 - Fourth Annual Shoppers Guide

Video Star Atari Computereyes plus other new graphic goodies
Behind the Scenes at Lucasfilm New games from Marin Magic Factory
DiskIO Plus ANTIC super-utility now even better
4th Annual Shoppers Guide 100 best products for your Atari
Proburner Review Best EPROM burner on the market
ANTIC Catalog Goes to U.K. Overseas readers get software bonanza
1st Annual ST Shoppers Guide
4XFORTH Review First serious language for ST users
Introducting 520ST Assembly Language MC68000 tutorial
ST Logo Exploration Mapping uncharted memory
Communications - BBS Crashbuster Exorcise those evil online crashers
Assembly Language - Build Your Own EPROM Burner Chip programming for
$30
Game of the Month - Box-In Lost classic from Biffdrop's creator
I/O Board
Help!
Antic Online

Thanks for looking,
David

## 2635. ULTRAFIX Transfer Utility

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: "Luis P. Baeza Q." <lbaeza@yahoo.com>
Message-ID: <3812C1F0.B6B2CCBC@yahoo.com>
Source record: 49320

HI everybody!
I need to know where can I find in the Internet a transfer utility
called ULTRAFIX, useful for playing old Atari OS B games in a 800XL.

Thanks for your time! :^)

Luis P. Baeza Q.

PD: Thanks a lot for the info, Jon Melbo!

# 2636. Re: Atari Chat session

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: X_velcro_X@sijpep.netunlimited.net.invalid
Message-ID: <7uvp8o$6cp$1@news.netunlimited.net>
Source record: 49321
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

** To reply in e-mail, remove "sijpep." and ".invalid" from address **

I wish you would have this on IRC as opposed to those terrible html based chat sessions that take place on the WWW. Or maybe ICQ. I still use IRC but have not caught on to ICQ really. Anyhow it seems to me for such a chat group to survive someone has to advertise it and make it happen which it looks like you are doing. More power to ya!

VS

On Sat, 23 Oct 1999 14:32:45 -0400, Kim Goodwin wrote about Atari Chat session:
> This is your invitation to what is becoming a fun weekly Atari event!

# 2637. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3813899b.72576911@news.ds.centuryinter.net>
Source record: 49322

On Sun, 24 Oct 1999 10:10 +0100 (BST), ilaskeyremoveme@cix.co.uk (Iain Laskey) wrote:

>> For a very simple reason: one can never be sure of future potential
>> usefulness, and a back-up is a cheap and easy thing to make. It took
>> a lot of R&D to design those chips. To preserve the knowledge would
>> have been cheap and easy.

>But if the ANTIC technology has been surpassed so spectacularly by other
>technologies, what could it possibly offer in the future? You'd be better
>off keeping the Amiga chipset details as they were already the logical
>upgrade to the Atari 8but chips.

Like I said, an Atari8 in a small box maybe. Something that
hobbyistss could make small production runs of. Something for the
true fans, by the fans and of the fans.

>Backups are cheap but to restore them you need a suitable working tape
>drive and host system to get the data back on to - suddenly not so cheap
>when you're a firm as utterly broke as Atari was most of the time.

It is cheap to retain a backup. You decide if it's actually worth
farting around to RESTORE that backup IF/WHEN you have a reason to.
So, once again I reiterate, it costs next to nothing to keep the
backup. It is far better to have something you may not need, than to
later decide you need something you no longer have. Especially true
when it coems to designes of custom chips like that.

Jon

# 2638. Re: ULTRAFIX Transfer Utility

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38149ad0.76982940@news.ds.centuryinter.net>
Source record: 49323

On Sun, 24 Oct 1999 04:23:14 -0400, "Luis P. Baeza Q."
<lbaeza@yahoo.com> wrote:

>HI everybody!
> I need to know where can I find in the Internet a transfer utility
>called ULTRAFIX, useful for playing old Atari OS B games in a 800XL.
>
>Thanks for your time! :^)
>
>Luis P. Baeza Q.
>
>PD: Thanks a lot for the info, Jon Melbo!

Sent.

## 2639. dandy prototype cart

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <14771-38139CEA-89@storefull-173.iap.bryant.webtv.net>
Source record: 49324

i have a working prototype of dandy on cart,i only have checked it on a xe/one player mode,i have not had a chance to check and see if it will play on a 48k machine/4 player mode yet,but,the original floppy version of the game seemed kinda buggy in multi player mode for me back in the eighties when i could find eager players,does any one remember that? also sorry,we could only fit the original 26 levels on the cart,we could not get the editor on board,we tried,just no room,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 2640. Re: ANTIC Dec 86 Disk (SIDE B!) ?? FINALLY IVE GOT IT (2 years off!)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: Ryan <rhino321@rem0vethis.geocities.com>
Message-ID: <wINQ3.270$4R2.40151@typhoon-sf.snfc21.pbi.net>
Source record: 49325

ok this is driving me nuts so ive looked everywhere and now im certain i was
2 years off. it was Dec1988.
Anyways the original game was called "Escape from Hell!" in i think June or
July of 88. then there was a contest to modify the games plot / levels / and
animated char set. ..
first place went to "How nice for you dear" which was really good. better
than the original even in the fact that i think it changed char sets each
level! as opposed to the original and my mod and etc where there was just
one.

for some reason i got all this confused because in 12-86 the game uncle
henry's nuclear waste dump reminded me of the name of what i named mine. but
it could honestly be quite different. So now that we know the correct
issue.. perhaps someone can read the little article in there and tell me
what the name of the program was atleast !! :)?? also it should say where
they are available from. now for some odd reason out of the back of my
head im thinking it maybe said they were available for download from
compuserve back in the heydey..

Cya
Ryan

Russ Gilbert wrote in message <381338c4$0$438@news.en.com>...
>Jeff Jewell <jeffjewell@netscape.net> wrote:
>> Ryan wrote:
>
>> > well i guess the only way i would know if i had the correct issue is to
>> > describe the cover.
>> > its BLUE for the most part. with a diamond type shape in the middle
with
>> > something like a 800 or 1200 XL in there. is that even remotely close?
heh
>> > that would be funny if i had the wrong issue this whole time.
>
>> If it was an 800 or 1200XL, you've almost certainly got the wrong year.
STs
>> were in the Dec 86 issue...
>
>> Jeff
>
>Ryan.
>I went thru Tom Hunt's Antic Index and found 4 contests.
>'Color the cover' which was make a .pic file for an Antic cover.
>'Atartoon' which I guess was a ATASCII toon contest.
>'Rebound' which was make screens for J.D. Casten's Rebound game.

>and 'Adventure Creator' contest, which was an adventure made with
>Antic's adventure creator, I guess.
>I'm guessing it would be the Rebound or Adventure creator, or some
>other contest.
>The second place winner for the Rebound contest was Carl Archer.
>I guess that ain't you.
>Can you remember the name of the contest or what it was about?
>Russg

## 2641. EASMD by OSS

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <7v0cuf$dkp$1@nntp5.atl.mindspring.net>
Source record: 49326

Anyone have any information on this program from OSS? I have read that it
came out after the Atari Assembler Editor, and is compatible with it.

Thanks,

Richard Heldmann

# 2642. Re: GTIA clones?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1e06ito.1wx8dpa1in0cjcN%rlcolli@ibm.net>
Source record: 49327

<carmel_andrews@my-deja.com> wrote:

> >A nice idea would be to upgrade the screen rez (upto and better the
> targa/svga standard) and also several framebuffers (like the amiga/and
> PC gfx cards)and an improvement on 16.7 million colours (which is about
> as boring as 256/512/4096 colors (atari 8bit/st/e and amiga
> respectively),

Would we really need 16.7 million colors? The only thing it would be good for would be to show pictures. I would be happy with 16 4 color p/m graphics, and a 320X200 with 256 color resolution (and a 640X480 4 color resolution).

> essentially something like 7800's MARIA (which
> incidently, like the Atari designed Amiga chipset was destined to be
> used for the A8- but the tramiels xxxxed things up by sticking it in a
> video games machine) all someone would need to do is bring the
> developments upto 64 and 128bit/256bit standards (just so we A8'ers can
> kick arse especially those who own puny PC's)

I don't think we should look at competing with PCs. Just look at Be, Inc. to see how far they got with their box.

> In addition to that look at all the wasted address space on the POKEY
> chip (wheres doug neubauer when you need him), and having heard of the
> wonderments of AMIE/AMY, which like Atari panther's esoniqs chip (which
> i heard was designed for or by apple), looks like it could piss all over
> commode's 64 and amiga's sound chip from a great height, what if they
> can combine the pokey/amy power into own chip, give it some interupts of
> it's own (similar to DL's/DLI's) and a hunk of its own ram, and update
> it like the new graphics chip to 64/128 or 256 bit technology, and
> allong with a 128/256 bit version 65816/6502 (nice to hear that atari

Would this still be our beloved 8-bit?

> I'vw
> got ythe gut's if someones got the money, and give me back all those
> famous and infamous Atari genius's of the h/w enmgineer gurus
> (mayer/neubauer/miner(too late- he went too soon) and anyone connected
> with Atari 8/16/32 computer and console h/w design and development
> including the JAG- Which was the worlds first 64bit games system-
> perhaps someone should have told nintendo this)... Just give me the
> money- And Atari will be back--- Bigger and Better

It would be nice, but it doesn't seem to be financially viable, or someone would've done it. I'm surprised the set-top manufacturers aren't looking at the Jaguar chipset. Imagine it with a PowerPC G3....

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

# 2643. Re: EASMD by OSS

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-24 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.991024231212.24141A-100000@vtn1>
Source record: 49328

Bill Wilkinson (OSS founder) often refered to the Atari Editor Assembler as "ASMED". Maybe someone switched two letters in your reference.

AFIK MAC/65 was the direct and only successor to ASMED; both were OSS products.

jkp

# 2644. Re: GTIA clones?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-25 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7v0dqn$7ij$2@gxsn.com>
Source record: 49329

Hi,

>A nice idea would be to upgrade the screen rez (upto and better the
>targa/svga standard) and also several framebuffers (like the amiga/and
>PC gfx cards)and an improvement on 16.7 million colours....

Nice idea, but sadly rather impractical.

A 1.79MHz 6502 has enough trouble with a bog standard 1-bit per pixel high resolution screen - you can imagine how slow updating a 320x200 screen would be at 24 (or more) bits per pixel. Then you've got the problem of fitting all that data into 64 or 48K of RAM....

>....something like 7800's MARIA (which incidently, like the Atari
>designed Amiga chipset was destined to be used for the A8- but the
>tramiels xxxxed things up by sticking it in a video games machine)

NO!

MARIA was designed by GCC in 1982/83 (well pre-Tramiel) and was intended from the off to go into the 3600 games console (later renamed 7800). MARIA performs all of the memory decoding and pretty much all of the "glue logic" for the system and as such could not be used in it's present form in an A8 (not easily at least).

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 2645. Re: Early 80's computers wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-25 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7v0dqk$7ij$1@gxsn.com>
Source record: 49330

Hi Iain,

>....The Dragon came in 32 and 64 variants and was sort of a tandy
>color computer clone.

Actually it wasn't a clone at all.

Both Dragon Data and Tandy bought in the same version of 6809 BASIC from M$.
Since they both designed the hardware around the pre-written software both
machines ended up being BROADLY compatible (there were some differences in
keyboard handling ISTR).

Kind of a lucky accident....

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
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**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 2646. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-25 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7v0dqp$7ij$3@gxsn.com>
Source record: 49331

Hi Iain,

>>....I find it incredible that all these designs were lost like
>> this....didn't these people keep backups????

> But why would they? The 8bit was dead as far as they were concerned....

Doesn't matter, we're talking about a giant of a company with many patents under it's belt.

Just because you're never going to update the chipset doesn't mean you throw away all that work, and if for no other reason you'd certainly need that data in case of patent violations etc.

>....Any improvements (HIGHLY unlikely) would probably be done from
>scratch.

Things are not usually done that way (not unless you've "lost" the original designs). If you're upgrading an existing chipset you ALWAYS use that chipset as the starting point - designing from scratch is extraordinarily wasteful of time and resources, not to mention being a prime candidate for the introduction for subtle bugs and incompatabilities.

>....why would any company keep old data on defunct product lines that they
>had no intention of revisiting?

Mainly for legal reasons. Also for training up engineers/designers.

> AFAIK only IBM keep everything - indeed MS had to go back to them for some
>bits of their own source code after they lost it!

Any properly run company would keep such data for long periods of time. Even if you're designing a totally new product the old designs are still useful as a starting point and to show new designers how things are done (don't forget companies like Atari had a high turnover of staff).

I used to design and debug prototype computer hardware at a small company here in Birmingham. Although it was a small company (around 40 employees) I had access to the schematics and OS listings of every product we'd ever released (and every device we'd ever interfaced to our terminals). This data was INVALUABLE, it would have been impossible for me to do my job effectively without it.

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

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**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 2647. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-25 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7v0dqr$7ij$4@gxsn.com>
Source record: 49332

Hi Iain,

> But if the ANTIC technology has been surpassed so spectacularly by
>other technologies, what could it possibly offer in the future?

The starting point for the designs of both MARIA and the Amiga chipset....

> Backups are cheap but to restore them you need a suitable working tape
>drive and host system to get the data back on to....

But Atari were using DEC VAXen, even after they upgraded to newer systems they would still have the ability to easily access their old backups. In the minicomputer world standards are just that, standards. Media degradation issues aside, you could read a backup tape made 20 years ago on a tape drive made today.

Just because the PC arena is rife with incompatible standards you shouldn't automatically assume that the same is true of REAL computers.

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 2648. Re: 1450XLD (retraction)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-25 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-M0L2YFoJqieR@localhost>
Source record: 49333

On Sat, 23 Oct 1999 05:39:34, Curt Vendel <cvendel@worldnet.att.net>
wrote:

> Rob,
>
> The answer to your question is a firm "NO" The case cannot support a monitor
> for more then 20-30 mins before stress pushes the top case down and the plastic
> above the "7" key begins to run against it. I have 3 versions, 1 is the TONG
> version case, the other two appear to be final CES cases with floppy disk holders
> in the spare 2nd drive bay, also the inside of the case has an actual floppy
> drive/case support frame. Even with the frame inside of the case, the pressure
> of a regular Amdek Color 1 monitor or Amdek 300 color monitor still exert
> pressure to case bending in the case.
>

hey . look at this greedy person. he has three of them. how about
shareing them around a bit. :)))

James B

# 2649. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-25 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <7v18ql$7e1$1@plutonium.compulink.co.uk>
Source record: 49334

In article <7v0dqr$7ij$4@gxsn.com>, my.name@wintermute.org.uk (Peter Pachla) wrote:

> But Atari were using DEC VAXen, even after they upgraded to newer
> systems they would still have the ability to easily access their old
> backups. In the minicomputer world standards are just that, standards.
> Media degradation issues aside, you could read a backup tape made 20
> years ago on a tape drive made today.
Nice in theory but not always true in the real world alas. Indeed, the ISO body are currently undertaking a project to try to obtain working units/spares for the various backup systems which have been in use over the years as they fear that many of the backups made will have no hardware to restore to. I've even been bitten by DAT tapes that won't restore on another DAT drive, only the drive it was written on. This is increasingly a common problem with people using disaster recovery sites only to find their tapes which verified fine a week earlier on the source system won't restore to a copy of that system. DLT drives are more robust being a modern version of the tapes systems used on DEC kit for years but it still makes you worry..

> Just because the PC arena is rife with incompatible standards you
> shouldn't automatically assume that the same is true of REAL computers.
I have used and programmed AS400, DEC VAX, DEC Ultrix, HP HPUX using dumb terminals and/or X-Terminals so I know about real computers ;-)

However, I do fully agree with your sentiments about PC backup technologies never lasting long enough as a standard to be any use to anyone apart from a short term safety net.

What the world needs is a tough as old boots, largely mechanically based backup system for archival purposes. I say mechanical because a good engineer can always make new bits but trying to reverse engineer a duff chip needed by a system is usually prohibitively expensive/hard to do in a hurry if at all.

**************************************************
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**************************************************
* Analyst Programmer/ Freelance IT writer *
**************************************************

# 2650. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-25 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <7v18ql$7e2$1@plutonium.compulink.co.uk>
Source record: 49335

In article <7v0dqp$7ij$3@gxsn.com>, my.name@wintermute.org.uk (Peter Pachla) wrote:

> Doesn't matter, we're talking about a giant of a company with many
> patents under it's belt.
Not so giant when they lost the data - the reason the DEC went was because the company was busy spiralling down the tubes. Atari was big in the 70's and early 80's but by mid 90's it was a shadow of its former self but with a very well managed (!) front end that made it look bigger than it was. I used to deal extensivly with Atari in the UK and a very telling comment one of them was often heard saying was that Atari had the burdon of history against it in as much as people thought it was a huge company but in reality it was 3-400 hundred people dotted around some small offices around the world with extremely limited resources. It was still expected to be able to manufacturer stuff like crazy, design new systems and get them in to stores all over the world. In hindsite it's a miracle they lasted as long as they did.

I don't like most of what the company did from pretty much 82/83 onwards but I do see they did a bloody good smokescreen job for 15 years or so.

As for the patents, it was a few years after that that Atari twigged they could cash in on the patents and started going after Nintendo, Sega etc. for royalties -kind of a last ditch attempt at drumming up revenue. You can imagine the stunned silence in the boardroom when some minion says "hey, we just realised we own the patents on joysticks, scrolling, sprites, first perspective games etc etc" followed by A Trameil brain going 'clunk' "Wow!"

> Just because you're never going to update the chipset doesn't mean you
> throw away all that work, and if for no other reason you'd certainly
> need that data in case of patent violations etc.
Disagree. I'm not aware of any patent that is enforced at chip design level. Normally its functionality or overall technique that is patended.

> Things are not usually done that way (not unless you've "lost" the
> original designs). If you're upgrading an existing chipset you ALWAYS
> use that chipset as the starting point
Again I'd tend to disagree. In 1982 or 3 this would have made sense but in the world of GeForce chipsets you'd be insane to use a design as old as GTIA as a starting point. Don't forget, scrolling hardware, sprites etc were only implemented because CPUs didn't have the grunt to do it themselves. they're not really needed at all these days.

> Mainly for legal reasons. Also for training up engineers/designers.
In a properly run company maybe but we're talking Atari which was in 'keep

your chin above the waterline' mode for this period.

> Any properly run company would keep such data for long periods of time.
See above ;-) I know what you mean - hell, my employers have just finished Y2King code written in 1963/4!

> (don't forget companies like Atari had a high turnover of staff).
Which is why they couldn't get the newer chip designs going when the Ts took over as they fired/laid off all the staff that understood the designs. Duh!

> (and every device we'd ever interfaced to our terminals). This data was
> INVALUABLE, it would have been impossible for me to do my job
> effectively without it.
But did you have to support that stuff? All Atari needed once the guarantees were expired was a pile of spare components.

All of what you say makes sense and in the real world is the right way to do it but this is Atari who were mismanaged spectacularly for much of the companies life and were in firefighting mode for the last decade or more.

**********
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**********
* Analyst Programmer/ Freelance IT writer *
**********

# 2651. Re: Early 80's computers wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-25 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <7v18ql$7e3$1@plutonium.compulink.co.uk>
Source record: 49336

In article <7v0dqk$7ij$1@gxsn.com>, my.name@wintermute.org.uk (Peter
Pachla) wrote:
> Kind of a lucky accident....
Fair enough. I wasn't in to Dragons but I remember C&VG often used to cite
them as being compatible but I suppose from the point of view of their
type in listings (uggh -learnt Basic by typing in Trench from issue 1)
then this would make sense.

**********
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**********
* Analyst Programmer/ Freelance IT writer *
**********

# 2652. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-25 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38143570.116572571@news.ds.centuryinter.net>
Source record: 49337

On 25 Oct 1999 09:44:53 GMT, ilaskey@cix.compulink.co.uk wrote:

>What the world needs is a tough as old boots, largely mechanically based
>backup system for archival purposes. I say mechanical because a good
>engineer can always make new bits but trying to reverse engineer a duff
>chip needed by a system is usually prohibitively expensive/hard to do in a
>hurry if at all.

Optical storage seems to be pretty rugged / reliable. Don't know how
long the CD-Rs last for sure though. Also don't know for sure how
long equipment will be available that read the ordinary CD formats of
today.

# 2653. Re: EASMD by OSS

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-25 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38153881.117357875@news.ds.centuryinter.net>
Source record: 49338

On Sun, 24 Oct 1999 21:46:14 -0400, "Richard Heldmann"
<heldmann@ix.netcom.com> wrote:

>Anyone have any information on this program from OSS? I have read that it
>came out after the Atari Assembler Editor, and is compatible with it.

Dunno much about it. Want it to play with it?

# 2654. Re: EASMD by OSS

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-25 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <381638cc.117432888@news.ds.centuryinter.net>
Source record: 49339

On Sun, 24 Oct 1999 23:14:39 -0700, "John K. Picken"
<yg473@victoria.tc.ca> wrote:

>Bill Wilkinson (OSS founder) often refered to the Atari Editor Assembler
>as "ASMED". Maybe someone switched two letters in your reference.
>
>AFIK MAC/65 was the direct and only successor to ASMED; both were OSS
>products.

The Atari Assembler Editor was an Atari product, Mac/65 was an OSS
product. It may be that OSS was commissioned to write AASMED for
Atari though, much like they did for Atari BASIC.

## 2655. Re: 810's out there?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-25 00:00:00 UTC
From: dr.ido@innocent.com
Message-ID: <38145292.6348477@news.primus.com.au>
Source record: 49340

On Sat, 23 Oct 1999 22:35:42 GMT, cryorunner@aol.com (Rhett James Barnes) wrote:

>Why is it that I see a lot of 1050's for sale, but hardly any 810's? I
>really want one to complete my "beige" system, especially because I never
>even owned a 1050 back then!
>
>Is there something wrong with this drive such that not many survived? Or
>did they just make more 1050's?
None of the 5 810s that I have acquired have worked properly. The
only working drives I have for my Atari 8-bits are 1050s

## 2656. Delurk!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-25 00:00:00 UTC
From: Spectre <rlange19@idt.net>
Message-ID: <6V4UOIj0TxrdJpb+X6s1sEWZI86U@4ax.com>
Source record: 49341

Hi All! Bob here. I've been lurking here for several years (!) now and never had cause to say anything til today. That being said, I really have nothing of substance to say even now.

I bought my first Atari 8bit computer, a 1200XL, in the fall. It was a shock to hear the taunts of the Apple II crowd the first time I logged onto a SoCal bulletin board, "Hah, an Atari! No more warez for you!" I was no pirate so it made no sense. But sadly I came to know what he had meant over the next few years...

My second A8 was an 800. I bought it used from a mail-order house in SoCal. It solved many of my compatibility problems (carts that didn't fit, games that wouldn't boot, etc.) and many of the titles that I had never seen work properly came to life. I invested in an amber monitor at the time as well. At a flea market I found an 80 column card and found that although it worked perfectly none of my applications could take advantage of it. *sigh*

My third A8 was an 800XL. I bought it from a local mom'n'pop software store when they decommissioned their Atari business. They folded completely within a month of that.

I still have a working Rana drive from the original system and a Comrex dot matrix printer, as well as cables, miscellaneous parts and gadgets. Boxes of diskettes and carts. Books and memories.

I lent the XL, the Rana drive and the Comrex printer to my older sister years ago before they could afford a PC. I doubt that they used it for much of anything.

Today I occaisonally boot up Atari800Win and play at trying to use a $3000 P-III to emulate my long lost love, but it's a sad fact that a card with some chips on it would do this so-o-o-o much better than software.

I wrote an Atari BASIC conversion of GDW's game "Warlord of Mars" in the late '80s, but it's trapped on a SSDD disk never to be seen again. I once had the technology to get online with my Atari, but that's not survived to the present.

I just wanted to say that I've enjoyed reading your engaging banter here. It brings back memories of a simpler time when the world wasn't heading at such a breakneck pace towards the unknown.

BTW, the 1200XL did support the weight of a monitor. I had it set up that way for years. Alas, my house today is too small to keep any of my Atari rigs set up. My son grows up thinking that River Raid is a

PSX release.

And ya know something? Having looked at personal computers for 20 years now, sometimes the quality slides as the complexity increases. You need look no further than the keyboard under your fingertips. If it breaks you'll replace it, probably for $50 or so. But every key on each of my Atari computers still works.

# 2657. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-25 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s18t579ogbb82@corp.supernews.com>
Source record: 49342

<ilaskey@cix.compulink.co.uk> wrote in message
news:7v18ql$7e2$1@plutonium.compulink.co.uk...
> In article <7v0dqp$7ij$3@gxsn.com>, my.name@wintermute.org.uk (Peter
> Pachla) wrote:
>
> > Doesn't matter, we're talking about a giant of a company with many
> > patents under it's belt.
> Not so giant when they lost the data - the reason the DEC went was because
> the company was busy spiralling down the tubes. Atari was big in the 70's
> and early 80's but by mid 90's it was a shadow of its former self but with
> a very well managed (!) front end that made it look bigger than it was. I
> used to deal extensivly with Atari in the UK and a very telling comment
> one of them was often heard saying was that Atari had the burdon of
> history against it in as much as people thought it was a huge company but
> in reality it was 3-400 hundred people dotted around some small offices
> around the world with extremely limited resources. It was still expected
> to be able to manufacturer stuff like crazy, design new systems and get
> them in to stores all over the world. In hindsite it's a miracle they
> lasted as long as they did.
I have problems with excusing the way things went. I objectively know there
were changes in managment, personal, ... but I still don't think of Atari as
the sequence of Bushnell, Warner, Tramiel, it all kind of runs together for
me.

I know one of the funnier stories about the Tramiel take over was when they
sent someone out to the NY office to see what the dozens of paychecks they
were sending there were buying, and no one was there!

I also had 4-5 friends that worked at Atari, they pretty much echo the
circus it was before the Tramiel take over. Things like security guards
helping people that were stealing stuff by loading it into their cars.

But Atari was huge! Over 2 billion a year in sales. It has been common
wisdom in high tech that you have to spend 5-10% of your gross on R&D as a
cost of doing business if you want to stay in business, i.e. somewhere
around 100-200 million a year in Atari's case.

I can relate my own experience in R&D, and at that time our company ranged
in size from 300-700 employees and something like $14 million per year was
our total budget. Atari had the resources to maintain 10 times the amount of
research budget as we did which implies thousands of engineers and support
people.

I've seen the list of people that worked on the 1200XL, IIRC, it was less
then 20 people in total.

The Tramiels were less of a problem with focusing on R&D initially, but if my info is correct, essentially one guy designed the ST and that resulted in well over $100 million a year in sales. Then they dropped the ball, everyone involved took the money and ran.

I mean really, get every Atari developer you know from Bob Puff to Chuck Steinman and offer them $1 million per year to work for Atari and you would not of even approached the amount of money they should have been spending on R&D. Funny thing is you would have gotten a lot more performance out of them then Atari got from their $2+ billion.

# 2658. Re: Delurk!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-25 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38147841.133680293@news.ds.centuryinter.net>
Source record: 49343

On Mon, 25 Oct 1999 09:11:42 -0500, Spectre <rlange19@idt.net> wrote:

>And ya know something? Having looked at personal computers for 20
>years now, sometimes the quality slides as the complexity increases.
>You need look no further than the keyboard under your fingertips. If
>it breaks you'll replace it, probably for $50 or so. But every key on
>each of my Atari computers still works.

I have to take issue here with you. First off, cheap PC keyboards are
about $20. Also, even the cheapest, lowest quality PC keyboard is AT
LEAST as good or better than an XE keyboard, while the moderate and
best PC keybaords (best as in a good old solid IBM keyboard with
capacitive switching) will blow even the Atari 1200XL keyboard out of
the water.

# 2659. Re: ANTIC Dec 86 Disk (SIDE B!) ?? FINALLY IVE GOT IT (2 years off!)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-25 00:00:00 UTC
From: Russ Gilbert <russg@shell.en.com>
Message-ID: <38149eed$0$70830@news.en.com>
Source record: 49344

Ryan, & everybody.
Ok, it was 'Escape from Hell', Challenge from Hell, June 88 Antic.
Your name (Ryan Cain) is mentioned in the 12/88 issue.
Your program, 'Meltdown' was available from Compuserve ANTIC ONLINE,
(I know mags sometimes said stuff was available, but wasn't).
I found what I think is a compiled version of your 'Meltdown'
in Justin's archive (at Craig Lisowski's site). There is a guy
at bottom level, with about 3 upper levels and rats chase him,
with music when you move your joystick.
I can't find original BASIC source for 'Meltdown'. BASIC source
for 'HELL.BAS' is in Tom Hunt's archive, or maybe at:
http://www.atarimagazines.com The 6/88 issue.
Russg

# 2660. Re: Early 80's computers wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-25 00:00:00 UTC
From: Richard Smith <rsmith@planeteer.com>
Message-ID: <vJ1R3.184851$5r2.403890@tor-nn1.netcom.ca>
Source record: 49345

Hello there,

I have great memories of most of those machines you listed. I think most
were only available in the UK.

Sorry if this is off topic for this newsgroup, but I remember using a Sharp
MZ-80K. It was an all in one desktop type PC with a built in cassette
recorder. I also remember the Superbrain, Video Genie and Acorn Atom. The
Video Genie was a TRS-80 compatible machine if I remember correctly.

All machines I wanted, but as a schoolboy could never afford !!

Good luck collecting them !

Richard.

illiad wrote in message <7ut56h$m07$3@news6.svr.pol.co.uk>...
>Early 8 bit computer wanted including:
>
>sinclair
>amstrad
>jupiter
>msx
>acorn
>oric
>dragon
>enterprise
>mattel
>
>and others
>
>
>Preferably boxed but all considered. Email with what you have and desired
>price to:
>
> illiad@homer95.freeserve.co.uk
>
>
>Thanks
>
>

## 2661. Re: 810's out there?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-25 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991025161656.12622.00000979@ng-fw1.aol.com>
Source record: 49346

>Is there something wrong with this drive such that not many survived? Or
>did they just make more 1050's?

Mostly the latter; early 810's (like early 410's) had some problems with data separator circuit but were generally real workhorses. I am still using my 810 with no problems.

In addition to and probably because of the larger numbers of 1050's, there were more mods for them such as the Doubler, etc.

Above average intelligence has always run in my family. Ambition, however, has always walked with a slight limp....

# 2662. Re: ANTIC Dec 86 Disk (SIDE B!) ?? FINALLY IVE GOT IT (2 years off!)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-25 00:00:00 UTC
From: Ryan <rhino321@rem0vethis.geocities.com>
Message-ID: <VV2R3.395$hh7.9186@typhoon-sf.snfc21.pbi.net>
Source record: 49347

Russ Gilbert wrote in message <38149eed$0$70830@news.en.com>...
>Ryan, & everybody.
>Ok, it was 'Escape from Hell', Challenge from Hell, June 88 Antic.
>Your name (Ryan Cain) is mentioned in the 12/88 issue.
>Your program, 'Meltdown' was available from Compuserve ANTIC ONLINE,
>(I know mags sometimes said stuff was available, but wasn't).
>I found what I think is a compiled version of your 'Meltdown'
>in Justin's archive (at Craig Lisowski's site). There is a guy
>at bottom level, with about 3 upper levels and rats chase him,
>with music when you move your joystick.
>I can't find original BASIC source for 'Meltdown'. BASIC source
>for 'HELL.BAS' is in Tom Hunt's archive, or maybe at:
>http://www.atarimagazines.com The 6/88 issue.

haha Yeah meltdown. hmm hehe.
Well yeah there should have been (i think) 5 levels all together.. so hmm.
could you provide a link (of where its available at?) thanks..
yeah i looked all over the anitc archives but never found it. Hmm i
wonder.. what happened to all the antic stuff that was on compuserve?

thanks a mil!
RYan

# 2663. Re: ANTIC Dec 86 Disk (SIDE B!) ?? FINALLY IVE GOT IT (2 years off!)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-25 00:00:00 UTC
From: Russ Gilbert <russg@shell.en.com>
Message-ID: <3814bcf3$0$439@news.en.com>
Source record: 49348

This 'meltdown' I found may not be the one. If it is, somebody
compiled it and put their name on it and said copyright 1982.
There's another 'meltdown.cos' that I'm sure isn't it, as the .cos
one is a frogger clone.
The other 'meltdown' has, like 4 levels. You get a man at the
bottom to fill a cup with patching material to patch a nuclear
cooling tower. I guess you go pour the patch on the crack in
the tower and then go get some more patch, avoiding little rats
or turtles or armadillos or something (maybe squirrels?).
The song is very familiar (the something goes up, the something
goes down, etc. Can't remember.)
Russg

# 2664. Re: ANTIC Dec 86 Disk (SIDE B!) ?? FINALLY IVE GOT IT (2 years off!)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-25 00:00:00 UTC
From: Ryan <rhino321@rem0vethis.geocities.com>
Message-ID: <mi3R3.409$hh7.12081@typhoon-sf.snfc21.pbi.net>
Source record: 49349

UGH!! :((((( Thats not it.
Hmm.. if you go ahead and run HELL.bas or HOWNICE.bas .. that will give
you an idea of what it looks like.
I think in mine tho you had to pick up bombs or something and the point was
to actually try to CAUSE a meltdown.. heheh

hmm MAN THIS is what i had in my head as "worst case scenario" of how this
search was going to turn up.
ohhh well. hmm i guess its a case of lost forever.. that sucks. an exstinct
program!! haha
<SIGH>
well thanks alot for looking tho i appreciate it.
RYan

Russ Gilbert wrote in message <3814bcf3$0$439@news.en.com>...
>This 'meltdown' I found may not be the one. If it is, somebody
>compiled it and put their name on it and said copyright 1982.
>There's another 'meltdown.cos' that I'm sure isn't it, as the .cos
>one is a frogger clone.
>The other 'meltdown' has, like 4 levels. You get a man at the
>bottom to fill a cup with patching material to patch a nuclear
>cooling tower. I guess you go pour the patch on the crack in
>the tower and then go get some more patch, avoiding little rats
>or turtles or armadillos or something (maybe squirrels?).
>The song is very familiar (the something goes up, the something
>goes down, etc. Can't remember.)
>Russg

# 2665. Re: ANTIC Dec 86 Disk (SIDE B!) ?? FINALLY IVE GOT IT (2 years off!)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-25 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7v2fkr$f53$1@autumn.news.rcn.net>
Source record: 49350

Ryan <rhino321@rem0vethis.geocities.com> wrote in message
news:VV2R3.395$hh7.9186@typhoon-sf.snfc21.pbi.net...
> haha Yeah meltdown. hmm hehe.
> Well yeah there should have been (i think) 5 levels all together.. so
hmm.
> could you provide a link (of where its available at?) thanks..
> yeah i looked all over the anitc archives but never found it. Hmm i
> wonder.. what happened to all the antic stuff that was on compuserve?

I think that a lot of it wound up at Umich.

# 2666. Re: what happened to all the ANTIC stuff on Compuserve? (was Re: ANTIC Dec 86 Disk (SIDE B!) ?? FINALLY IVE GOT IT (2 years off!))

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-25 00:00:00 UTC
From: Ryan <rhino321@rem0vethis.geocities.com>
Message-ID: <cM3R3.462$hh7.12847@typhoon-sf.snfc21.pbi.net>
Source record: 49351

>I think that a lot of it wound up at Umich.

hmmm would you have a URL for that? FTP ?

Thanks!
Ryan

# 2667. Re: JAM!! vs. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-25 00:00:00 UTC
From: claytone@aa.net
Message-ID: <3814f615_3@huge.aa.net>
Source record: 49352

I checked out the Tiger Direct web page regarding Instant TV - the main page said it was $49, but when I went to order it, it said $29. Hey, who am I to argue with them?? I wonder if they made a mistake, or are trying to get rid of them, or are having a sale, or what??? ANYWAY.... I went ahead and ordered it, and it arrived a week later. Works great!

My question.... Have you guys noticed that this thing gets HOT after being on for a few hours? I'd like a response to this, as I'm wondering if mine is OK, or defective, or should I keep a fire extinguisher handy? I had it sitting flat on a hard surface. I wonder if it might more easily radiate it's heat if I had it up on it's side using the enclosed "side-mount" bracket. Any ideas?

Thanks,

Clayton Murray
Seattle, WA USA

# 2668. Re: EASMD by OSS

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-25 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <7v2uuf$fq6$1@nntp4.atl.mindspring.net>
Source record: 49353

I have a copy of EASMD v1.0 by OSS. Included on the disk is also a copy of Basic + and OSS Dos CPM. EASMD is 'very' similar to the Atari Assembler Editor Cartridge, but like MAC/65 requires an .OPT OBJ line to assemble code to memory. Aside from this, I know very little about the program.

-Richard Heldmann

Jon Melbo <ssilicon@centuryinter.net> wrote in message news:38153881.117357875@news.ds.centuryinter.net...
> On Sun, 24 Oct 1999 21:46:14 -0400, "Richard Heldmann"
> <heldmann@ix.netcom.com> wrote:
>
> >Anyone have any information on this program from OSS? I have read that it
> >came out after the Atari Assembler Editor, and is compatible with it.
>
> Dunno much about it. Want it to play with it?
>

# 2669. Re: JAM!! vs. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-25 00:00:00 UTC
From: Boyd Staley <BoydStaley@worldnet.att.net>
Message-ID: <381536E8.6F0E5654@worldnet.att.net>
Source record: 49354

<snip>

> >>Yes, the FAQ has them. I'll quote it and add the colors of the RCA
> >>jacks corresponding to each in the DIN-to-RCA cable.
> >>
> >>
> >>3 1
> >> 5 4
> >> 2
> >>
> >>1. Composite Luminance BLACK
> >>2. Ground
> >>3. Audio Output WHITE
> >>4. Composite Video RED
> >>5. Composite Chroma YELLOW (not on 800XL,1200XL; grounded on 600XL)
> >
> >Not all such cables have the same colors to each pin though right?
>
> I'd hope they do... IF it was a standard, they MUST be all the same.
> They aren't just a fancy thing, it's a coding scheme.
> I believe that standard is this one:
>
> 1 Audio L in
> 2 Ground
> 3 Audio R in
> 4 Audio R out
> 5 Audio L out
>
> It wouldn't be too clever if the manufacturers made cables for
> that standard and used any colors they wanted... what would the
> standard stand for, then?
> Witness the TV or VCR RCA input/output connectors: it's always
> yellow for video, red for audio right, and white for audio left.
>
> --
> __________ ____---____ Marco Antonio Checa Funcke
> _________D /-/---_----' mailto:mcheca@li.urp.edu.pe,
> _H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
> '-_____|( http://www.GeoCities.com/Hollywood/2645
>
> remove the "no_me_j." in front of the address when replying

Actually they aren't all the same. The one I use is:

1. Composite Luminance RED
2. Ground
3. Audio Output BLACK
4. Composite Video WHITE
5. Composite Chroma YELLOW

# 2670. Re: Early 80's computers wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: "David J. Firth" <d.firth@cableinet.co.uk>
Message-ID: <6wYyUDAwnOF4Ew0v@cableinet.co.uk>
Source record: 49355

In article <vJ1R3.184851$5r2.403890@tor-nn1.netcom.ca>, Richard Smith
<rsmith@planeteer.com> writes
>Sorry if this is off topic for this newsgroup, but I remember using a Sharp
>MZ-80K. It was an all in one desktop type PC with a built in cassette
>recorder. I also remember the Superbrain, Video Genie and Acorn Atom. The
>Video Genie was a TRS-80 compatible machine if I remember correctly.

I had a Sharp MZ-80K prior to my Atari 800, funnily enough I've recently
acquired a Sharp MZ-80K again for a total sum of 10ukp. It had a duff
power supply and a couple of faulty RAM chips but it goes fine now. All
I need is one of the BASIC or assembler tapes (I've still got a few game
tapes but didn't think to keep a copy of the languages Doh!).

The reason I got the Sharp is because I found an old tape containing the
Z80 source code of a game I wrote in 1982 ... I'd like to get an ASCII
dump of it. All I can do at the moment is run the binary!

The only option without any languages seems to be to replace the ROM
with a hacked EPROM, not very convenient and I don't really remember
that much about the Sharp, so I'll probably stick to scouring the Radio
Fairs for a while.

Bye
--
David J. Firth

# 2671. Re: 810's out there?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: leaver@alphalink.com.au
Message-ID: <7v2u10$q16$1@bomb.dynamite.com.au>
Source record: 49356

On 25 Oct 1999 12:53:33 , dr.ido@innocent.com wrote:
>On Sat, 23 Oct 1999 22:35:42 GMT, cryorunner@aol.com (Rhett James
>Barnes) wrote:
>
>>Why is it that I see a lot of 1050's for sale, but hardly any 810's? I
>>really want one to complete my "beige" system, especially because I never
>>even owned a 1050 back then!
>>
>>Is there something wrong with this drive such that not many survived? Or
>>did they just make more 1050's?
>None of the 5 810s that I have acquired have worked properly. The
>only working drives I have for my Atari 8-bits are 1050s

One swallow maketh not a summer, but my 810, purchased in 1982, has
never missed a beat.

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

# 2672. Re: EASMD by OSS

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <19991025224346.17656.00001202@ng-cm1.news.cs.com>
Source record: 49357

>I have a copy of EASMD v1.0 by OSS. Included on the disk is also a copy of
Basic + and OSS Dos CPM.<

Yes, read "A History of Two Births..."
at the Atari Historical Society's site.
http://www.atari-history.com/articles.html
(Introduction from "Inside Atari Dos",
by Bill Wilkinson, et al)
Larry

## 2673. FA: Truly awesome books, programming languages and rare hardware

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <%b9R3.5166$Ob.25649@typhoon3.tampabay.rr.com>
Source record: 49358

Check them all out at:

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=hughfalk@mindspring.com

# 2674. Re: Truly awesome books, programming languages and rare hardware

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <Kg9R3.5167$Ob.25723@typhoon3.tampabay.rr.com>
Source record: 49359

If that link doesn't work for you, it's because the end of the link is
truncated on your reader. It should say: @mindspring.com

Hugh Falk <hughfalk@mindspring.com> wrote in message
news:%b9R3.5166$Ob.25649@typhoon3.tampabay.rr.com...
> Check them all out at:
>
>
http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=hughfalk@mi
ndspring.com
>
>
>
>
>
>
>
>

# 2675. Re: JAM!! vs. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <38168eb6.1294226@trumpet.uni-mannheim.de>
Source record: 49360

On Sat, 23 Oct 1999 23:11:15 GMT, ssilicon@centuryinter.net (Jon Melbo) wrote:

>On Fri, 22 Oct 1999 06:32:40 GMT, no_me_j.j_t_kirk@geocities.com
>(JTKirk) wrote:
>
>>On Fri, 22 Oct 1999 02:14:59 GMT, cen90413@centuryinter.net (Jon Melbo) wrote:
>>
>>>On Thu, 21 Oct 1999 10:56:42 GMT, cryorunner@aol.com (Rhett James
>>>Barnes) wrote:
>>>
>>>>Yep, this is the old European 5-Pin DIN audio connector, used mostly for
>>>>tape-decks, I believe. I was able to find a DIN to RCA cable at a local
>>>
>>>I think DIN stands for something like "Dutche Industry Norm" or
>>>something like that.
>>>
>>Close. "Deutsche Industrie Norm"(or was it Normen, plural?)
>>
>>>>junk electronics store for cheap and it was SO much nicer than the junky
>>>>video cable I had thrown together as a kid. You just had to play around
>>>>to figure out which of the four outputs you want. Even Radio Shack used
>>>>to carry these, but I don't see them in the current catalog.
>>>>
>>>>Maybe someone knows the pin-outs for the Atari video connector and can
>>>>post them to help out those in need (I'd have to pull out an Atari and
>>>>check it out, because I surely don't remember that any more!).
>>>
>>>Geeze, I think they are in the Atari FAQ maybe. Otherwise, start
>>>cruising the various Atari8 web pages. You should turn the info up
>>>beofre too long.
>>
>>Yes, the FAQ has them. I'll quote it and add the colors of the RCA
>>jacks corresponding to each in the DIN-to-RCA cable.
>>
>>
>>3 1
>> 5 4
>> 2
>>
>>1. Composite Luminance BLACK
>>2. Ground
>>3. Audio Output WHITE
>>4. Composite Video RED
>>5. Composite Chroma YELLOW (not on 800XL,1200XL; grounded on 600XL)

>
>Not all such cables have the same colors to each pin though right?

I'd hope they do... IF it was a standard, they MUST be all the same.
They aren't just a fancy thing, it's a coding scheme.
I believe that standard is this one:

1 Audio L in
2 Ground
3 Audio R in
4 Audio R out
5 Audio L out

It wouldn't be too clever if the manufacturers made cables for
that standard and used any colors they wanted... what would the
standard stand for, then?
Witness the TV or VCR RCA input/output connectors: it's always
yellow for video, red for audio right, and white for audio left.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 2676. Re: GTIA clones?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <381529BE.730F2843@worldnet.att.net>
Source record: 49361

Whats need is to basically turn off the Antic (simple poke) and then do a graphics adapter very similar in design to what the BIT-3 Corporation Atari 800 80 column card did, simple peek memory locations. Do bitmapping, have the graphics processor read the memory and create the imaging, this would also increase processor speed since it wouldn't be burdened with having to communicate with the Antic. The Freddie chip in the XL's was originally designed to allow the CPU to access memory in one region and the Antic to access its own seperate memory independently. So throw a Freddie in to handle the memory management and you'll have a slow, clumsy higher graphics system. Besides, you'll need a different graphics chip anyway with true RGB output, you can get it out of the GTIA through the 4050, but you lose 8 lum's and the image looks pretty crappy (then again, there's always JAM!! to the rescue).

Curt

Peter Pachla wrote:

> Hi,
>
> >A nice idea would be to upgrade the screen rez (upto and better the
> >targa/svga standard) and also several framebuffers (like the amiga/and
> >PC gfx cards)and an improvement on 16.7 million colours....
>
> Nice idea, but sadly rather impractical.
>
> A 1.79MHz 6502 has enough trouble with a bog standard 1-bit per pixel high
> resolution screen - you can imagine how slow updating a 320x200 screen would
> be at 24 (or more) bits per pixel. Then you've got the problem of fitting all
> that data into 64 or 48K of RAM....
>
> >....something like 7800's MARIA (which incidently, like the Atari
> >designed Amiga chipset was destined to be used for the A8- but the
> >tramiels xxxxed things up by sticking it in a video games machine)
>
> NO!
>
> MARIA was designed by GCC in 1982/83 (well pre-Tramiel) and was intended from
> the off to go into the 3600 games console (later renamed 7800). MARIA performs
> all of the memory decoding and pretty much all of the "glue logic" for the
> system and as such could not be used in it's present form in an A8 (not easily
> at least).
>
> TTFN - Pete.
>
> --

> Spam deflector in effect, edit reply address - it's obvious!
>
> **********
> Join "vectrex_dev" today, the new mailing list for Vectrex developers.
> Go to http://www.egroups.com/list/vectrex_dev/ to join.
> **********
>
> Hardware & Software Engineer. Sound Engineer.
> Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
> --

# 2677. Re: 1450XLD (retraction)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38152A20.CB222E45@worldnet.att.net>
Source record: 49362

Sure,

You pay me the blood, sweat and cash I had to pay to track these down over the years by BBS systems and long distance phone call leads, I was doing this long before the easy street of newsgroups, and Ebay :)

Curt

sup8pdct@mail.cth.com.au wrote:

> On Sat, 23 Oct 1999 05:39:34, Curt Vendel <cvendel@worldnet.att.net>
> wrote:
>
> > Rob,
> >
> > The answer to your question is a firm "NO" The case cannot support a monitor
> > for more then 20-30 mins before stress pushes the top case down and the plastic
> > above the "7" key begins to run against it. I have 3 versions, 1 is the TONG
> > version case, the other two appear to be final CES cases with floppy disk holders
> > in the spare 2nd drive bay, also the inside of the case has an actual floppy
> > drive/case support frame. Even with the frame inside of the case, the pressure
> > of a regular Amdek Color 1 monitor or Amdek 300 color monitor still exert
> > pressure to case bending in the case.
> >
>
> hey . look at this greedy person. he has three of them. how about
> shareing them around a bit. :)))
>
> James B

# 2678. Re: EASMD by OSS

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.991026021510.18394A-100000@vtn1>
Source record: 49363

On Mon, 25 Oct 1999, Jon Melbo wrote:

> It may be that OSS was commissioned to write AASMED for
> Atari though, much like they did for Atari BASIC.
>
They were.

# 2679. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <19991026064442.28772.00001287@ng-fg1.news.cs.com>
Source record: 49364

>Optical storage seems to be pretty rugged / reliable. Don't know how
>long the CD-Rs last for sure though.

Estimates of 10-50 years. If one wanted something that truly lasted a long,
long time,
what would it be? (Blue sky here, but assume that the reader would also
survive.)
How about instead of punched paper tape
some other media like some type of punched
plastic tape or even (thin) stainless steel?
Larry

# 2680. Re: JAM!! vs. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38158d93.51213256@news.ds.centuryinter.net>
Source record: 49365

On Tue, 26 Oct 1999 04:12:06 GMT, no_me_j.j_t_kirk@geocities.com
(JTKirk) wrote:

>It wouldn't be too clever if the manufacturers made cables for
>that standard and used any colors they wanted... what would the
>standard stand for, then?
>Witness the TV or VCR RCA input/output connectors: it's always
>yellow for video, red for audio right, and white for audio left.

Depends on what the "standard" covers. Sometimes a standard is just
the shape, size and position of the pins and such (ex. the various DIN
connectors).

I have no idea what if any standard is set for computer monitor jacks
etc. I have two different makes of 5 pin DIn to RCA male and I think
(would have to dig to be sure) that the colors of the wires going to
the RCA plugs are different colors.

# 2681. Re: JAM!! vs. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <7v43bq$33d$1@news.xmission.com>
Source record: 49366

Got my InstantTV yesterday, and it hardly worked. Plugged my Supervideo enabled 130xe into the RCA cables, and I got a very hard to read RED text screen.

Plugged CABLETV into the cable jack and couldnt get local or cable television.

Needless to say, for first appearances, it didnt work for me, or impress me.

Any suggestions?

My 130xe has the Supervideo upgrade and is normally plugged into a Commodore 1702 monitor via Luma, Chroma and Audio inputs - with one WHITE RCA cable hanging free.

My cable TV comes off a three way coax switch box, so I can flip between satellite and local roof antennae cable. Satellite is pumped to my computer through a receiver that ties into a VCR and works fine from the local TV.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 2682. Re: Where Atari went wrong (was: why did hasbro bother)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3815978A.24578228@mail.uni-mainz.de>
Source record: 49367

ARudzki schrieb:
> 
> > This was an unbelievable move, particularly since by now they had the
> "MARIA"
> > graphics processor used in the 7800 (designed in '83). It was as far ahead
> of
> > the competition as ANTIC/GTIA were in their day and could so easily have
> been
> > made compatible with them and built into the XL series.
> 
> Please refresh my memory...how was the MARIA chip better than ANTIC?
> 
> Tony
Hello Tony,
Atari GTIA + Antic: max. 256 colors, max. 4 players 4 missiles, etc.
Maria chip: max. 256 colors, max 256 players, max. 256 missiles
I read somewhere, but i am not sure if this is correct.

You can upgrade to stereo sound with a second pokey/gumby (I would have
loved to get those 65XEM or XEP machines with much better sound
capabilities!). You can also upgrade to higher resolution and more
colors with second Antic and second GTIA (think I read this in old Atari
Classic, written by Jeff Potter or someone else)... Next using Interlace
and/or RGB techniques you could have many more colors (up to 4096 with
Colorview, etc.), what you should built in then is a chip that supports
these Interlace or RGB graphics witout any flickering at all (even on
PAL/NTSC machines)...

How about a second PIA (plus second Pokey) and thus re-inventing 4
Joystick ports on the XL/XE machines ?? well the 65816 upgrade is
possible too, but not that compatible I would like to have it...
(maybe some of the chip upgrades with ANTIC, GTIA, POKEY, PIA are not
completely compatible either)...

To me it sounds like the Maria chip merely has more players and
missiles, a little higher resolution, but thats all it features. Not
that much better than ANTIC (some 7800 games look rather cool, but could
have been done also on XL/XE machines without maria chip...)

Enough rumours for today. Greetings - Andreas Magenheimer

## 2683. 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: Ryan <rhino321@rem0vethis.geocities.com>
Message-ID: <L5hR3.6179$hh7.65084@typhoon-sf.snfc21.pbi.net>
Source record: 49368

Ok strictly speaking for XE's here.. they ALL(?) have a 65c02 right?
and here is where im even more confused. People always talk about 6502's in
c64's.. but I thought they
had a 6510, which i thought was a clone of the 6502. can someone set me
straight on this?

# 2684. Re: Where Atari went wrong (was: why did hasbro bother)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3815B111.5EC086C4@mail.uni-mainz.de>
Source record: 49369

```
Peter Pachla schrieb:
>
> Hi Tony,
>
> > Please refresh my memory...how was the MARIA chip better than ANTIC?
>
> MARIA combines the functions of ANTIC & GTIA in a single chip.
>
> It's superior in a number of respects, not least in that you can easily get it
> to display up to 226 colours on the screen in USABLE modes (let's face it, the
> three "GTIA" modes weren't exactly useful).
>
> The main advantage however was the introduction of the concept of display list
> lists. Rather than having a single display list you had an overall "display
> list list" which pointed to a series of "sub" display lists which together
> defined the contents of each "region" of the screen (each region could be as
> small as a single scanline).
>
> The concept sounds more complicated than it actually was and gave you pretty
> much total control over what went where on the screen. In fact it was so
> flexible a system that you didn't need hardware sprites at all; to display a
> sprite you just added the appropriate display list entries and the size of
> your "sprite" was limited only in the horizontal by the amount of available
> DMA time.
>
> TTFN - Pete.
>
> --
> Spam deflector in effect, edit reply address - it's obvious!
>
> **********
> Join "vectrex_dev" today, the new mailing list for Vectrex developers.
> Go to http://www.egroups.com/list/vectrex_dev/ to join.
> **********
>
> Hardware & Software Engineer. Sound Engineer.
> Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
> --
Hello Pete,
so the three GTIA modes are not useful you say ??? Look at those
fantastic color/drawing programs from poland. Antic is able to mix
graphic modes, thus you can have Gr. 9 and 11 together, getting 256
colors, you can also mix Gr. 10 with 15 providing you with more colors
or higher resolution, etc. Or how about HIP, Gr. 9 with 32 greys and
```

240x200 resolution ?? Just think of these "Interlacing" possibilities, they are not so bad, are they ?? Ok, they have some kind of flickering and they are unfortunately system dependent (PAL/NTSC!). This means an Interlaced NTSC pic will more flicker on PAL and vice versa...

Next the little Atari features RGB like modes (Colorview!), where you can have up to 4096 colors (16x16x16). This mode has more flickering and even some kind of swimming, but 64 colors in Gr. 15 resolution is nice, 4096 colors in Gr. 9 resolution fantastic or not ?!? Just take a look at some of Jeff Potters graphic programs and converters or try to find some drawing/demo programs from poland...

To me, it seems, like the Maria chip is not such a "big" upgrade. The sound upgrade with the Amy chip was much better/bigger, but unfortunately not released officially (nor used anywhere) with those XEP and XEM computer models... In my opinion it would have been wise to release parallel bus hardware like the 1090, so one could have easily attached graphic cards, sound cards or whatever (Ram upgrades, Printer spooler, 80 char. expansion card, etc.) to his Atari. But official upgrades (made by Atari) like sound or graphic upgrades/chips should have been done also in the past.

But well, alas, this is nowadays senseless, since there are not that many users left on original machines and there are no programmers left that would support such hardware things widely (it is the same thing with Ramdisks, those bigger than 64k Ramdisks are not all compatible to each other and thus, even if you find a Ramdisk program, it is not clear if it will support your kind of Ramdisk...). So maybe, we should use these software possibilities (Interlace, RGB, etc.) the best we can do.. or leave everything as is... Greets - Andreas Magenheimer

# 2685. Re: what happened to all the ANTIC stuff on Compuserve? (was Re: ANTIC Dec 86 Disk (SIDE B!) ?? FINALLY IVE GOT IT (2 years off!))

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7v4ba7$6um$1@autumn.news.rcn.net>
Source record: 49370

Ryan <rhino321@rem0vethis.geocities.com> wrote in message
news:cM3R3.462$hh7.12847@typhoon-sf.snfc21.pbi.net...
>
> >I think that a lot of it wound up at Umich.
>
>
>
> hmmm would you have a URL for that? FTP ?
>
> Thanks!
> Ryan
>
>
>

# 2686. Re: what happened to all the ANTIC stuff on Compuserve? (was Re: ANTIC Dec 86 Disk (SIDE B!) ?? FINALLY IVE GOT IT (2 years off!))

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7v4bds$7in$1@autumn.news.rcn.net>
Source record: 49371

Try

http://www.umich.edu/~archive/atari/8it

for the Web site. You should be able to navigate to something that will
give you the ftp. I just don't have that at this moment.

Ryan <rhino321@rem0vethis.geocities.com> wrote in message
news:cM3R3.462$hh7.12847@typhoon-sf.snfc21.pbi.net...
>
> >I think that a lot of it wound up at Umich.
>
>
>
> hmmm would you have a URL for that? FTP ?
>
> Thanks!
> Ryan
>
>
>

# 2687. Re: JAM!! vs. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: John Kwiatkowski <johnmk@shell.clark.net>
Message-ID: <umjR3.2675$pp1.56816@dfw-read.news.verio.net>
Source record: 49372

Picked up some 6 ft RCA cables and a 5-pin DIN from Radio Shack.
I will test my non-existent soldering skills this weekend.

Which wire is ground on an RCA cable? I only need the composite
video and audio outs from the DIN.

John K.

Rhett James Barnes <cryorunner@aol.com> wrote:
:> >
:> > Looking for a 5-pin din to S-video or composite vid and audio RCA
:> > type connector so I can try the monitor out. From what I've
:> > heard, quality should be better.
:> >
:> Yes. Those cables are still available around here, in electronic
:> stores, surprisingly. And they are cheap. Try looking at electronics
:> stores in the audio/video section, there they may have such cable.
:> It seems Atari adopted some kind of pre-existent standard, then...
:>

: Yep, this is the old European 5-Pin DIN audio connector, used mostly for
: tape-decks, I believe. I was able to find a DIN to RCA cable at a local
: junk electronics store for cheap and it was SO much nicer than the junky
: video cable I had thrown together as a kid. You just had to play around
: to figure out which of the four outputs you want. Even Radio Shack used
: to carry these, but I don't see them in the current catalog.

: Maybe someone knows the pin-outs for the Atari video connector and can
: post them to help out those in need (I'd have to pull out an Atari and
: check it out, because I surely don't remember that any more!).

# 2688. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s1bjamcq8923@corp.supernews.com>
Source record: 49373

Ryan <rhino321@rem0vethis.geocities.com> wrote in message
news:L5hR3.6179$hh7.65084@typhoon-sf.snfc21.pbi.net...
> Ok strictly speaking for XE's here.. they ALL(?) have a 65c02 right?
No, the very earliest 800s had a standard 6502 in it which could be replaced
by a 65C02, but they changed the processor board design rather early in the
production. Looking at the different schematics, it seems they only added
the equivalent of a few 74LSXX chips to 6502 silicon that were used to
handle isolating it from the buss<?> for when the ANTIC display chip took
over and renamed the processor 6502C.
> and here is where im even more confused. People always talk about 6502's
in
> c64's.. but I thought they
> had a 6510, which i thought was a clone of the 6502. can someone set me
> straight on this?
I'm pretty sure all the early C64s used 6502's, only one I can think of that
didn't may have been something like the C128, 6510 seems right. But I know
very little about the C64 line. I mean there were ones like the Plus 16 that
were mostly compatible that I never looked at.

>
>
>
>
>

# 2689. Re: Where Atari went wrong (was: why did hasbro bother)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s1bk0kmlq8977@corp.supernews.com>
Source record: 49374

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in message
news:3815978A.24578228@mail.uni-mainz.de...
> To me it sounds like the Maria chip merely has more players and
> missiles, a little higher resolution, but thats all it features. Not
> that much better than ANTIC (some 7800 games look rather cool, but could
> have been done also on XL/XE machines without maria chip...)
I've heard from a pretty reliable source that the Maria chip allowed for 80
column screens by "clever" use of their display list type feature.

But then I am pretty sure the 7800 was not designed in house at Atari but
rather by the MIT annex<sic> that did a lot of their work.
>
> Enough rumours for today. Greetings - Andreas Magenheimer
>
Nah! Just a few more.

# 2690. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <7v4lli$c2b$1@flood.xnet.com>
Source record: 49375

Richard Cortese <ricortes@netmagic.net> wrote:

: I'm pretty sure all the early C64s used 6502's, only one I can think of that
: didn't may have been something like the C128, 6510 seems right. But I know

The 64 used 6510s.

The 128 used an 8502.

--
Jason Compton jcompton@xnet.com

# 2691. Great 8-bit/5200/2600 auction - most at $0.50!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: csjjh@ux1
Message-ID: <3815ea6a@news.eiu.edu>
Source record: 49376

Hi there,
I've got the following auctions going on a e-bay. Many of these great
games are still at very low prices. Several at only 50 cents! Most of my
items are in very good - like new condition. All (except Gyruss, see item
discription on e-bay) are tested & guaranteed to work!

To check the status of all my games go to:
http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=csjjh@eiu.edu

Once there, just click on the itme number to see a full discription &
place a bid if you like.

ATARI 5200
Item # End date/time Bid Game discription
------ ------------ ------ ----------------
187801783 10/31/99 18:10 $1.00 Ballblazer by Lucasfilm w/box/docs
187808677 10/31/99 18:16 $0.50 RealSports Baseball
No Bids Yet
187814901 10/31/99 18:21 $1.00 Beamrider by Activision w/box/docs
187820186 10/31/99 18:26 $0.50 Defender
No Bids Yet
187826274 10/31/99 18:33 $0.25 Gyruss by Parker Brothers
No Bids Yet
187832536 10/31/99 18:39 $0.50 Missile Command w/instructions
No Bids Yet
187837089 10/31/99 18:44 $0.50 Pac-Man with instructions
No Bids Yet
187842420 10/31/99 18:50 $0.50 Wizard of Wor by CBS Electronics
No Bids Yet

ATARI 400/800 (XL/XE/8-bit)
Item # End date/time Bid Game discription
------ ------------ ------ ----------------
187847072 10/31/99 18:55 $0.50 Atariwriter Word Processor-Atari 400/800
No Bids Yet
187851041 10/31/99 18:59 $0.50 BASIC Computing Language - Atari 400/800
No Bids Yet
187859405 10/31/99 19:08 $1.25 David's Midnight Magic w/box/docs - Atari XE
187863744 10/31/99 19:13 $5.50 Deluxe Invaders (Roklan) - Atari 400/800
187868219 10/31/99 19:19 $0.25 Pac-Man for Atari 400/800 8-bit
No Bids Yet
187871903 10/31/99 19:23 $0.50 Submarine Commander (Thorn) Atari 400/800
187874930 10/31/99 19:26 $3.25 Track & Field for Atari 400/800 8-bit

ATARI 2600 (VCS)
Item # End date/time Bid Game discription

```
------ ------------ ------ ----------------
188102974 11/04/99 10:14 $0.25 Street Racer for Atari 2600 VCS
No Bids Yet
188104256 11/04/99 10:17 $0.25 Stampede by Activision for Atari 2600 VCS
No Bids Yet
188104960 11/04/99 10:18 $0.25 Pac-Man for Atari 2600 VCS
No Bids Yet
188105668 11/04/99 10:19 $0.25 Freeway by Activision for Atari 2600 VCS
No Bids Yet

Thanks for looking!
JJH

>>==--> Jonathan | E-mail: csjjh@eiu.edu <--==<<
>>==--> Jax | To send e-mail please make sure you use <--==<<
>>==--> Hunt | this address - my news reader messes up. <--==<<
```

# 2692. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3815f473.77553482@news.ds.centuryinter.net>
Source record: 49377

On Tue, 26 Oct 1999 05:23:44 -0700, "Ryan"
<rhino321@rem0vethis.geocities.com> wrote:

>Ok strictly speaking for XE's here.. they ALL(?) have a 65c02 right?
>and here is where im even more confused. People always talk about 6502's in
>c64's.. but I thought they
>had a 6510, which i thought was a clone of the 6502. can someone set me
>straight on this?

The C64 has a 6510, which is more or less very close to a 6502 so
people generalize and say the C64 has a 6502. The C64 disk drive, the
1501 is it?... it has a 6502 in it.

## 2693. Need manual C65 from OSS...

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <940963837.22917.0.pluto.d4ee0f47@news.demon.nl>
Source record: 49378

Can somebody help me, I prefer it as text-file...

Gtx,
Sysop*TXG

## 2694. Bit Copier

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <7v5196$25s$1@barcode.tesco.net>
Source record: 49379

I am collecting the various flavours of 1050 drive, and have heard of the "bit copier" did it really exist, and if so, is there anywhere you can still get one?

Richard

# 2695. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <7v517u$g88$1@flood.xnet.com>
Source record: 49380

Jon Melbo <ssilicon@centuryinter.net> wrote:

: people generalize and say the C64 has a 6502. The C64 disk drive, the
: 1501 is it?... it has a 6502 in it.

The 64 disk drive is the 1541. (And later, the 1571.)

--
Jason Compton jcompton@xnet.com

## 2696. Fried 1050?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991026172958.13313.00001369@ng-fh1.aol.com>
Source record: 49381

Any body out there know why a 1050 would blow power supplies?

Used it a couple days ago - no problems. Turned it on today, lights flickered normal, insert disk, power 800, 'Boot Error', noticed pilot lamp off? Rounded up another power supply, connected, turned on drive, lights flickered, then BOTH lights went off? Checked and discovered both (31 VA) power packs dead!!

Where is first place to look for short in drive? Is there a replaceable fuse in the power packs?

Above average intelligence has always run in my family. Ambition, however, has always walked with a slight limp....

# 2697. Re: what happened to all the ANTIC stuff on Compuserve? (was Re: ANTIC Dec 86 Disk (SIDE B!) ?? FINALLY IVE GOT IT (2 years off!))

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: Ryan <rhino321@rem0vethis.geocities.com>
Message-ID: <hepR3.3075$vB4.13280@typhoon-sf.snfc21.pbi.net>
Source record: 49382

```
Alan Sharkis wrote in message <7v4bds$7in$1@autumn.news.rcn.net>...
>Try
>
>http://www.umich.edu/~archive/atari/8it
>
>for the Web site. You should be able to navigate to something that will
>give you the ftp. I just don't have that at this moment.

hmm i get a dead link..
```

# 2698. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: Ryan <rhino321@rem0vethis.geocities.com>
Message-ID: <clpR3.3168$vB4.9124@typhoon-sf.snfc21.pbi.net>
Source record: 49383

Jason Compton wrote in message <7v517u$g88$1@flood.xnet.com>...
>Jon Melbo <ssilicon@centuryinter.net> wrote:
>
>: people generalize and say the C64 has a 6502. The C64 disk drive, the
>: 1501 is it?... it has a 6502 in it.
>
>The 64 disk drive is the 1541. (And later, the 1571.)
>
and later the 1581. :)

Ok.. so the 6502 / 6510 / and 65c02 are all basically compatible (with 6502 being the predecesor?)

Its just interesting to read in the c64 programers tome thing how they keep flip flopping back and forth between calling it a 6502 microprocessor and a 6510 microprocessor, but i guess the 6510 is a 6502 in a way? uhmm hehe. ok ya i think ive got it straight now tho

# 2699. Re: EASMD by OSS

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: williaj@interlog.com
Message-ID: <N.102699.050308.46@interlog>
Source record: 49384

EASMD is a descendant of the ASMED from OSS. I never used the Atari version but I used EASMD for years. There's a bug in the debugger in that it won't single step past the LDY # instruction. Other than that, it was simple to use and not too bad. MAC/65 was so superior to it though that it vanished soon after MAC/65 appeared.

> Bill Wilkinson (OSS founder) often refered to the Atari Editor Assembler
> as "ASMED". Maybe someone switched two letters in your reference.
>
> AFIK MAC/65 was the direct and only successor to ASMED; both were OSS
> products.
>
> jkp
>
>

# 2700. Atari BBS List (6/9/99)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <381628EF.6DA7659E@holyoak.com>
Source record: 49385

```
Atari BBS List 6/09/99

Maintained by Trevor Holyoak <trevor@holyoak.com> and
Greg Goodwin <clu-da-bard@geocities.com>
(Special thanks are due to Greg Goodwin, since he has been doing most of
the work lately.)

Please keep me informed with updates to the list and I'll post revisions
as necessary. In particular, if one of the BBS's is within your local
calling area, please give them a call and let me know whether they're
currently operational.

All boards are assumed to be operational 24 hours a day, 7 days
a week unless otherwise noted.

The format of the individual entries is below.
Note that each entry uses at least five lines (all of which are
less than 40-columns in order to make this easily 8bit readable):
"Type" indicates the type of hardware used to run the board.
"Status" is whether the board was up or not the last time it was
checked.
"Status Date" tells you when the entry was last updated.
--
There can be one or more lines of "Notes".

An asterisk (*) next to the board's phone number indicates that entry
has been updated since the last version of this list.

*****************************
* Atari 8bit Support BBS's *
* (With a definite pulse) *
* Last update: 99-06-09 *
* *
*****************************

## <BBS name> : <phone number> [*]
<location>
<type> : <status> : <status date>
--
<notes>

-------------------------------------
18 Systems Listed
-------------------------------------

01 ? : 604-873-1131 *
Vancouver BC Canada
```

Atari-8 : OK : 99-06-09
--
130XE/BBS Express Pro
Node #86/300-14.4k bps

02 ABACUS : 415-564-8062
San Francisco, California, USA
Atari-16 : OK : 99-06-09
--
ST Express

03 ABBUC Box : +49-5439-3265
Bersenbrueck (?), Germany
Atari-8 : OK : 96-03-13
--
M-F 19:00-07:00; S-S 15:00-08:00 MET

04 ASB Zan Sweeds : +46-3145-8807
?
? : ? : 96-03-10
--
ProNode 463

05 Atari Inside : +31 (0) 182-352755 *
The Netherlands
Atari-8 : OK : 97-09-22
--
Marius Diepenhorst:pokey@dds.nl
800XL/BBS Express Professional 5.0b
Node: X_476/1200-14400 baud
21:00 - 06:00 (GMT)
http://huizen.dds.nl/~pokey/

06 Beco Tel : +31-2063-26859 *
Amsterdam, The Netherlands
Atari-8 : OK : 96-11-24
--
Bernard Kok. Hours - 17:00-06:00 GMT
http://www.becotel.demon.nl/
Apparently down, but is supposed to be
returning on an Amiga soon.

07 Closer to Home : 419-368-4413 *
telnet://cth.tzo.com
Jeromesville, Ohio, USA
Atari-8 : ? : 99-06-09 [Busy]
--
While the number is uncertain, it is
currently the world's first Atari 8-bit
TELNETABLE BBS.

08 Computer World : 716-247-8355 *
Rochester, New York, USA
Atari-8 : OK : 99-06-09
--
Bob Puff. 14.4kbps

09 CSS : 716-247-7157 *
Rochester, New York, USA
? : OK : 99-06-09
--
<no notes>

10 DarkForce! : 606-886-9014
Prestonsbrug, Kentucky, USA
Atari-16 : OK : 99-06-09
--
Ronald Hall
Monthly cash/prizes!!
Gemini CD-ROM online.

11 JACS : 609-346-1224
Somerdale, New Jersey, USA
Atari-16 : OK : 99-06-09
--
Jersey Atari Computer Society
1040ST, <Fnord>adel 3.51
Citadel network
No restrictions, many discussion
areas

12 The Jail : 416-762-9316 *
Toronto, Ontario, Canada
Atari-8: OK : 99-06-09
--
ProNode 335
International Message Relay

13 Precinct : 225-766-3315
?
? : OK : 99-06-09
--
ProNode 207

14 Revelstone : 717-263-9689
?
? : OK : 99-06-09
--
ProNode 227

15 Simplicity : +643-352-0688
Christchurch, New Zealand
Atari-8 : OK : 96-03-19
--

Oasis 4.8 - Total 8-bit support

16 Slidell Express : 504-649-7921
?
? : OK : 99-06-09
--
ProNode 181

17 TAF : 416-421-8999
Toronto, Ontario, Canada
Atari-16 : OK : 99-06-09 [Busy both tries, club still active]
--
Toronto Atari Federation
Forem, 28.8K, 8/16 support
Fidonet, USENET news
Sysop: Dave Lee

18 Dallas' very own Atari BBS gone internet....
||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

******************************
* Atari 8bit Support BBS's *
* ( Big List ) *
* Last update: 99-06-09 *
* *
******************************

## <BBS name> : <phone number> [*]
<location>
<type> : <status> : <status date>
--
<notes>

------------------------------------
39 Systems Listed
------------------------------------

01 ? : 604-873-1131 *
Vancouver BC Canada
Atari-8 : OK : 99-06-09
--
130XE/BBS Express Pro
Node #86/300-14.4k bps

02 ABACUS : 415-564-8062 *
San Francisco, California, USA
Atari-16 : OK : 99-06-09
--
ST Express

03 ABBUC Box : +49-5439-3265
Bersenbrueck (?), Germany
Atari-8 : OK : 96-03-13
--
M-F 19:00-07:00; S-S 15:00-08:00 MET

04 ACUTE : 610-261-0620 *
?
? : Down : 99-06-09 (No Answer)
--
Atari Computer Users Technical
Exchange, ProNode 330

05 ASB Zan Sweeds : +46-3145-8807
?
? : ? : 96-03-10
--
ProNode 463

06 Atari Inside : +31 (0) 182-352755 *
The Netherlands
Atari-8 : OK : 97-09-22
--
Marius Diepenhorst:pokey@dds.nl
800XL/BBS Express Professional 5.0b
Node: X_476/1200-14400 baud
21:00 - 06:00 (GMT)
http://huizen.dds.nl/~pokey/

07 Atari Nest : 516-783-4634 *
Wantagh, New York, USA
Atari-8 : Down : 99-06-09 [No Answer]
--
130XE/MIO/14.4K ProNode 218
Formerly called New Nest
Long Island Atari User Group
and Old Hackers Atari User
Group
Patrick Mulvey: pmulvey@li.net

08 Atari Scene : 502-456-4292 *
Louisville, Kentucky, USA
Atari-16 : Down : 99-06-09 [No answer]
--
Atari Exchange of Louisville
user group.

09 Atari XE Group : 613-225-0901 *
Ottawa, Ontario, Canada
Atari-8 : Down : 99-06-09 [No Answer]
--
Dave Brown. X_232, IAN net soon
14.4 kbps

10 BAAUG : 408-986-0215 *
San Leandro, California, USA
Atari-16 : Down : 99-06-09 [No Answer]
--
MichTron

11 Barvarian Gaus : 303-367-5877 *
?
? : Down : 99-06-09 [No Answer]
--
ProNode 108

12 Beco Tel : +31-2063-26859 *
Amsterdam, The Netherlands
Atari-8 : OK : 96-11-24
--
Bernard Kok. Hours - 17:00-06:00 GMT
http://www.becotel.demon.nl/
Apparently down, but is supposed to be
returning on an Amiga soon.

13 Carnival : 810-235-0158 *
?
? : Down : 99-06-09 [No Answer]
--
ProNode 349

14 Closer to Home : 419-368-4413 *
telnet://cth.tzo.com
Jeromesville, Ohio, USA
Atari-8 : ? : 99-06-09 [Busy]
--
While the number is uncertain, it is
currently the world's first Atari 8-bit
TELNETABLE BBS.

15 Computer World : 716-247-8355 *
Rochester, New York, USA
Atari-8 : OK : 99-06-09
--
Bob Puff. 14.4kbps

16 CSS : 716-247-7157 *
Rochester, New York, USA
? : OK : 99-06-09
--
<no notes>

17 DarkForce! : 606-886-9014 *
Prestonsbrug, Kentucky, USA
Atari-16 : OK : 99-06-09
--
Ronald Hall

Monthly cash/prizes!!
Gemini CD-ROM online.

18 Hard Core : 203-871-1842 *
?
? : ? : 99-06-09 "First three numbers not valid"
--
ProNode 317

19 Inside 8bit West : 510-895-8022 *
?
? : Down : 99-06-09 [No Answer]
--
<no notes>

20 JACS : 609-346-1224 *
Somerdale, New Jersey, USA
Atari-16 : OK : 99-06-09
--
Jersey Atari Computer Society
1040ST, <Fnord>adel 3.51
Citadel network
No restrictions, many discussion
areas

21 The Jail : 416-762-9316 *
Toronto, Ontario, Canada
Atari-8: OK : 99-06-09
--
ProNode 335
International Message Relay

22 Menzobarranzen : 504-649-4194 *
?
? : Down : 99-06-09
--
ProNode 415

23 MOOSE : 716-381-5139 *
?
? : Down : 99-06-09
--
<no notes>

24 Owl's Nest : 510-276-6394 *
?
? : Down : 99-06-09
--
ProNode 430

25 Part Time : 216-582-1196 *
Cleveland, Ohio, USA
Atari-8 : ? : 99-06-09 "Cannot be completed as entered"

--
ProNode 7 version 2.1a

26 Pot Hole : 250-642-6795 *
Sooke, British Columbia, Canada
Atari-8 : ? : 99-06-09 [Answering Machine]
--
May be temporarily down.
ProNode 365. 300-14.4/24hr. Off-line
at 2300, 0000, and 0400 (PT) for 25
minute periods for networking with
North America and Europe. Excellent
selection of 8-bit utilities.
International Message Relay
Sysop: Boomer (Bob Nex)

27 Precinct : 225-766-3315 *
?
? : OK : 99-06-09
--
ProNode 207

28 Repair Shop : 801-967-8738 *
Salt Lake City, Utah, USA
? : ? : 99-06-09 [Bob Klass' Answering Machine]
--
Bob Klaas
ProNode 53
300-19.2 baud Hayes Ultra
International Message Relay
BBS Express Pro support BBS

29 Revelstone : 717-263-9689 *
?
? : OK : 99-06-09
--
ProNode 227

30 Simplicity : +643-352-0688 *
Christchurch, New Zealand
Atari-8 : OK : 96-03-19
--
Oasis 4.8 - Total 8-bit support

31 Slidell Express : 504-649-7921 *
?
? : OK : 99-06-09
--
ProNode 181

32 SPACE : 612-427-4317 *
St. Paul, Minnesota, USA

Atari-8 : Down : 99-06-09 [No Answer.. though club is still active]
--
1Meg XE, 1Meg MIO, 40MB HD, 14.4K

33 Star NET : 407-281-6132 *
Orlando, Florida, USA
Atari-8 : Down : 99-06-09
--
ProNode 449-Multinode Pro V50b_m
500MB - One of the biggest 8bit
BBS's in the country.

34 System Reset! : <none>
Hamilton, Ontario, Canada
Atari-8 : DOWN : 96-11-22
--
USF net, IAN net, ProNode 59
Probably back up in a year...

35 TAF : 416-421-8999 *
Toronto, Ontario, Canada
Atari-16 : OK : 99-06-09 [Busy both tries, club still active]
--
Toronto Atari Federation
Forem, 28.8K, 8/16 support
Fidonet, USENET news
Sysop: Dave Lee

36 Underdog : 508-820-3089 *
?
? : Down : 99-06-09 [Answering Machine]
--
ProNode 102

37 Wall : 904-730-8659 *
?
? : Down : 99-06-09 [No Answer]
--
ProNode 287

38 Wayne's World : 614-761-1891 *
Columbus, Ohio, USA
? : ? : 99-06-09 [No Answer]
--
Wayne Arenz

39 Westex : 610-776-7495 *
?
? : ? : 99-06-09 [Westex Answering Machine]
--
ProNode 169

# 2701. Atari BBS List 6/09/99 (non-attachment version)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <381629CF.B3FA7622@holyoak.com>
Source record: 49386

(oops - sorry about the one I just posted as an attachment)
This list is also available at http://www.holyoak.com/atari

Atari BBS List 6/09/99

Maintained by Trevor Holyoak <trevor@holyoak.com> and
Greg Goodwin <clu-da-bard@geocities.com>
(Special thanks are due to Greg Goodwin, since he has been doing most of

the work lately.)

Please keep me informed with updates to the list and I'll post revisions

as necessary. In particular, if one of the BBS's is within your local
calling area, please give them a call and let me know whether they're
currently operational.

All boards are assumed to be operational 24 hours a day, 7 days
a week unless otherwise noted.

The format of the individual entries is below.
Note that each entry uses at least five lines (all of which are
less than 40-columns in order to make this easily 8bit readable):
"Type" indicates the type of hardware used to run the board.
"Status" is whether the board was up or not the last time it was
checked.
"Status Date" tells you when the entry was last updated.
--
There can be one or more lines of "Notes".

An asterisk (*) next to the board's phone number indicates that entry
has been updated since the last version of this list.

```
*****************************
* Atari 8bit Support BBS's *
* (With a definite pulse) *
* Last update: 99-06-09 *
* *
*****************************
```

## <BBS name> : <phone number> [*]
<location>
<type> : <status> : <status date>
--
<notes>

---
18 Systems Listed

```
-------------------------------------

01 ? : 604-873-1131 *
Vancouver BC Canada
Atari-8 : OK : 99-06-09
--
130XE/BBS Express Pro
Node #86/300-14.4k bps

02 ABACUS : 415-564-8062
San Francisco, California, USA
Atari-16 : OK : 99-06-09
--
ST Express

03 ABBUC Box : +49-5439-3265
Bersenbrueck (?), Germany
Atari-8 : OK : 96-03-13
--
M-F 19:00-07:00; S-S 15:00-08:00 MET

04 ASB Zan Sweeds : +46-3145-8807
?
? : ? : 96-03-10
--
ProNode 463

05 Atari Inside : +31 (0) 182-352755 *
The Netherlands
Atari-8 : OK : 97-09-22
--
Marius Diepenhorst:pokey@dds.nl
800XL/BBS Express Professional 5.0b
Node: X_476/1200-14400 baud
21:00 - 06:00 (GMT)
http://huizen.dds.nl/~pokey/

06 Beco Tel : +31-2063-26859 *
Amsterdam, The Netherlands
Atari-8 : OK : 96-11-24
--
Bernard Kok. Hours - 17:00-06:00 GMT
http://www.becotel.demon.nl/
Apparently down, but is supposed to be
returning on an Amiga soon.

07 Closer to Home : 419-368-4413 *
telnet://cth.tzo.com
Jeromesville, Ohio, USA
Atari-8 : ? : 99-06-09 [Busy]
--
While the number is uncertain, it is
```

currently the world's first Atari 8-bit
TELNETABLE BBS.

08 Computer World : 716-247-8355 *
Rochester, New York, USA
Atari-8 : OK : 99-06-09
--
Bob Puff. 14.4kbps

09 CSS : 716-247-7157 *
Rochester, New York, USA
? : OK : 99-06-09
--
<no notes>

10 DarkForce! : 606-886-9014
Prestonsbrug, Kentucky, USA
Atari-16 : OK : 99-06-09
--
Ronald Hall
Monthly cash/prizes!!
Gemini CD-ROM online.

11 JACS : 609-346-1224
Somerdale, New Jersey, USA
Atari-16 : OK : 99-06-09
--
Jersey Atari Computer Society
1040ST, <Fnord>adel 3.51
Citadel network
No restrictions, many discussion
areas

12 The Jail : 416-762-9316 *
Toronto, Ontario, Canada
Atari-8: OK : 99-06-09
--
ProNode 335
International Message Relay

13 Precinct : 225-766-3315
?
? : OK : 99-06-09
--
ProNode 207

14 Revelstone : 717-263-9689
?
? : OK : 99-06-09
--
ProNode 227

15 Simplicity : +643-352-0688
Christchurch, New Zealand
Atari-8 : OK : 96-03-19
--
Oasis 4.8 - Total 8-bit support

16 Slidell Express : 504-649-7921
?
? : OK : 99-06-09
--
ProNode 181

17 TAF : 416-421-8999
Toronto, Ontario, Canada
Atari-16 : OK : 99-06-09 [Busy both tries, club still active]
--
Toronto Atari Federation
Forem, 28.8K, 8/16 support
Fidonet, USENET news
Sysop: Dave Lee

18 Dallas' very own Atari BBS gone internet....
||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

*****************************
* Atari 8bit Support BBS's *
* ( Big List ) *
* Last update: 99-06-09 *
* *
*****************************

## <BBS name> : <phone number> [*]
<location>
<type> : <status> : <status date>
--
<notes>

-------------------------------------
39 Systems Listed
-------------------------------------

01 ? : 604-873-1131 *
Vancouver BC Canada
Atari-8 : OK : 99-06-09
--
130XE/BBS Express Pro
Node #86/300-14.4k bps

02 ABACUS : 415-564-8062 *
San Francisco, California, USA
Atari-16 : OK : 99-06-09
--

ST Express

03 ABBUC Box : +49-5439-3265
Bersenbrueck (?), Germany
Atari-8 : OK : 96-03-13
--
M-F 19:00-07:00; S-S 15:00-08:00 MET

04 ACUTE : 610-261-0620 *
?
? : Down : 99-06-09 (No Answer)
--
Atari Computer Users Technical
Exchange, ProNode 330

05 ASB Zan Sweeds : +46-3145-8807
?
? : ? : 96-03-10
--
ProNode 463

06 Atari Inside : +31 (0) 182-352755 *
The Netherlands
Atari-8 : OK : 97-09-22
--
Marius Diepenhorst:pokey@dds.nl
800XL/BBS Express Professional 5.0b
Node: X_476/1200-14400 baud
21:00 - 06:00 (GMT)
http://huizen.dds.nl/~pokey/

07 Atari Nest : 516-783-4634 *
Wantagh, New York, USA
Atari-8 : Down : 99-06-09 [No Answer]
--
130XE/MIO/14.4K ProNode 218
Formerly called New Nest
Long Island Atari User Group
and Old Hackers Atari User
Group
Patrick Mulvey: pmulvey@li.net

08 Atari Scene : 502-456-4292 *
Louisville, Kentucky, USA
Atari-16 : Down : 99-06-09 [No answer]
--
Atari Exchange of Louisville
user group.

09 Atari XE Group : 613-225-0901 *
Ottawa, Ontario, Canada
Atari-8 : Down : 99-06-09 [No Answer]

--
Dave Brown. X_232, IAN net soon
14.4 kbps

10 BAAUG : 408-986-0215 *
San Leandro, California, USA
Atari-16 : Down : 99-06-09 [No Answer]
--
MichTron

11 Barvarian Gaus : 303-367-5877 *
?
? : Down : 99-06-09 [No Answer]
--
ProNode 108

12 Beco Tel : +31-2063-26859 *
Amsterdam, The Netherlands
Atari-8 : OK : 96-11-24
--
Bernard Kok. Hours - 17:00-06:00 GMT
http://www.becotel.demon.nl/
Apparently down, but is supposed to be
returning on an Amiga soon.

13 Carnival : 810-235-0158 *
?
? : Down : 99-06-09 [No Answer]
--
ProNode 349

14 Closer to Home : 419-368-4413 *
telnet://cth.tzo.com
Jeromesville, Ohio, USA
Atari-8 : ? : 99-06-09 [Busy]
--
While the number is uncertain, it is
currently the world's first Atari 8-bit
TELNETABLE BBS.

15 Computer World : 716-247-8355 *
Rochester, New York, USA
Atari-8 : OK : 99-06-09
--
Bob Puff. 14.4kbps

16 CSS : 716-247-7157 *
Rochester, New York, USA
? : OK : 99-06-09
--
<no notes>

17 DarkForce! : 606-886-9014 *
Prestonsbrug, Kentucky, USA
Atari-16 : OK : 99-06-09
--
Ronald Hall
Monthly cash/prizes!!
Gemini CD-ROM online.

18 Hard Core : 203-871-1842 *
?
? : ? : 99-06-09 "First three numbers not valid"
--
ProNode 317

19 Inside 8bit West : 510-895-8022 *
?
? : Down : 99-06-09 [No Answer]
--
<no notes>

20 JACS : 609-346-1224 *
Somerdale, New Jersey, USA
Atari-16 : OK : 99-06-09
--
Jersey Atari Computer Society
1040ST, <Fnord>adel 3.51
Citadel network
No restrictions, many discussion
areas

21 The Jail : 416-762-9316 *
Toronto, Ontario, Canada
Atari-8: OK : 99-06-09
--
ProNode 335
International Message Relay

22 Menzobarranzen : 504-649-4194 *
?
? : Down : 99-06-09
--
ProNode 415

23 MOOSE : 716-381-5139 *
?
? : Down : 99-06-09
--
<no notes>

24 Owl's Nest : 510-276-6394 *
?
? : Down : 99-06-09
--

ProNode 430

25 Part Time : 216-582-1196 *
Cleveland, Ohio, USA
Atari-8 : ? : 99-06-09 "Cannot be completed as entered"
--
ProNode 7 version 2.1a

26 Pot Hole : 250-642-6795 *
Sooke, British Columbia, Canada
Atari-8 : ? : 99-06-09 [Answering Machine]
--
May be temporarily down.
ProNode 365. 300-14.4/24hr. Off-line
at 2300, 0000, and 0400 (PT) for 25
minute periods for networking with
North America and Europe. Excellent
selection of 8-bit utilities.
International Message Relay
Sysop: Boomer (Bob Nex)

27 Precinct : 225-766-3315 *
?
? : OK : 99-06-09
--
ProNode 207

28 Repair Shop : 801-967-8738 *
Salt Lake City, Utah, USA
? : ? : 99-06-09 [Bob Klass' Answering Machine]
--
Bob Klaas
ProNode 53
300-19.2 baud Hayes Ultra
International Message Relay
BBS Express Pro support BBS

29 Revelstone : 717-263-9689 *
?
? : OK : 99-06-09
--
ProNode 227

30 Simplicity : +643-352-0688 *
Christchurch, New Zealand
Atari-8 : OK : 96-03-19
--
Oasis 4.8 - Total 8-bit support

31 Slidell Express : 504-649-7921 *
?
? : OK : 99-06-09

--
ProNode 181

32 SPACE : 612-427-4317 *
St. Paul, Minnesota, USA
Atari-8 : Down : 99-06-09 [No Answer.. though club is still active]
--
1Meg XE, 1Meg MIO, 40MB HD, 14.4K

33 Star NET : 407-281-6132 *
Orlando, Florida, USA
Atari-8 : Down : 99-06-09
--
ProNode 449-Multinode Pro V50b_m
500MB - One of the biggest 8bit
BBS's in the country.

34 System Reset! : <none>
Hamilton, Ontario, Canada
Atari-8 : DOWN : 96-11-22
--
USF net, IAN net, ProNode 59
Probably back up in a year...

35 TAF : 416-421-8999 *
Toronto, Ontario, Canada
Atari-16 : OK : 99-06-09 [Busy both tries, club still active]
--
Toronto Atari Federation
Forem, 28.8K, 8/16 support
Fidonet, USENET news
Sysop: Dave Lee

36 Underdog : 508-820-3089 *
?
? : Down : 99-06-09 [Answering Machine]
--
ProNode 102

37 Wall : 904-730-8659 *
?
? : Down : 99-06-09 [No Answer]
--
ProNode 287

38 Wayne's World : 614-761-1891 *
Columbus, Ohio, USA
? : ? : 99-06-09 [No Answer]
--
Wayne Arenz

39 Westex : 610-776-7495 *
?

? : ? : 99-06-09 [Westex Answering Machine]
--
ProNode 169

## 2702. Jaguar

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: David Matthews <mathu@indigo.ie>
Message-ID: <JZpR3.175$pK5.159@news.indigo.ie>
Source record: 49387

```
Hi All,
Will NTSC Jaguar CD's and Cartridges work on a PAL Jaguar system??Please
HELP
Thanks
```

## 2703. test

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: Ken Becker <kpb@dolby.com>
Message-ID: <7v57nt$56m@iserver2.dolby.com>
Source record: 49388

Please ignore this. Sorry for the intrusion.

# 2704. making blank discs for emulators

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: Al <alan@thefunkydisco.freeserve.co.uk>
Message-ID: <7v5asv$s26$1@news8.svr.pol.co.uk>
Source record: 49389

Hi
I'm new to Atati 800 emulation and am using Atari800win. Can anyone tell
me how to generate a blank disc file for saving game postions on etc

Can anyone help?

Cheers

Alan Saunders

## 2705. FS: ATARI-600XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: "Keatah@worldnet.att.net" <Keatah@worldnet.att.net>
Message-ID: <3816336F.E1B0F8D5@worldnet.att.net>
Source record: 49390

Selling an atari600xl on ebay, its pretty cheap as of this posting, if you want to get it check:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=188479732

## 2706. Looking for Video Easel

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: "Keatah@worldnet.att.net" <Keatah@worldnet.att.net>
Message-ID: <381633A5.F53657AA@worldnet.att.net>
Source record: 49391

I'm looking for a disk or binary cart image of video easel, i have not yet seen it on any of the 8bit archives. any leads??

Kg

## 2707. ATARI8 Demo FTP site?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: Ryan <rhino321@rem0vethis.geocities.com>
Message-ID: <x4rR3.4582$vB4.19142@typhoon-sf.snfc21.pbi.net>
Source record: 49392

Anyone have a good ftp site with TONS of atari 8bit demos?
thanks..

# 2708. Re: Bit Copier

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <7v5g4a$mup$1@news.storm.ca>
Source record: 49393

The bit-writer was a super-archiver addition from CSS (Bob Puff). Permits copying of virtually all disks. Try www.nleaudio.com/css (I think that's the link) and see if Bob still has any.

David P.

Richard Daley <Richard.Daley@tesco.net> wrote in message news:7v5196$25s$1@barcode.tesco.net...
> I am collecting the various flavours of 1050 drive, and have heard of the
> "bit copier" did it really exist, and if so, is there anywhere you can still
> get one?
>
> Richard
>
>

# 2709. Re: Fried 1050?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: arudzki <arudzki@home.com>
Message-ID: <7qjR3.10055$yp.74760@news.rdc1.pa.home.com>
Source record: 49394

> Where is first place to look for short in drive? Is there a replaceable fuse
> in the power packs?

Check the bridge rectifier or the Filter Caps on the input. Thats a good place to start. If the short was in the electronics past the bridge, I would assume a regulator of some sort would go into overload protection and shut down.

tony

# 2710. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-26 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <7v5tlf$g5r$1@kc.trail.com>
Source record: 49395

Hi there,

In article <clpR3.3168$vB4.9124@typhoon-sf.snfc21.pbi.net>,
Ryan <rhino321@rem0vethis.geocities.com> wrote:
>
>Ok.. so the 6502 / 6510 / and 65c02 are all basically compatible (with 6502
>being the predecesor?)

Not quite. The 6510, in the C64, is like a 6502 with a (6-bit) I/O port;
although they are not hardware compatible, they are 100% software compatible,
meaning that they share both normal opcodes and "undocumented" or quasi-
opcodes. The 65c02, however, does away with the quasi-opcodes (which are
really just "holes" in the CPU mask) and adds several new opcodes (like
STZ and BRA). The 8502 in the 128 is similar to the 6510.

So, what does it all mean?

- Programs that use 6502 quasi-opcodes will not work correctly on
a 65C02; programs that use the extra 65C02 opcodes will not work
on a 6502 (that's why e.g. sometimes Apple II programs require a
//e or better).

- The 6510/8502 are not hardware-compatible with the 6502 and 65C02;
you can't just swap one in the CPU socket.

- From a programmer's perspective, the 8502, 6510, and 6502 are
identical. Thus the designations are often used interchangably;
I do it all the time. I think it stems from a conflict between
a desire to be accurate -- "6510" -- and a desire to be more
general -- "6502", which more people are familiar with. So the
end result is, of course, something which is confusing and
inaccurate :).

Incidentally, there is, of course, one more important member of the 65xx
family -- the 65816. Contrary to what you may have heard, it was not
designed by Atari, and has nothing in common with the 68000. It was
designed by Bill Mensch -- designer of the 65C02, and one of the designers
of the 6800 as well as the 6502 -- and is a logical extension of the 65C02,
adding new opcodes and addressing modes (most importantly 16-bit registers
and 24-bit addressing modes).

-S
--

## 2711. two systems for sale xe ,s and software .

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: MERRY BRIDGEWATER <atone442@worldnet.att.net>
Message-ID: <7v8b4l$t1$1@bgtnsc01.worldnet.att.net>
Source record: 49188

reply........ to lone11@mailcity.com

## 2712. Re: This old book...

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: sinive rollinginson <rollsl@uleth.ca>
Message-ID: <7v8993$jgk1@neptune.online.uleth.ca>
Source record: 49189
Cross-posted to: comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm

```
i sold this on ebay went for around 10 dollars
dave

Roger Cain <roger@cainr.freeserve.co.uk> wrote in message
news:7uusdf$3nt$1@news4.svr.pol.co.uk...
>
> Jeff Iverson <jiverson3@uswest.net> wrote in message
> news:3812B786.A0B1263C@uswest.net...
> > I've got a book:
> >
> > 6502 Assembly Language Programming: A self-teaching guide
> >
> > I'm wonder what, if any, value this has.
> >
> > If the value is quite low, I'll just hang on to it as a reminder of
> > simpler days in the history of computing.
>
> Ah, happy memories! This is a "bible" for the BBC micro and the Oric. The
> 6502 HAS been incorporated into some domestic equipment (washing machines
> etc.) but you are unlikely to find much call for it now.
>
> Roger
>
>
```

# 2713. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <7v8k43$jp4$1@kc.trail.com>
Source record: 49190

Hi Derek,

In article <7v6e9d$v8q$1@nntp6.u.washington.edu>,
Derek Peschel <dpeschel@u.washington.edu> wrote:
>In article <Pine.GSO.3.95.iB1.0.991027010906.18176A-100000@vtn1>,
>John K. Picken <yg473@victoria.tc.ca> wrote:
>>
>>Bang on! The 6502C in the XE is not the same as a 65C02 which has the
>>additional op codes such as STZ. Unfortunately, the 65C02 is physically
>>incompatible with the Atari.
>
>Do you know for sure if the 6502C has all the same opcodes as the 6502? Or
>who designed the 6502C? Or any details about the ROR problem?

From the comp.sys.atari.8bit faq:

----

The difference goes something like this: On the Atari, there are two
microprocessors, ANTIC and the 6502 or 6502c. To allow them to coexist, ANTIC
must shut off the 6502/6502c, a process called DMA. The 6502 supports DMA, but
in Atari's implementation, it required 4 chips. The 6502c has this additional
circuitry built-in.

More on this from James Bradford, mailto:sup8pdct@mail.cth.com.au :
The 6502c in all PAL atari's, late 400/800, XL, XE NTSC atari's have A special
6502. This 6502 has an extra line called HALT. It is controlled by ANTIC which
it uses whenever it needs the data/address bus. The HALT line is on pin 35 of
the atari 6502 and must be pulled high for the chip to work (I think) . Early
400/800 NTSC atari's used a standard 6502 and a couple of chips to stop the
processor when antic needed the busses.

----

The C in 65C02 stands for CMOS; the C in 6502C apparently stands for "Custom",
and Atari was the customizer.

According to the 6502 data sheets ROR is present only in 6502s made after
June 1976, but I don't know about the other rotate instructions. I read an
article on it once but have totally forgotten it.

Incidentally, you might wonder how VIC shares the bus with the 6510 in the
C64. Think of a CPU cycle as a sine wave -- half of the time it is positive,
the other half it is negative, so one cycle contains two "phases". Most
of the time VIC performs its DMA during the first phase of the phi2
signal (using the AEC pin on the 6510), leaving the second phase for the
6510, and so doesn't steal cycles from the CPU (the memory accesses are

"interleaved"). Sometimes, though -- to fetch character pointers every
8 lines, and when sprite data is needed -- it needs a few extra cycles, and
will use the RDY line on the 6510 to effectively halt the CPU for as many
cycles as it needs (RDY prevents the CPU from reading memory).

Note also that all this DMA cycle stealing determines the effective
processor speed. On the C64 the CPU is slowed down by 5-6%; I don't
have my Atari numbers handy, but I seem to recall that DMA takes around
15-20% of the available CPU cycles, depending on the graphics mode (maybe
someone else has the numbers).

-S
--

# 2714. Re: ANTIC Dec 86 Disk (SIDE B!) ?? FINALLY IVE GOT IT (2 years off!)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: Bob Evans <BobEvanz@optonline.net>
Message-ID: <0HrR3.1677$Hc.4680013@news.optonline.net>
Source record: 49396

I know how you feel I've been looking for a copy of The Vaults of Zurich
forever now.

Ryan <rhino321@rem0vethis.geocities.com> wrote in message
news:mi3R3.409$hh7.12081@typhoon-sf.snfc21.pbi.net...
> UGH!! :((((( Thats not it.
> Hmm.. if you go ahead and run HELL.bas or HOWNICE.bas .. that will give
> you an idea of what it looks like.
> I think in mine tho you had to pick up bombs or something and the point
was
> to actually try to CAUSE a meltdown.. heheh
>
> hmm MAN THIS is what i had in my head as "worst case scenario" of how this
> search was going to turn up.
> ohhh well. hmm i guess its a case of lost forever.. that sucks. an
exstinct
> program!! haha
> <SIGH>
> well thanks alot for looking tho i appreciate it.
> RYan
>
>
> Russ Gilbert wrote in message <3814bcf3$0$439@news.en.com>...
> >This 'meltdown' I found may not be the one. If it is, somebody
> >compiled it and put their name on it and said copyright 1982.
> >There's another 'meltdown.cos' that I'm sure isn't it, as the .cos
> >one is a frogger clone.
> >The other 'meltdown' has, like 4 levels. You get a man at the
> >bottom to fill a cup with patching material to patch a nuclear
> >cooling tower. I guess you go pour the patch on the crack in
> >the tower and then go get some more patch, avoiding little rats
> >or turtles or armadillos or something (maybe squirrels?).
> >The song is very familiar (the something goes up, the something
> >goes down, etc. Can't remember.)
> >Russg
>
>

# 2715. Re: making blank discs for emulators

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: dml_68@yahoo.comm
Message-ID: <8E6BC0E6Adml@news>
Source record: 49397

alan@thefunkydisco.freeserve.co.uk (Al) wrote in
<7v5asv$s26$1@news8.svr.pol.co.uk>:
What I have done is create a DIR called Save, then copy any ATR Disk image
in that Directory (Using Wndows or DOS0 Rename teh ATR to save.tr (Or
something simmilar) and then load the emulator, select the disk image and
format it. Seems to work just fine

>Hi
> I'm new to Atati 800 emulation and am using Atari800win. Can anyone
> tell
>me how to generate a blank disc file for saving game postions on etc
>
>Can anyone help?
>
>Cheers
>
>Alan Saunders
>
>
>

--
Swing by my Classic Tandy Emulation Web Pages

TRS-80 CoCo Emulation
http://www.50megs.com/mrnukem/coco/coco.htm

Classic Tandy Emulation
http://www.50megs.com/mrnukem/tandy/tandy.htm

## 2716. Spinning Fuji Demo

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: cjherr@typhoon.xnet.com
Message-ID: <7v5q71$14$1@flood.xnet.com>
Source record: 49398

Can anyone tell me where I can find the demo with the rainbow fuji bouncing around the screen? I know this was available for the ST, but I'm pretty sure it was available for the 8-bit as well. I always thought that was cool as hell. I'd love to have a copy for my 8-bit. Any help is appreciated.

Thanks.
--
-CJ

C.J. Herr
cjherr@xnet.com "Reply hazy, ask again later." O-

# 2717. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: dpeschel@u.washington.edu
Message-ID: <7v608j$1an4$1@nntp6.u.washington.edu>
Source record: 49399

In article <7v5tlf$g5r$1@kc.trail.com>, Steve Judd <sjudd@kc.trail.com> wrote:
>Hi there,
>
>In article <clpR3.3168$vB4.9124@typhoon-sf.snfc21.pbi.net>,
>Ryan <rhino321@rem0vethis.geocities.com> wrote:
>>
>>Ok.. so the 6502 / 6510 / and 65c02 are all basically compatible (with 6502
>>being the predecesor?)
>
>Not quite. The 6510, in the C64, is like a 6502 with a (6-bit) I/O port;
>although they are not hardware compatible, they are 100% software compatible,
>meaning that they share both normal opcodes and "undocumented" or quasi-
>opcodes. The 65c02, however, does away with the quasi-opcodes (which are
>really just "holes" in the CPU mask) and adds several new opcodes (like
>STZ and BRA). The 8502 in the 128 is similar to the 6510.

I got the impression Ryan was mentioning the 65C02 in connection with the
Atari 8-bit machines. But none of them contained a 65C02 as far as I know
-- they all contained the 6502C chip which has the same documented opcodes
as the 6502 (and probably the same undocumented ones too -- I don't know).

The difference between the 6502C and the ordinary 6502 has something to do
with controlling the memory accesses of the chip. I'm not exactly sure
what. I also don't know who made the changes (whether it was Atari or
someone else).

I should also mention that there were at least two versions of the ordinary
6502 chip. You might call them "early" and "late" versions. As I recall,
the early versions did not support one instruction (ROR, roll accumulator
right, I think).

-- Derek

## 2718. Just in case...

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: "William S. O'Leary <billo@megsinet" <"remove>.com">
Message-ID: <0RvR3.917$DM.68050@news.corecomm.net>
Source record: 49400

I want to stick a Atari, hopefully my new xegs that should be coming soon, in a PC case. Here is the weird thing, I am hoping to be able to keep the pc in there too! Has anybody done this? It would be very nice for APE.

Any suggestions?

# 2719. Re: JAM!! vs. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <38168198.3636455@trumpet.uni-mannheim.de>
Source record: 49401

On Tue, 26 Oct 1999 15:00:42 GMT, John Kwiatkowski <johnmk@shell.clark.net>
wrote:

> Picked up some 6 ft RCA cables and a 5-pin DIN from Radio Shack.
> I will test my non-existent soldering skills this weekend.
>
> Which wire is ground on an RCA cable? I only need the composite
> video and audio outs from the DIN.
>

None of the "wires", ground is common to them all. The inner pin
om each connector carries the respective signal, the outside metal
"circle" of each is connected to ground.

> John K.
>
>Rhett James Barnes <cryorunner@aol.com> wrote:
>:> >
>:> > Looking for a 5-pin din to S-video or composite vid and audio RCA
>:> > type connector so I can try the monitor out. From what I've
>:> > heard, quality should be better.
>:> >
>:> Yes. Those cables are still available around here, in electronic
>:> stores, surprisingly. And they are cheap. Try looking at electronics
>:> stores in the audio/video section, there they may have such cable.
>:> It seems Atari adopted some kind of pre-existent standard, then...
>:>
>
>: Yep, this is the old European 5-Pin DIN audio connector, used mostly for
>: tape-decks, I believe. I was able to find a DIN to RCA cable at a local
>: junk electronics store for cheap and it was SO much nicer than the junky
>: video cable I had thrown together as a kid. You just had to play around
>: to figure out which of the four outputs you want. Even Radio Shack used
>: to carry these, but I don't see them in the current catalog.
>
>: Maybe someone knows the pin-outs for the Atari video connector and can
>: post them to help out those in need (I'd have to pull out an Atari and
>: check it out, because I surely don't remember that any more!).

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 2720. Re: JAM!! vs. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <38188f98.7221458@trumpet.uni-mannheim.de>
Source record: 49402

On Tue, 26 Oct 1999 11:21:03 GMT, ssilicon@centuryinter.net (Jon Melbo) wrote:

>On Tue, 26 Oct 1999 04:12:06 GMT, no_me_j.j_t_kirk@geocities.com
>(JTKirk) wrote:
>
>>It wouldn't be too clever if the manufacturers made cables for
>>that standard and used any colors they wanted... what would the
>>standard stand for, then?
>>Witness the TV or VCR RCA input/output connectors: it's always
>>yellow for video, red for audio right, and white for audio left.
>
>Depends on what the "standard" covers. Sometimes a standard is just
>the shape, size and position of the pins and such (ex. the various DIN
>connectors).
>
>I have no idea what if any standard is set for computer monitor jacks
>etc. I have two different makes of 5 pin DIn to RCA male and I think
>(would have to dig to be sure) that the colors of the wires going to
>the RCA plugs are different colors.

As I said, if those cables had originally been used for an audio
standard, I'd hope the colors were "fixed". Apparently they're
not and manufacturers may have used all possible permutations...
Oh, well... in that case, the only way of knowing which is which
is by using a multimeter or an ohmmeter... check for continuity
(although an AA battery, a cable and a 1.5V lamp may do it too)

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 2721. Re: Spinning Fuji Demo

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <D0yR3.13023$7G2.79236@news1.online.no>
Source record: 49403

Is that the SWAN Demo from Atari ? I have that disk somewhere!

C.J. Herr <cjherr@typhoon.xnet.com> wrote in message
news:7v5q71$14$1@flood.xnet.com...
> Can anyone tell me where I can find the demo with the rainbow fuji
bouncing
> around the screen? I know this was available for the ST, but I'm pretty
> sure it was available for the 8-bit as well. I always thought that was
cool
> as hell. I'd love to have a copy for my 8-bit. Any help is appreciated.
>
> Thanks.
> --
> -CJ
>
> C.J. Herr
> cjherr@xnet.com "Reply hazy, ask again later."
O-

# 2722. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.991027010906.18176A-100000@vtn1>
Source record: 49404

On 27 Oct 1999, Derek Peschel wrote:

> 
> I got the impression Ryan was mentioning the 65C02 in connection with the
> Atari 8-bit machines. But none of them contained a 65C02 as far as I know
> -- they all contained the 6502C chip which has the same documented opcodes
> as the 6502 (and probably the same undocumented ones too -- I don't know).
> 
> The difference between the 6502C and the ordinary 6502 has something to do
> with controlling the memory accesses of the chip. I'm not exactly sure
> what. I also don't know who made the changes (whether it was Atari or
> someone else).
> 
> I should also mention that there were at least two versions of the ordinary
> 6502 chip. You might call them "early" and "late" versions. As I recall,
> the early versions did not support one instruction (ROR, roll accumulator
> right, I think).
> 
> -- Derek
> 
> 
Bang on! The 6502C in the XE is not the same as a 65C02 which has the
additional op codes such as STZ. Unfortunately, the 65C02 is physically
incompatible with the Atari.

jkp

# 2723. Re: Spinning Fuji Demo

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <7v6ddi$mh0$6@kohl.informatik.uni-bremen.de>
Source record: 49405

>C.J. Herr <cjherr@typhoon.xnet.com> wrote in message
>news:7v5q71$14$1@flood.xnet.com...
>> Can anyone tell me where I can find the demo with the rainbow fuji
>bouncing

"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
>Is that the SWAN Demo from Atari ? I have that disk somewhere!

Nope, that's just a rotating Fuji with a swan ("It's a swan! Honest!" -
that article by Park in A.N.A.L.O.G. was a blast) flying by.

The one with the Fuji boincing is "FujiBoink!", but I don't have a
source for it, right now...

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 2724. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7v6dt7$9d6$1@nets3.rz.RWTH-Aachen.DE>
Source record: 49406

In article <19991026064442.28772.00001287@ng-fg1.news.cs.com>, llpwhite@cs.com says...
>
>>Optical storage seems to be pretty rugged / reliable. Don't know how
>>long the CD-Rs last for sure though.
>
>Estimates of 10-50 years. If one wanted something that truly lasted a long,
>long time,
>what would it be? (Blue sky here, but assume that the reader would also
>survive.)
>How about instead of punched paper tape
>some other media like some type of punched
>plastic tape or even (thin) stainless steel?
>Larry

Why not use stone? It's been used for thousands of years and you can still see what these Greeks and Romans wrote back then. Ok, one "petro-writer" would make more noise than the good old 810 drive, but what the heck.

:-)

CU Mathy van Nisselroy

# 2725. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: dpeschel@u.washington.edu
Message-ID: <7v6e9d$v8q$1@nntp6.u.washington.edu>
Source record: 49407

In article <Pine.GSO.3.95.iB1.0.991027010906.18176A-100000@vtn1>,
John K. Picken <yg473@victoria.tc.ca> wrote:
>
>
>On 27 Oct 1999, Derek Peschel wrote:
>
>>
>> I got the impression Ryan was mentioning the 65C02 in connection with the
>> Atari 8-bit machines. But none of them contained a 65C02 as far as I know
>> -- they all contained the 6502C chip which has the same documented opcodes
>> as the 6502 (and probably the same undocumented ones too -- I don't know).
>>
>> The difference between the 6502C and the ordinary 6502 has something to do
>> with controlling the memory accesses of the chip. I'm not exactly sure
>> what. I also don't know who made the changes (whether it was Atari or
>> someone else).
>>
>> I should also mention that there were at least two versions of the ordinary
>> 6502 chip. You might call them "early" and "late" versions. As I recall,
>> the early versions did not support one instruction (ROR, roll accumulator
>> right, I think).
>>
>> -- Derek
>>
>>
>Bang on! The 6502C in the XE is not the same as a 65C02 which has the
>additional op codes such as STZ. Unfortunately, the 65C02 is physically
>incompatible with the Atari.

At first I thought you said "Hang on!" and was frantically checking my post,
thinking, "Now WHERE could I have screwed up?"

Do you know for sure if the 6502C has all the same opcodes as the 6502? Or
who designed the 6502C? Or any details about the ROR problem?

Thanks,

-- Derek

# 2726. Re: Looking for Austin Franklin and American Technavision

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7v6f0a$ac8$1@nets3.rz.RWTH-Aachen.DE>
Source record: 49408

Howdy Steve, folks

>Mathy Van Nisselroy (nisse-ma@reze-1.rz.rwth-aachen.de) writes:
>> Howdy folks
>>
>> Does anyone know where Austin Franklin and American technavision can be
>> contacted?
>>
>> Both do not seem to respond to there "old" email addresses.
>
> I spoke with Ralph Maddox about 6 monts ago to buy out
> some remaining items of his, and American Technavision is gone for
> good.
>
> I finally got in touch with him by basically writing letters
> to every old address for ATV I could find in Antic, Analog, etc.
>
>Steve

So he's got rid of everything?
Man, that's a pitty!!!!

CU Mathy van Nisselroy

PS Reading their ads was an adventure into the Atari.

# 2727. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7v6fnq$ac8$2@nets3.rz.RWTH-Aachen.DE>
Source record: 49409

Howdy Jason, folks

>The 64 used 6510s.
>
>The 128 used an 8502.

The C128 also has the 8563. Anybody know if these baby's are easy or hard to find? Are there NTSC and PAL versions, just like our ANTIC and GTIA have?

CU Mathy van Nisselroy

# 2728. Re: Fried 1050?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7v6g27$ac8$3@nets3.rz.RWTH-Aachen.DE>
Source record: 49410

Howdy folks

>> Where is first place to look for short in drive? Is there a replaceable
>fuse
>> in the power packs?
>
>Check the bridge rectifier or the Filter Caps on the input. Thats a good
>place to start. If the short was in the electronics past the bridge, I
>would assume a regulator of some sort would go into overload protection and
>shut down.

Some power supplies have replaceble fuses. These power supplies have screws.

I once shorted a P/S when I inserted the +5VDC plug into an XF551. I'm not sure whether it was the plugs' or the receiver part on the XF's construction that made it possible to short the sucker.

CU Mathy van Nisselroy

PS I guess it was the receiving part, since I remember I was glad it happened with a P/S I could open without damaging it.

# 2729. Re: Atari BBS List (6/9/99)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3816DCF0.E77BBD2@ix.netcom.com>
Source record: 49411

Trevor Holyoak wrote:
> 11 JACS : 609-346-1224
> Somerdale, New Jersey, USA
> Atari-16 : OK : 99-06-09
> --
> Jersey Atari Computer Society
> 1040ST, <Fnord>adel 3.51
> Citadel network
> No restrictions, many discussion
> areas

JACS BBS, Somerdale, NJ number should now read 1 (856) 346-1224 They've
been moved into a new area code.
--
Robert S Ely
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

## 2730. Help - need names of 2 games!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: dunxuk@aol.com
Message-ID: <19991027073521.14807.00001405@ng-fc1.aol.com>
Source record: 49412

Can anyone help me find the name of two Atari 8-bit games?

The first involved you swimming around a horizontally scrolling pond as a dolphin (called Echo?) avoiding jellyfish and other things.

The other was a jump-on-the-tiles-and-change-their-colour style game, like Qbert, except the tiles were cylinders and each of the 100 levels had a stupid name, like "Cheese Food" and "Smoke gets in your ears".

If anyone can remember the names of these I'd be delighted!

TIA, Dunx

# 2731. Re: what happened to all the ANTIC stuff on Compuserve? (was Re: ANTIC Dec 86 Disk (SIDE B!) ?? FINALLY IVE GOT IT (2 years off!))

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7v6po9$c87$1@autumn.news.rcn.net>
Source record: 49413

Sorry. That was an unfortunate typo. It should be:

http://www.umich.edu/~archive/atari/8bit

Ryan <rhino321@rem0vethis.geocities.com> wrote in message
news:hepR3.3075$vB4.13280@typhoon-sf.snfc21.pbi.net...
>
> Alan Sharkis wrote in message <7v4bds$7in$1@autumn.news.rcn.net>...
> >Try
> >
> >http://www.umich.edu/~archive/atari/8it
> >
> >for the Web site. You should be able to navigate to something that will
> >give you the ftp. I just don't have that at this moment.
>
>
> hmm i get a dead link..
>
>
>
>

# 2732. Re: ATARI8 Demo FTP site?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <3816E6A3.F7CB6B64@mb1.tu-chemnitz.de>
Source record: 49414

> Anyone have a good ftp site with TONS of atari 8bit demos?
my site is HTTP instead of FTP and has TONS. But I don't know if you can
access it ...

sven.
--
==========
Sven Gleich (http://www.tu-chemnitz.de/~sgl)
mailto:sven.gleich@mb1.tu-chemnitz.de (until 2ooo)
Atari XL/XE: http://www.tu-chemnitz.de/~sgl/atari
----------
[OL] Wir gehen den langen Weg zwischen Wiege und Grab
allein. Aber unsere Reise durch das Leben wird nicht
von blindem Zufall bestimmt, wir selbst sind durch die
Entscheidungen, die wir treffen, dafï¿½r verantwortlich.
==========

# 2733. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: Ryan <rhino321@rem0vethis.geocities.com>
Message-ID: <JsCR3.9502$vB4.75097@typhoon-sf.snfc21.pbi.net>
Source record: 49415

Derek Peschel wrote in message <7v608j$1an4$1@nntp6.u.washington.edu>...
>I got the impression Ryan was mentioning the 65C02 in connection with the
>Atari 8-bit machines. But none of them contained a 65C02 as far as I know
>-- they all contained the 6502C chip which has the same documented opcodes
>as the 6502 (and probably the same undocumented ones too -- I don't know).

yes your right i was saying the 65c02 was in the atari.. but thats be cause
i THOUGHT
the 65c02 and 6502c were the same thing!! I just assumed it was written two
different ways.
but now that you say that, that makes alot more sence after reading mr
judd's post.

ryan

# 2734. Re: Delurk!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: Spectre <rlange19@idt.net>
Message-ID: <yPYWOGXvKVbqxJOfXBa+jqE2viWG@4ax.com>
Source record: 49416

On Mon, 25 Oct 1999 15:36:06 GMT, ssilicon@centuryinter.net (Jon Melbo) wrote:

>On Mon, 25 Oct 1999 09:11:42 -0500, Spectre <rlange19@idt.net> wrote:
>
>>You need look no further than the keyboard under your fingertips. If >>it breaks you'll replace it, probably for $50 or so. But every key on >>each of my Atari computers still works.
>
>I have to take issue here with you. First off, cheap PC keyboards are >about $20. Also, even the cheapest, lowest quality PC keyboard is AT >LEAST as good or better than an XE keyboard, while the moderate and >best PC keybaords (best as in a good old solid IBM keyboard with >capacitive switching) will blow even the Atari 1200XL keyboard out of >the water.

You disagrre with my example, but do you disagree with the reasoning behind it? That faster, newer, might not be better? That was the point, not that keyboards are a disposable commodity today.

I may have chosen the wrong example as you say, but the theory holds. And as far as touting the 1200XL keyboard, well, you have me there. It was my first A8, not my favorite.

Til next time...

# 2735. Re: ATARI8 Demo FTP site?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: Ryan <rhino321@rem0vethis.geocities.com>
Message-ID: <HJCR3.9508$vB4.76005@typhoon-sf.snfc21.pbi.net>
Source record: 49417

i accessed it fine.. thanks its just what i was looking for.

Sven Gleich wrote in message <3816E6A3.F7CB6B64@mb1.tu-chemnitz.de>...
>> Anyone have a good ftp site with TONS of atari 8bit demos?
>my site is HTTP instead of FTP and has TONS. But I don't know if you can
>access it ...
>
>sven.
>--
>=====================================================
> Sven Gleich (http://www.tu-chemnitz.de/~sgl)
> mailto:sven.gleich@mb1.tu-chemnitz.de (until 2ooo)
> Atari XL/XE: http://www.tu-chemnitz.de/~sgl/atari
>-----------------------------------------------------
>[OL] Wir gehen den langen Weg zwischen Wiege und Grab
>allein. Aber unsere Reise durch das Leben wird nicht
>von blindem Zufall bestimmt, wir selbst sind durch die
>Entscheidungen, die wir treffen, daf�r verantwortlich.
>=====================================================

# 2736. Re: Jaguar

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: David Hopcroft <davidh@cdex.ericsson.se>
Message-ID: <01bf207c$b6a89bc0$60cb30a4@etlcolpc23.ericsson.se>
Source record: 49418

David Matthews <mathu@indigo.ie> wrote in article
<JZpR3.175$pK5.159@news.indigo.ie>...
> Hi All,
> Will NTSC Jaguar CD's and Cartridges work on a PAL Jaguar system??Please
> HELP
> Thanks
>
don't see why not a friend of mine had a US Jag and he used English
cartridges on it.
Seemed that you got a slightly different game on it though, tempest was
faster and the bonus levels had a different lay out.

# 2737. Re: Help - need names of 2 games!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: David Hopcroft <davidh@cdex.ericsson.se>
Message-ID: <01bf207b$d5f913c0$60cb30a4@etlcolpc23.ericsson.se>
Source record: 49419

DunxUK <dunxuk@aol.com> wrote in article
<19991027073521.14807.00001405@ng-fc1.aol.com>...

> The other was a jump-on-the-tiles-and-change-their-colour style game,
like
> Qbert, except the tiles were cylinders and each of the 100 levels had a
stupid
> name, like "Cheese Food" and "Smoke gets in your ears".
>
That one is "POGO JOE". I am not sure about the other one.

## 2738. XEGS Power Supply=Other XL/XE machines?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <7v70g5$g0r$1@flood.xnet.com>
Source record: 49420

Is an XEGS power supply compatible with other XL and XE computers?

--
Jason Compton jcompton@xnet.com

## 2739. Cartridge help please?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: Patrick Robbins <Probb26666@usa.net>
Message-ID: <7v72vj$hf6$1@usenet.nau.edu>
Source record: 49421

Can somebody tell me if the read/write line goes high or low to write? I'd like to finish my pcb design.

Thanks,

Patrick Robbins

# 2740. Re: Jaguar

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3817205E.726B3F01@mail.uni-mainz.de>
Source record: 49422

David Hopcroft schrieb:
>
> David Matthews <mathu@indigo.ie> wrote in article
> <JZpR3.175$pK5.159@news.indigo.ie>...
> > Hi All,
> > Will NTSC Jaguar CD's and Cartridges work on a PAL Jaguar system??Please
> > HELP
> > Thanks
> >
> don't see why not a friend of mine had a US Jag and he used English
> cartridges on it.
> Seemed that you got a slightly different game on it though, tempest was
> faster and the bonus levels had a different lay out.

Hello,
the only Jag game (I know) that does not work properly on a PAL system
is "Dragon`s Lair". All PAL vendors state, this is a NTSC only game...
Do not know if that is true... some PAL games are harder to beat on
NTSC machines, because they are faster there (Atari Karts, Tempest 2000,
etc.). Greets - Andreas Magenheimer

# 2741. Re: XEGS Power Supply=Other XL/XE machines?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38172133.93A98F85@mail.uni-mainz.de>
Source record: 49423

Jason Compton schrieb:
>
> Is an XEGS power supply compatible with other XL and XE computers?
>
> --
> Jason Compton jcompton@xnet.com

Yes, my PAL XEGS (230Volts) power supply is compatible to all other
XL/XE machines... Should be the same with 110Volts power supplies...
Greets - Andreas Magenheimer

# 2742. Re: ATARI8 Demo FTP site?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3817228E.EA913686@mail.uni-mainz.de>
Source record: 49424

Ryan schrieb:
>
> Anyone have a good ftp site with TONS of atari 8bit demos?
> thanks..

Get to the URL http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html
you will find the 8Bit resort there (english+german spoken!) Once there,
search for a link to the Homepage of SVEN GLEICH (called Sven Gleich`s
Demo Page or so). You will find tons of 8Bit demos and games there...
You may also search for the Taquart or Tight or AIDS homepage to find
some newer demo stuff... Greetings - Andreas Magenheimer

# 2743. Re: Why did Hasbro bother II

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: cvendel@my-deja.com
Message-ID: <7v7h94$bm5$1@nnrp1.deja.com>
Source record: 49425

Hi Carmel,

Whoa that was quite an email. Well, first let correct something, the MARIE chip was made expressly for the Atari 7800. When the Tramiels took over they did breifly examine its uses elsewhere, but you have to understand, its a completely different processor. The 7800, unlike the 5200 was not a repackaged Atari 8-bit, so the systems were completely incompatible software wise.

Amy, Silver & Gold, Rainbow were all steps by Atari "ENGINEERING" to want to move into the professional computing arena and Atari certainly had the talent and the resources to do it, however every project that would have moved the Atari line into a more powerful and professional realm was shot down by management left and right. In fact in 1981 they were working on a project codenamed A300 which I am in the process of receiving technical data, photo's and information on which would have been a step to take the Atari 800 into an all new world of possibilities, instead it was not used, but the Atari 1200XL was used instead. Even that machine was spec'd out with PBI interacing from New Yorks Atari lab, but it was removed in the final product.

From the start, Atari could have done things in ways that would have been mindblowing, but instead the consumers always received a watered down shadow of a product from its original conception.

I know many former engineers do stop into this newsgroup and have a peek from time to time. So its not up to me to rally these guys together, it a matter of them wanting to do it, and more importantly finding the time away from their own busy lives. Many of these people were brash 20 year old's at Atari, now they are running companies themselves or are senior engineers in many of todays biggest and hottest firms and I'm sure they might find it fun to try and resurrect many old projects and bring them to live, the problem is time, and play money to do these things.

Perhaps such notable figures as Bob Woolley and Bob Puff would be willing to take on such endeavors, certain Glenn Brunner who is a master hardware wizard as well would be willing to jump in. Its the community at large that you need to tap, not the original engineers, unless they would be willing to simple offer suggestions to those brave enough to take on such an ambitous project. I myself 2 years ago looked into working with a long time friend on doing something as simple as taking the 800XL design and adding PBI slots onto an all in one motherboard that would fit into a standard mini-tower case, the costs were into the 10's of thousands, its not cheap or easy, so understand that as much as we wall want these things, its a costly and time consuming task. But

hey, if you could find one of those former Atarians who's made it big, is waxing nostagic and would be willing to toss $100,000 in play cash towards such a project, then it could be done. Until then, we have to deal with what we have.

Curt Vendel
The Atari Historical Society
http://www.atari-history.com

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2744. Re: Early 80's computers wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7v7bcf$sss$2@gxsn.com>
Source record: 49426

Hi Iain,

>....I wasn't in to Dragons but I remember C&VG often used to cite
>them as being compatible....

Nor me, that one stuck in my mind particularly though because it was just such an unlikely happening. I think I read it either in C&VG or "Computing Today".

>....but I suppose from the point of view of their type in listings
>(uggh -learnt Basic by typing in Trench from issue 1)

Yeah, I used to type those listing in too.

I never bothered too much with the ZX-81 ones, but when I got my Atari I typed in quite a few of the few they did publish. ISTR the first one I entered was a 3D maze game, I think it was called "3D Monster Maze" or something very similar.

Computers were fun then....

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 2745. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7v7bcd$sss$1@gxsn.com>
Source record: 49427

Hi,

>Ok strictly speaking for XE's here.. they ALL(?) have a 65c02 right?

No, 6502Cs. The 65c02 was Rockwell's variant of the 6502 with some extra (very useful) instructions added. It was electrically equivalent to the 6502 and could be used as a direct replacement in most 6502 systems (including the original 400 and 800 machines).

The 6502C was Atari's version of the 6502, first introduced in the 5200 I believe(?) and used in the XL and XE series of computers. It was a straight 6502 core but they added some internal logic to eliminate some chips used to arbitrate between the 6502 and ANTIC. They also swapped a pair of pins so the chip cannot be replaced by a 65c02 (or a straight 6502).

>....People always talk about 6502's in c64's.. but I thought they
>had a 6510, which i thought was a clone of the 6502....

Yep it uses the MOS 6510. It's a 6502 with an I/O port built in (located at the bottom of the memory map) which is used to control various features of the '64.

BTW Commodore owned MOS Technologies who designed the 6502 originally.

The MOS 6510 however is NOT the same as the Rockwell 6510....not by a long chalk....

Bit of a minefield really. ;-)

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 2746. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7v7bcl$sss$3@gxsn.com>
Source record: 49428

Hi Iain,

>>....In the minicomputer world standards are just that, standards.
>>Media degradation issues aside, you could read a backup tape made
>>20 years ago on a tape drive made today.

> Nice in theory but not always true in the real world alas....

But (IME at least) as a general rule it is....I can feel a ramble coming on,
please bear with me. ;-)

Every medium/large scale computer installation I've ever worked in or visited
uses good old 0.5" tape (written at a low bit density) for long term backup
storage, anything longer than one month.

For example, at my last place (a 6 system mixed HP 3000 & 9000 installation)
we used R-DAT for daily and weekly backups. At the end of the month the weekly
backups were processed and transferred onto a 0.5" tape written at a medium
density. Then at the end of the year, the monthlies were themselves processed
and written out to another yearly backup tape written at the lowest possible
density.

AFAIK, with minor variations, most sites work in roughly this manner. 0.5"
tape technology has changed little since it was introduced, minor variations
in bit density and numbers of tracks, but at the end of the day it's still
basically the same.

>....I've even been bitten by DAT tapes that won't restore on
>another DAT drive, only the drive it was written on....

Absolutely, at that HP installation we had one DAT drive which wouldn't accept
tapes unless they had been formatted on it (though, bizarrely, the other 7
drives on the site had no problems with it's tapes).

>....DLT drives are more robust being a modern version of the
>tapes systems used on DEC kit for years but it still makes you
>worry..

I've not got any experience with DLT myself, though I hear it's pretty robust.
My worry about it is whether it is another passing fad?

At home I've stuck to using QIC-02 and QIC-40 tape drives. They're slow,
noisy, low capacity and usually a pain to use under a modern OS....but they're
reliable, drives and tapes can be found for peanuts, and I can still access
and restore my backups from 1991 when I have to. :-)

> I have used and programmed AS400, DEC VAX, DEC Ultrix, HP HPUX
>using dumb terminals and/or X-Terminals so I know about real

>computers ;-)

Sorry, bad day....and it's all too easy to assume someone only has PC
experience nowdays. :-(

> However, I do fully agree with your sentiments about PC backup
>technologies never lasting long enough as a standard to be any use
>to anyone apart from a short term safety net.

Yes, it seems that no sooner do you choose a backup technology another one
comes along and obsoletes it. Though it does mean you can often pick up "last
month's" drives and media for peanuts, you have to worry about long term
availability of blank media.

This is why I do tend to stick to QIC-02 drives where possible. Despite
they're shortcomings the drives are still used in the mini/mainframe industry
so media should be available for a LONG time to come.

> What the world needs is a tough as old boots, largely mechanically
>based backup system for archival purposes. I say mechanical because
>a good engineer can always make new bits....

I personally think the ideal backup medium would be an optical one with no
moving parts (which really would be as tough as old boots). Can't remember
now, is it the US or Japan that is working on just such a project?

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

## 2747. XF 551 drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <7v7e7f$s6q$1@barcode.tesco.net>
Source record: 49429

Is there any difference between the USA and British versions does anyone know. I can source a UK PSU, but wonder if there is any internal difference, as CSS list different mods for 50hz versions. Is the drive speed linked to the mains AC frequency perhaps?

Richard

# 2748. Re: Early 80's computers wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.19991027202922.27905B@ilaskey.compulink.co.uk>
Source record: 49430

In article <7v7bcf$sss$2@gxsn.com>, my.name@wintermute.org.uk (Peter Pachla) wrote:
> Computers were fun then....
I'm glad it's not just me. How I long for the days when you could switch it on and have it ready to go in a second or two and never have it crash unless you did something silly yourself. These days if something crashes it's a case of is it my programming? is it the OS? Is it the service packs? is it the DLL update? Is it that ActiveX patch for yet another security hole etc.

Iain

## 2749. 1050 plans?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991027161034.02214.00001542@ng-cf1.aol.com>
Source record: 49431

Anyone know of a source for schematics & other diagrams for the disk drive?
Need to track down fault that is blowing power packs.

Thanks - Ron

Above average intelligence has always run in my family. Ambition, however, has always walked with a slight limp....

## 2750. ATARI 400 ????

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: oldgames_2000@yahoo.com
Message-ID: <7v7n7p$4n4@cocoa.brown.edu>
Source record: 49432

I am wondering if you can hook up a Atari 400 to an Comm64 moniter ?? If so where can I get what I need ?? Respond to CHAIRMANALAN@JUNO.COM

## 2751. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: Ryan <rhino321@rem0vethis.geocities.com>
Message-ID: <DyJR3.963$_N1.12741@typhoon-sf.snfc21.pbi.net>
Source record: 49433

Peter Pachla wrote in message <7v7bcd$sss$1@gxsn.com>...
>Yep it uses the MOS 6510. It's a 6502 with an I/O port built in (located at
>the bottom of the memory map) which is used to control various features of
the
>'64.

you're talking about the $0000 and $0001 right? so how did the atari
address ram banks "under" rom etc if they didnt have that??

# 2752. Re: 1050 plans?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <7v7seq$p5p$1@epos.tesco.net>
Source record: 49434

RHamiIton5 <rhamiiton5@aol.comedy.com> wrote in message
news:19991027161034.02214.00001542@ng-cf1.aol.com...
> Anyone know of a source for schematics & other diagrams for the disk
drive?
> Need to track down fault that is blowing power packs.

I can supply a copy of the SAMS sheet if you want, just send your name and
address. It will take a few days as I am in England.

Richard
>
> Thanks - Ron
>
> Above average intelligence has always run in my family. Ambition, however,
has
> always walked with a slight limp....

# 2753. Re: XEGS Power Supply=Other XL/XE machines?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: lenspencer@aol.comNOSPAM
Message-ID: <19991027180553.13360.00001490@ng-fn1.aol.com>
Source record: 49435

>Is an XEGS power supply compatible with other XL and XE computers?
>

Not really. The XEGS power supply is only rated for 1 amp, where the 800XL and 130XE supplies are rated at 1.5 amps, and those two models just about max that out. I was having problems with an 800XL locking up, then found it was the XEGS supply causing the trouble.

However, there is no problem using the 800XL/130XE supplies on the XEGS...

Remove Hormel processed pork product to reply.

# 2754. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s1f2c3lrr0878@corp.supernews.com>
Source record: 49436

Peter Pachla <my.name@wintermute.org.uk> wrote in message
news:7v7bcl$sss$3@gxsn.com...
> I personally think the ideal backup medium would be an optical one with no
> moving parts (which really would be as tough as old boots). Can't remember
> now, is it the US or Japan that is working on just such a project?
Drifting a bit, but we have a hard drive data rescue outfit locally. They
will even retrieve data off of hard drive where the building has burned down
with the computer inside.

Their prices are a bit high, I think I remember something like $7,000 per
hard drive, but from what I understand in a worst case senario they acually
go in with a microscope and look at the surface. I am not sure what
techniques they use, like special scopes, but they can actually distinguish
the bit patterns on the HD by looking at it.

I found it interesting, not sure anyone else would.

# 2755. Re: XF 551 drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-27 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s1f2jlh0r0811@corp.supernews.com>
Source record: 49437

I would bet not sensitive. They just use a semi standard IBM style drive
inside it so the 9VAC is just converted to the right DC levels. The IBM
drives have their own speed control built into the drive i.e. just put 12V
and 5V to them and they will do their 300 RPM thing.
Richard Daley <Richard.Daley@tesco.net> wrote in message
news:7v7e7f$s6q$1@barcode.tesco.net...
> Is there any difference between the USA and British versions does anyone
> know. I can source a UK PSU, but wonder if there is any internal
difference,
> as CSS list different mods for 50hz versions. Is the drive speed linked to
> the mains AC frequency perhaps?
>
> Richard
>
>

# 2756. Re: FS: Atari Acoustic Coupler, 800xl, ect

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: psxguy123@aol.com
Message-ID: <19991027205007.13290.00001510@ng-fn1.aol.com>
Source record: 49191

im responding to the 800Xl. set a price and deal

# 2757. Re: FS/T Atari 8-bit Games, Components and Literature

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: psxguy123@aol.com
Message-ID: <19991027205218.13290.00001511@ng-fn1.aol.com>
Source record: 49192

```
Atari 800XL - with power supply, RF cable
Star Raiders
for 15
```

# 2758. Re: ATARI 400 ????

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991027210356.20215.00001682@ng-ca1.aol.com>
Source record: 49193

> Atari 400 to an Comm64 moniter ?

Not unless you add the video & audio out circuitry; the 1702 & 1804's did not have an RF input.

Above average intelligence has always run in my family. Ambition, however, has always walked with a slight limp....

# 2759. Re: ATARI 400 ????

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: Jim Graham <jatech@go-concepts.com>
Message-ID: <7v8jc7$14da@enews4.newsguy.com>
Source record: 49194

Either Antic or Analog had an article on how to do this. I could look it up
if you are interested.

RHamiIton5 <rhamiiton5@aol.comedy.com> wrote in message
news:19991027210356.20215.00001682@ng-ca1.aol.com...
> > Atari 400 to an Comm64 moniter ?
>
> Not unless you add the video & audio out circuitry; the 1702 & 1804's did
not
> have an RF input.
>
> Above average intelligence has always run in my family. Ambition, however,
has
> always walked with a slight limp....

# 2760. Re: XEGS Power Supply=Other XL/XE machines?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <7v8m7i$em4$1@flood.xnet.com>
Source record: 49195

Len Spencer <lenspencer@aol.comNOSPAM> wrote:

: Not really. The XEGS power supply is only rated for 1 amp, where the 800XL and
: 130XE supplies are rated at 1.5 amps, and those two models just about max that
: out. I was having problems with an 800XL locking up, then found it was the
: XEGS supply causing the trouble.

: However, there is no problem using the 800XL/130XE supplies on the XEGS...

Unfortunately, my situation is the reverse. Woe is me.

Anybody know where to get 1.5 amp XL/XE power supplies cheap?

--
Jason Compton jcompton@xnet.com

# 2761. Re: Fried 1050?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7v8mur$nn7@freenet-news.carleton.ca>
Source record: 49196

RHamiIton5 (rhamiiton5@aol.comedy.com) writes:
> Any body out there know why a 1050 would blow power supplies?
>
> Used it a couple days ago - no problems. Turned it on today, lights flickered
> normal, insert disk, power 800, 'Boot Error', noticed pilot lamp off? Rounded
> up another power supply, connected, turned on drive, lights flickered, then
> BOTH lights went off? Checked and discovered both (31 VA) power packs dead!!
>
> Where is first place to look for short in drive? Is there a replaceable fuse
> in the power packs?
>
> Above average intelligence has always run in my family. Ambition, however, has
> always walked with a slight limp....

Probably a shorted diode, cap, or voltage regulator, very easy to fix. My
money is on the shorted regulator.

The standard Atari 9vac packs do have a fuse in them, but you have to cut
the expoy seal at the base to get the pack open, then glue it back shut.

The really early 9vac supplies had screws under the rubber feet that could
be removed to open the pack.

You will need a pigtail type fuse to replace the old ones, just cut them out
and solder the replacements in the same place.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 2762. Re: what happened to all the ANTIC stuff on Compuserve? (was Re: ANTIC Dec 86 Disk (SIDE B!) ?? FINALLY IVE GOT IT (2 years off!))

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7v8n0f$nnf@freenet-news.carleton.ca>
Source record: 49197

"Ryan" (rhino321@rem0vethis.geocities.com) writes:
> Alan Sharkis wrote in message <7v4bds$7in$1@autumn.news.rcn.net>...
>>Try
>>
>>http://www.umich.edu/~archive/atari/8it
>>
>>for the Web site. You should be able to navigate to something that will
>>give you the ftp. I just don't have that at this moment.
>
>
> hmm i get a dead link..

Try http://thefutureis.penguinpowered.com/pooldisk/umich/

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 2763. Re: Bit Copier

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7v8mp4$nlu@freenet-news.carleton.ca>
Source record: 49198

"Richard Daley" (Richard.Daley@tesco.net) writes:
> I am collecting the various flavours of 1050 drive, and have heard of the
> "bit copier" did it really exist, and if so, is there anywhere you can still
> get one?

Richard,

I believe the Bit-Writer is a software package for use with
the 1050 Super Archiver sold by CSS. Last I heard CSS still supported
the 8-bit and still sells these items.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 2764. Re: Delurk!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3817c02c.99862829@news.ds.centuryinter.net>
Source record: 49199

On Wed, 27 Oct 1999 08:00:22 -0500, Spectre <rlange19@idt.net> wrote:

>On Mon, 25 Oct 1999 15:36:06 GMT, ssilicon@centuryinter.net (Jon
>Melbo) wrote:
>
>>On Mon, 25 Oct 1999 09:11:42 -0500, Spectre <rlange19@idt.net> wrote:
>>
>>>You need look no further than the keyboard under your fingertips. If
>>>it breaks you'll replace it, probably for $50 or so. But every key on
>>>each of my Atari computers still works.
>>
>>I have to take issue here with you. First off, cheap PC keyboards are
>>about $20. Also, even the cheapest, lowest quality PC keyboard is AT
>>LEAST as good or better than an XE keyboard, while the moderate and
>>best PC keybaords (best as in a good old solid IBM keyboard with
>>capacitive switching) will blow even the Atari 1200XL keyboard out of
>>the water.
>
>You disagrre with my example, but do you disagree with the reasoning
>behind it? That faster, newer, might not be better? That was the
>point, not that keyboards are a disposable commodity today.
>
>I may have chosen the wrong example as you say, but the theory holds.
>And as far as touting the 1200XL keyboard, well, you have me there. It
>was my first A8, not my favorite.

Hmm. To respond to the question of is newer or faster better (than older / slower), well... I think the question is broad and the answer complicated. If generalizing then the answer really is obvious; newer and faster IS better. The thing is, one has to decide what "better" means to them. I basically think my PC blows my Atari 800XL away, BUT it is and always will be my Atari! Okay. Today there are some software titles that are just fluff and there are great classics on the 8-bit like Archon that are just plain fun. And yet, it is hard for me to find anything old that thrills me like one of the better modern titles, such as Halflife.

# 2765. Re: Just in case...

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7v8ot1$ofr@freenet-news.carleton.ca>
Source record: 49200

"William S. O'Leary .com" ("remove) writes:
> I want to stick a Atari, hopefully my new xegs that should be coming
> soon, in a PC case. Here is the weird thing, I am hoping to be able to
> keep the pc in there too! Has anybody done this? It would be very nice
> for APE.

I have a system just like this made from an old 386 IBM PS/2.
The 800XL motherboard is bolted upside-down to the lid of the beast
using bolts and nylon spacers to keep the pcb off the metal lid. I had
to drill 4 holes in the PS/2 case for this, but since the PC was only
$5 its no big deal :)

Power is a no brainer, I just cut a 4-pin pc power cable off
an old dead power supply, soldered red to 5v+ on the 800XL and black
to ground. I put a normally closed momentary push button between red
and the Atari for a hard-reset function.

The APE interface is built onto the 800XL board, with a
push connector that connects it to the PC serial port on the inside. It
would be easier to just weld the thing together but the push connector
keeps things loose and I can take it apart easily if required.

I plugged in a regular SIO cable into the 800XL and ran it
out the back to extend the port. If for some reason I needed to use
a dead end device like a XM301 its easy to just hook up a 1050 first
and chain it to that.

The keyboard was a sticky problem. I toyed with the idea of using
an XEGS since it has a cable that can easily be extended. I ended up
making my own PC->Atari keyboard interface for this, which works
quite well. I drilled a hole in the back of the case and put a panel
mount din-5 connector there for the extra pc keyboard.

There is a guy who sells these sort of kits now based on a
little PIC so if you decide against tearing up your XEGS you could
still make it work. My hack is made from a gutted Atari 2600 :)

I suppose it would also be possible to remove the flex-cable
socket and extend the keyboard connections outside the machine using
a large ribbon cable, but i decided against this myself since I didnt
think I would care for using half a keyboard, and the cable would
be very delicate.

Joysticks are out via 2 cheap joystick extender cables I
picked up on ebay for $1 (6 feet each). For video I just plugged
a video cable into the monitor jack and ran the rca connectors out
the empty ISA slot holes along w/ the joystick cords.

The case also has a couple switches on the back for the
Warp+ OS upgrade. Nothing special here, just drilled more holes
and used 2 automotive fuse connectors to make them easy to
disconnect.

I didn't bring out the cart port. I basically use this
system for playing games via the ApeLoader, so there is really no
use for it. If I really need something like Spartados X I can
always use a different computer or open the case.

If you were creative with drilling/cutting, you could mount
a pcb mount edge connector that has screw holes on the sides and
run a ribbon cable and gutted cart to the atari.

Best of luck with your project, I had a blast doing it.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 2766. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3818e4bf.109227586@news.ds.centuryinter.net>
Source record: 49201

On Wed, 27 Oct 1999 01:11:27 -0700, "John K. Picken"
<yg473@victoria.tc.ca> wrote:

>
>
>On 27 Oct 1999, Derek Peschel wrote:
>
>>
>> I got the impression Ryan was mentioning the 65C02 in connection with the
>> Atari 8-bit machines. But none of them contained a 65C02 as far as I know
>> -- they all contained the 6502C chip which has the same documented opcodes
>> as the 6502 (and probably the same undocumented ones too -- I don't know).
>>
>> The difference between the 6502C and the ordinary 6502 has something to do
>> with controlling the memory accesses of the chip. I'm not exactly sure
>> what. I also don't know who made the changes (whether it was Atari or
>> someone else).
>>
>> I should also mention that there were at least two versions of the ordinary
>> 6502 chip. You might call them "early" and "late" versions. As I recall,
>> the early versions did not support one instruction (ROR, roll accumulator
>> right, I think).
>>
>> -- Derek
>>
>>
>Bang on! The 6502C in the XE is not the same as a 65C02 which has the
>additional op codes such as STZ.

Exactly.

> Unfortunately, the 65C02 is physically incompatible with the Atari.

Huh? I had heard / read that the 65C02 is pin (ie hardware)
compatible with the 6502. In fact, my Mac/65 manual documents that
Mac/65 supports the extra opcodes of the 65C02 and mentiones that you
can put such a CPU in your Atari. I site here directly from my Mac/65
manual:

Chapter 7 - Added 65C02 Instructions

### deleted for brevity ###

This version of Mac/65 supports all the features of the original
version (of the 6502) along with added support for one of the more
popular enhanced versions of the 6502 chip. In particular, Mac/65

supports all new addressing modes available in on the 65C02 chip as produced by NCR Corporation.

### deleted for brevity ###

But before we start, we should note that these instructions will only work properly on your computer if you have installed an NCR 65C02 in place of the 6502 which came in the machine as purchased. Also remember that a program using these instructions may work great in your machine. It will not work not work properly in your friend's machine unless he/she also installs a 65C02.

### rest of chapter not included ###

# 2767. Re: Cartridge help please?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7v8pbg$omb@freenet-news.carleton.ca>
Source record: 49202

"Patrick Robbins" (Probb26666@usa.net) writes:
> Can somebody tell me if the read/write line goes high or low to write? I'd
> like to finish my pcb design.

The r/w signal for everything in the Atari is write active low. This is
written as R/W in the schematics w/ a bar over the W.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 2768. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3819ea5e.110666793@news.ds.centuryinter.net>
Source record: 49203

On 27 Oct 1999 08:48:45 GMT, dpeschel@u.washington.edu (Derek Peschel) wrote:

>Do you know for sure if the 6502C has all the same opcodes as the 6502? Or
>who designed the 6502C? Or any details about the ROR problem?

The 6502 was originally made by MOS Technologies. The 65C02 (made by NCR Corp.) supports ALL 6502 instructions, plus adds some extras. The 6502C I am unsure of who made it or in what ways it's different.

## 2769. Re: Just in case...

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <381af177.112483812@news.ds.centuryinter.net>
Source record: 49204

On Wed, 27 Oct 1999 00:17:48 -0500, "William S. O'Leary
<billo@megsinet" <"remove>.com"> wrote:

>I want to stick a Atari, hopefully my new xegs that should be coming
>soon, in a PC case. Here is the weird thing, I am hoping to be able to
>keep the pc in there too! Has anybody done this? It would be very nice
>for APE.
>
>Any suggestions?

Yeah, don't try it. In it's own case maybe. Ity is possible I
suppose but would be a major pain. Some people are into pain though.

# 2770. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.991028010841.8712B-100000@vtn1>
Source record: 49205

On Wed, 27 Oct 1999, Ryan wrote:

> i THOUGHT
> the 65c02 and 6502c were the same thing!! I just assumed it was written two
> different ways.
> but now that you say that, that makes alot more sence after reading mr
> judd's post.
>
> ryan
>
The MAC/65 manual has a good coverage of the 65C02 opcodes.

jkp

# 2771. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.991028011402.8712C-100000@vtn1>
Source record: 49206

On Thu, 28 Oct 1999, Jon Melbo wrote:

> Huh? I had heard / read that the 65C02 is pin (ie hardware)
> compatible with the 6502. In fact, my Mac/65 manual documents that
> Mac/65 supports the extra opcodes of the 65C02 and mentiones that you
> can put such a CPU in your Atari. I site here directly from my Mac/65
> manual:
>
> Chapter 7 - Added 65C02 Instructions
>
> ### deleted for brevity ###
>
> This version of Mac/65 supports all the features of the original
> version (of the 6502) along with added support for one of the more
> popular enhanced versions of the 6502 chip. In particular, Mac/65
> supports all new addressing modes available in on the 65C02 chip as
> produced by NCR Corporation.
>
> ### deleted for brevity ###
>
> But before we start, we should note that these instructions will only
> work properly on your computer if you have installed an NCR 65C02 in
> place of the 6502 which came in the machine as purchased. Also
> remember that a program using these instructions may work great in
> your machine. It will not work not work properly in your friend's
> machine unless he/she also installs a 65C02.
>
> ### rest of chapter not included ###
>
>
>

Unfortunately, because of the differences mentioned previously in this thread, that only holds true for the 400 or 800. You can't put a 65C02 into a XL or XE on a straight one-for-one swap basis.

jkp

# 2772. Re: XF 551 drives

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-YZjKZ2bMIRLs@di05-ks.cth.com.au>
Source record: 49207

On Wed, 27 Oct 1999 17:52:26, "Richard Daley"
<Richard.Daley@tesco.net> wrote:

> Is there any difference between the USA and British versions does anyone
> know. I can source a UK PSU, but wonder if there is any internal difference,
> as CSS list different mods for 50hz versions. Is the drive speed linked to
> the mains AC frequency perhaps?
>

There is a difference. It is the rom. If you have version 7.7 rom,
things will be ok. earlier versions will not work with PAL systems.
This is due to a timeing error in the rom for SIO. Pal computers have
the system clock a little slower then NTSC ones and this was not taken
it to account with the early versions of the xf rom.

James B

# 2773. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.991028005955.8712A-100000@vtn1>
Source record: 49208

On 27 Oct 1999, Derek Peschel wrote:

>
> Do you know for sure if the 6502C has all the same opcodes as the 6502? Or
> who designed the 6502C? Or any details about the ROR problem?
>
1. It does. Most of the info I had on the 6502C came from (many years ago)
Bill Wilkinson's column, Insight Atari, in Compute!

2. AFIK, Atari asked Motorola for a pin to enable Antic to control NMIs
and that pin change is the reason you can't throw a 65C02 into an Atari
( :^( would have loved those extra opcodes.)

3. Never heard of any problem with ROR; it always worked for me.
Admitedly, all my programming was done on XEs so I probably have the
latest (well relatively anyway :) 6502C.

jkp

# 2774. Re: 1050 plans?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-eyQp8uN2TRpm@di05-ks.cth.com.au>
Source record: 49209

On Wed, 27 Oct 1999 20:10:34, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

> Anyone know of a source for schematics & other diagrams for the disk drive?
> Need to track down fault that is blowing power packs.
>
> Thanks - Ron
>
> Above average intelligence has always run in my family. Ambition, however, has
> always walked with a slight limp....

I have them stored as GIF files. you want?

James B

# 2775. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.991028011642.8712D-100000@vtn1>
Source record: 49210

On 27 Oct 1999, Steve Judd wrote:

> Note also that all this DMA cycle stealing determines the effective
> processor speed. On the C64 the CPU is slowed down by 5-6%; I don't
> have my Atari numbers handy, but I seem to recall that DMA takes around
> 15-20% of the available CPU cycles, depending on the graphics mode (maybe
> someone else has the numbers).
>
> -S

More like 33% in normal (Graphics 0) text mode which is why you can gain a
lot of speed by disabling DMA in a program.

jkp

# 2776. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-6LpHeTZ3Wipj@di05-ks.cth.com.au>
Source record: 49211

> 
> More on this from James Bradford, mailto:sup8pdct@mail.cth.com.au :
> The 6502c in all PAL atari's, late 400/800, XL, XE NTSC atari's have A special
> 6502. This 6502 has an extra line called HALT. It is controlled by ANTIC which
> it uses whenever it needs the data/address bus. The HALT line is on pin 35 of
> the atari 6502 and must be pulled high for the chip to work (I think) . Early
> 400/800 NTSC atari's used a standard 6502 and a couple of chips to stop the
> processor when antic needed the busses.
> 

heh. nice to see some one with quotes I don't remember writing. Must
have been a while ago.

James B

# 2777. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-13HLL6464hd9@di05-ks.cth.com.au>
Source record: 49212

On Wed, 27 Oct 1999 00:55:59, "Peter Pachla"
<my.name@wintermute.org.uk> wrote:

>
> The 6502C was Atari's version of the 6502, first introduced in the 5200 I
> believe(?) and used in the XL and XE series of computers. It was a straight
> 6502 core but they added some internal logic to eliminate some chips used to
> arbitrate between the 6502 and ANTIC. They also swapped a pair of pins so

All PAL 800's had the 6502c. they predate the 5200.

James B

# 2778. Re: Supra Hard drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7v9969$age$1@nets3.rz.RWTH-Aachen.DE>
Source record: 49213

In article <7u89hd$96u$1@nnrp1.deja.com>, carmel_andrews@my-deja.com says...
>
>In article <Pine.BSI.4.05L.9910130815480.28265-100000@moose.erie.net>,
> Sage <sagedm@erie.net> wrote:
>>
>>
>> On Tue, 12 Oct 1999, A Rudzki wrote:
>>
>> > Who owns the right (if anyone) to the original Supra hard drive
>interface?
>> > It plugs into the PBI and connects to old MFM hard drives?
>>
>> Bob Klaas.
>>
>>I believe that a german firm bought the rights from supra/icd, I thinks
> that firm was called Klaus Peters Industries (or words to that effect)
>as he renamed the drive and interface KPI, he alsao did numerous U/G's
>for the Atari 8bit including the first official non UK Happy clone
>called speedy and super speedy 1050, ask ABBUG (a german Atari user
>group) they might be able to help you , i think they are on the internet
>
>
>keep the AATTAARRII faith
>
>Carmel A

Howdy Carmen

Can you prove this? I know of his company (he's left the Atari 8 bit world)
but can not remember ever hearing of this.

CU Mathy van Nisselroy

## 2779. Re: Supra Hard drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7v99be$age$2@nets3.rz.RWTH-Aachen.DE>
Source record: 49214

Howdy Carmen

> ... super speedy 1050,

You wouldn't happen to have documents or even schematics to this one I guess?

CU Mathy van Nisselroy

PS The ABBUC has taken over the rights to most (maybe all) of Klaus Peters
stuff. Unfortunately the schematics to the Super Speedy were not in there.

## 2780. Re: making blank discs for emulators

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: narciarz <narciarz@polsl.gliwice.pl>
Message-ID: <3818B147.7D29@polsl.gliwice.pl>
Source record: 49215

```
Al wrote:
>
> Hi
> I'm new to Atati 800 emulation and am using Atari800win. Can anyone tell
> me how to generate a blank disc file for saving game postions on etc
>
> Can anyone help?
>
> Cheers
>
> Alan Saunders
..> you must use ATARIMG.EXE program.
```

## 2781. atr files

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: narciarz <narciarz@polsl.gliwice.pl>
Message-ID: <3818B8B7.4B69@polsl.gliwice.pl>
Source record: 49216

you must use atarimg.exe.

from http://www.umich.edu/~archive/atari/8bit/Diskutils/transfer/

## 2782. Making atr file.

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: narciarz <narciarz@polsl.gliwice.pl>
Message-ID: <3818B6EB.2966@polsl.gliwice.pl>
Source record: 49217

```
you must use atarimg.exe.
from http://www.umich.edu/~archive/atari/8bit/Diskutils/transfer/
Krasula. berbaum@free.polbox.pl
```

## 2783. Re: ATARI 400 ????

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <19991028090102.18282.00001880@ng-co1.aol.com>
Source record: 49218

If you run the 400's RF through an old VCR you should be able to use it. I run my 5200 on my commodore 1701 through a old vcr I got for nothing. It works great.

Allan B

# 2784. Re: Why did Hasbro bother II

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: mr_maddog@my-deja.com
Message-ID: <7v9nq4$ttq$1@nnrp1.deja.com>
Source record: 49219

In article <7utocl$h1l$1@nnrp1.deja.com>,
carmel_andrews@my-deja.com wrote:
> Obviously some of you responded to my last posting, first of all I
> wasn't advocating that hasbro shouldn't support other formats, all I
was
> saying is that if Hasbro want's Atari users and owners to support
them,
> they they should either do something regarding Atari computers (not
just
> A8bit) and video game h/w technology) by getting back into
manufacturing
> (preferably under the Atari name) or by selling these rights and
patents
> to another company and allow then to use the Atari name, such as WMS

Apparently you never bothered to read my "repsonse" to your passionate but pointless rantings on rec.games.video.classic, so let me break this down into something so simple that your should be able to understand.

1.) Atari, under the Tramiels, was so screwed up that instead of promoting the ST line and the Jagular they sold the company to JTS for a quick cash flow. Those patents and licences were just sitting there going to waste. At least Hasbro is actually doing something with the Atari properties which is a lot more than the Tramiels ever did. And don't blame Hasbro for not supporting the very machines that the Tramiels killed off. It's not their fault that the only economically viable markets are PC's and Playstations, that's the way the world works. Get used to it...

2.) Get some money together and buy the hardware licences from Hasbro if you think you can "resurrect" the 8-bit line. That's what a German computer company did for their TT clones. They already got the rights for TOS and now they are talking with Hasbro for the use of the Atari name to sell the Milan computers. If you don't have that money (which is obvious) then start your own business, get some backers, hire a team of lawyers, and talk with Hasbro's legal department to take some of the hardware patents off their hands so they can just concentrate on software. There's a 'big' difference between actually doing something and justing doing nothing but bawl like a baby.

3.) That same "passion" for Atari platforms was the very thing that helped killed it off. Too many people in the early 90's were complaining about how Atari didn't do this but never done anything productive. As a result, the 8-bit and ST line were killed off and the Tramiles who blown it big time with the Jaguar had to sell off all the

Atari properties.

So until you have a real solution that you can actually implement,
please don't waste your time on this utter nonsense. Lead, follow, or
get the crap outta way...

Eric Noss
a.k.a
Mr. Maddog

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2785. Re: Spinning Fuji Demo

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <7v9h0q$1ij$1@news.netvision.net.il>
Source record: 49220

i have that file..

just need to find it

nir
Vidar "Hawk" Olavesen wrote in message ...
>Is that the SWAN Demo from Atari ? I have that disk somewhere!
>
>
>C.J. Herr <cjherr@typhoon.xnet.com> wrote in message
>news:7v5q71$14$1@flood.xnet.com...
>> Can anyone tell me where I can find the demo with the rainbow fuji
>bouncing
>> around the screen? I know this was available for the ST, but I'm pretty
>> sure it was available for the 8-bit as well. I always thought that was
>cool
>> as hell. I'd love to have a copy for my 8-bit. Any help is appreciated.
>>
>> Thanks.
>> --
>> -CJ
>>
>> C.J. Herr
>> cjherr@xnet.com "Reply hazy, ask again later."
>O-
>
>

## 2786. Questron?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: dnoguero@my-deja.com
Message-ID: <7v9qhu$vva$1@nnrp1.deja.com>
Source record: 49221

Hi all. I just got my Atari 130XE set up and tried to boot up my old copy of Questron. Alas, it wouldn't boot. I even tried to image the disk with APE hoping it would somehow make a useable image. Has anyone ever imaged this game? It doesn't seem to be on any of the Atari sites. Even better, does anyone want to sell their copy?

Any help would be appreciated.

Dan Noguerol
dnoguero@iname.com

Sent via Deja.com http://www.deja.com/
Before you buy.

## 2787. Spinning Fuji and a question

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: cjherr@typhoon.xnet.com
Message-ID: <7v9k3d$sh1$1@flood.xnet.com>
Source record: 49222

First off, I now have a copy of Fujiboink! Thanks to all who replied. It's just like I remember. Ah, memories.

Now for a *very* simple question. Fujiboink! came as a .obj file. I got it working through APEloader (thanks, Steven!) without too much trouble, but before I RTFM, I was trying to do it through Atari DOS II. Having never had a copy of this during the 'golden days', I was kinda swinging in the dark. Sooo... here's my question. If I was looking for a resource that had this sort of information (ex. What's the difference between an .exe, .com. and .obj file, How do binary load/save work, etc.), where would I look? The web? A book? What would you suggest?

--
-CJ

C.J. Herr
cjherr@xnet.com "Reply hazy, ask again later." O-

# 2788. Re: XEGS Power Supply=Other XL/XE machines?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s1gr98dtr0810@corp.supernews.com>
Source record: 49223

Jason Compton <jcompton@xnet.com> wrote in message
news:7v8m7i$em4$1@flood.xnet.com...
> Len Spencer <lenspencer@aol.comNOSPAM> wrote:
>
> : Not really. The XEGS power supply is only rated for 1 amp, where the
800XL and
> : 130XE supplies are rated at 1.5 amps, and those two models just about
max that
> : out. I was having problems with an 800XL locking up, then found it was
the
> : XEGS supply causing the trouble.
>
> : However, there is no problem using the 800XL/130XE supplies on the
XEGS...
>
> Unfortunately, my situation is the reverse. Woe is me.
>
> Anybody know where to get 1.5 amp XL/XE power supplies cheap?
You may want to consider just adapting one from another source. I have salvaged a switching 5V 2 amp power supply ~the size of a pack of cigarettes from equipment, converted a Coleco power supply (they say 5V .9 amp but the thing performs better then the Atari bricks) and used PC power supplies.

It may just be me, but I am kind of fed up with the Atari bricks. I must of had 6 go out on me over the years. You can find PC mini tower power supplies for <$8, they have enough current to supply a room full of Ataris and it will probably be the last power supply you need to buy. All you need is a dongle to plug it into the Atari.

# 2789. Re: Just in case...

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: William O'Leary <billo@corecomm.net>
Message-ID: <38188073.DEDB1C0E@corecomm.net>
Source record: 49224

Thanks, the gives me a couple of idea's!
I'm also going to try sticking a 1050 in it as well...

"Steven J. Tucker" wrote:

> "William S. O'Leary .com" ("remove) writes:
> > I want to stick a Atari, hopefully my new xegs that should be coming
> > soon, in a PC case. Here is the weird thing, I am hoping to be able to
> > keep the pc in there too! Has anybody done this? It would be very nice
> > for APE.
>
> I have a system just like this made from an old 386 IBM PS/2.
> The 800XL motherboard is bolted upside-down to the lid of the beast
> using bolts and nylon spacers to keep the pcb off the metal lid. I had
> to drill 4 holes in the PS/2 case for this, but since the PC was only
> $5 its no big deal :)
>
> Power is a no brainer, I just cut a 4-pin pc power cable off
> an old dead power supply, soldered red to 5v+ on the 800XL and black
> to ground. I put a normally closed momentary push button between red
> and the Atari for a hard-reset function.
>
> The APE interface is built onto the 800XL board, with a
> push connector that connects it to the PC serial port on the inside. It
> would be easier to just weld the thing together but the push connector
> keeps things loose and I can take it apart easily if required.
>
> I plugged in a regular SIO cable into the 800XL and ran it
> out the back to extend the port. If for some reason I needed to use
> a dead end device like a XM301 its easy to just hook up a 1050 first
> and chain it to that.
>
> The keyboard was a sticky problem. I toyed with the idea of using
> an XEGS since it has a cable that can easily be extended. I ended up
> making my own PC->Atari keyboard interface for this, which works
> quite well. I drilled a hole in the back of the case and put a panel
> mount din-5 connector there for the extra pc keyboard.
>
> There is a guy who sells these sort of kits now based on a
> little PIC so if you decide against tearing up your XEGS you could
> still make it work. My hack is made from a gutted Atari 2600 :)
>
> I suppose it would also be possible to remove the flex-cable
> socket and extend the keyboard connections outside the machine using
> a large ribbon cable, but i decided against this myself since I didnt

> think I would care for using half a keyboard, and the cable would
> be very delicate.
>
> Joysticks are out via 2 cheap joystick extender cables I
> picked up on ebay for $1 (6 feet each). For video I just plugged
> a video cable into the monitor jack and ran the rca connectors out
> the empty ISA slot holes along w/ the joystick cords.
>
> The case also has a couple switches on the back for the
> Warp+ OS upgrade. Nothing special here, just drilled more holes
> and used 2 automotive fuse connectors to make them easy to
> disconnect.
>
> I didn't bring out the cart port. I basically use this
> system for playing games via the ApeLoader, so there is really no
> use for it. If I really need something like Spartados X I can
> always use a different computer or open the case.
>
> If you were creative with drilling/cutting, you could mount
> a pcb mount edge connector that has screw holes on the sides and
> run a ribbon cable and gutted cart to the atari.
>
> Best of luck with your project, I had a blast doing it.
>
> Steve
>
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 2790. Re: two systems for sale xe ,s and software .

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991028133133.02023.00001279@ng-fu1.aol.com>
Source record: 49225

any drives (1050) in pkg?

need one, I guess

Above average intelligence has always run in my family. Ambition, however, has always walked with a slight limp....

# 2791. Re: 1050 drive on a ST

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: Nurmix@socal.SPAM
Message-ID: <7va5m3$155p@enews2.newsguy.com>
Source record: 49226

On 8 Oct 1999 12:42:16 G, "David Hopcroft" wrote:

>ST Xformer 8-bit Peripheral Cable
>at URL:
>http://www.emulators.com/xformer.htm#CABLE
>
>I must point out that after using this cable for a while I blew a driver
>chip up in my 1050. Cheap and easy to fix, but only once you knew what was
>wrong;) May have been coincidence!

I made this cable recently to use with an STE, but couldn't get it to work. And I checked all connections with a meter and even made both versions of the cable (the one with and without the pull-up resistor) but couldn't get either to work. And the STE's parallel port works fine otherwise.

Anyway, I've just finished transferring pretty much my entire 8-bit collection of games, demos, BASIC stuff, etc. to my Falcon. I went the null modem cable route using BobTerm and Freeze Dried Term at 9600 baud. It took a while, but now I've got everything backed up and ready to put on my web site.

>> If its possible, I'd like to use the cable I have to hook up
>> a 1050 to a ST so that I can transfer Atari 8-bit files over
>> to my STs hard drive.
>
>It should do that fine. But a better solution is SIO2PC/APE cable and a PC.
>unfortunately you need a PC (Yeeeuk); (and then transfer to ST Via floppy
>See
>http://seka.nacs.net/~classics/
>for information on what you can do with it, but believe me it's a LOT more
>powerful than ST-XFORMER.

Not 100% true. If you get an SIO2PC cable, and the _Atari ST/Falcon_ software called 800XLDJ (http://www.s-direktnet.de/homepages/k_nadj/main.html) which is free, you can do pretty much the same thing you can do with APE, only on your ST/Falcon - such as accessing your SCSI hard drive from the 8-bit.

-Paul

--

Paul "Nurmix" Nurminen | ICQ # 50313052 | Atari Falcon030/14+Nemesis
. El Segundo, California USA - Home of Red Light 6 Studio and NURVIS
..
... Visit Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm
.... Electronic Music | Atari Computing | Classic Video Games | Humor
.....
...... SPAM ALERT: Change "SPAM" to "com" if replying by e-mail ! ! !

## 2792. Re: making blank discs for emulators

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991028162023.15911.00001954@ng-fh1.aol.com>
Source record: 49227

> how to generate a blank disc file for saving game postions on etc

You can also start with any ATR or XFD, copy to a new file name eg. MYFILES.ATR, start emulator with it as D2:, delete all the files and voila! If it is one of those mega ATR's, you will need to use MyDos.

Above average intelligence has always run in my family. Ambition, however, has always walked with a slight limp....

# 2793. Re: Making atr file.

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991028162110.15911.00001955@ng-fh1.aol.com>
Source record: 49228

>you must use atarimg.exe.

> how to generate a blank disc file for saving game postions on etc

You can also start with any ATR or XFD, copy to a new file name eg.
MYFILES.ATR, start emulator with it as D2:, delete all the files and voila! If
it is one of those mega ATR's, you will need to use MyDos.

Above average intelligence has always run in my family. Ambition, however, has
always walked with a slight limp....

# 2794. Re: atr files

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991028162127.15911.00001956@ng-fh1.aol.com>
Source record: 49229

>you must use atarimg.exe.
>

> how to generate a blank disc file for saving game postions on etc

You can also start with any ATR or XFD, copy to a new file name eg.
MYFILES.ATR, start emulator with it as D2:, delete all the files and voila! If
it is one of those mega ATR's, you will need to use MyDos.

Above average intelligence has always run in my family. Ambition, however, has
always walked with a slight limp....

# 2795. Re: Questron?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <17997-3818BFB9-57@storefull-177.iap.bryant.webtv.net>
Source record: 49230

many ssi games were in basic,did you try booting it not holding down the option key,if it still will not boot,try it wiht a translator,thanks, lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 2796. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3818d505.170746504@news.ds.centuryinter.net>
Source record: 49231

On Thu, 28 Oct 1999 01:16:18 -0700, "John K. Picken"
<yg473@victoria.tc.ca> wrote:

>
>
>On Thu, 28 Oct 1999, Jon Melbo wrote:
>
>>
>> Huh? I had heard / read that the 65C02 is pin (ie hardware)
>> compatible with the 6502. In fact, my Mac/65 manual documents that
>> Mac/65 supports the extra opcodes of the 65C02 and mentiones that you
>> can put such a CPU in your Atari. I site here directly from my Mac/65
>> manual:
>>
>> Chapter 7 - Added 65C02 Instructions
>>
>> ### deleted for brevity ###
>>
>> This version of Mac/65 supports all the features of the original
>> version (of the 6502) along with added support for one of the more
>> popular enhanced versions of the 6502 chip. In particular, Mac/65
>> supports all new addressing modes available in on the 65C02 chip as
>> produced by NCR Corporation.
>>
>> ### deleted for brevity ###
>>
>> But before we start, we should note that these instructions will only
>> work properly on your computer if you have installed an NCR 65C02 in
>> place of the 6502 which came in the machine as purchased. Also
>> remember that a program using these instructions may work great in
>> your machine. It will not work not work properly in your friend's
>> machine unless he/she also installs a 65C02.
>>
>> ### rest of chapter not included ###
>>
>>
>>
>Unfortunately, because of the differences mentioned previously in this
>thread, that only holds true for the 400 or 800. You can't put a 65C02
>into a XL or XE on a straight one-for-one swap basis.

Understood now, after reading everything people have been bantering
about. So basically:

1) The 6502 and 65C02 are completely hardware (pin) compatible.

2) The 65C02 is completely backwardly compatible with the 6502 software wise, but also supports additional opcodes and addressing modes not supported by the plain 6502.

3) The 6502C is a "custom" version of the 6502 made by / for Atari, which has extra circuitry added. It is software compatible to the plain 6502, but due to the circuitry changes, it is no longer hardware (pin) compatible to the 6502 (or by extension, the 65C02).

4) The Atari 400/800 line used standard 6502 CPUs, therefore a 65C02 can be used as a drop in replacement in these systems.

5) The XL & XE lines used the custom Atari 6502 (the 6502C). The motherboards in the XLs & XEs are designed to work with a 6502C and in fact require exactly that CPU and no other.

I think we are sqaured away now. :)

# 2797. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3819d7fc.171506158@news.ds.centuryinter.net>
Source record: 49232

On Thu, 28 Oct 1999 01:09:55 -0700, "John K. Picken"
<yg473@victoria.tc.ca> wrote:

>
>
>On Wed, 27 Oct 1999, Ryan wrote:
>
>> i THOUGHT
>> the 65c02 and 6502c were the same thing!! I just assumed it was written two
>> different ways.
>> but now that you say that, that makes alot more sence after reading mr
>> judd's post.
>>
>> ryan
>>
>The MAC/65 manual has a good coverage of the 65C02 opcodes.

Indeed it does. The Mac/65 manual I have though is the old yellow
binder type and the cart is orange. I bought it from a good friend of
mine who had an Atari 800 (I had an Atari 800XL). My guess is my
Mac/65 manual was printed before the XL line was introduced, and thus
did not cover the issues involved with the 6502C.

# 2798. Re: Why did Hasbro bother II

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s1hme917r0894@corp.supernews.com>
Source record: 49233

<mr_maddog@my-deja.com> wrote in message news:7v9nq4$ttq$1@nnrp1.deja.com...
> In article <7utocl$h1l$1@nnrp1.deja.com>,
> carmel_andrews@my-deja.com wrote:
> 2.) Get some money together and buy the hardware licences from Hasbro
> if you think you can "resurrect" the 8-bit line. That's what a German
> computer company did for their TT clones. They already got the rights
> for TOS and now they are talking with Hasbro for the use of the Atari
> name to sell the Milan computers. If you don't have that money (which
> is obvious) then start your own business, get some backers, hire a team
> of lawyers, and talk with Hasbro's legal department to take some of the
> hardware patents off their hands so they can just concentrate on
> software. There's a 'big' difference between actually doing something
> and justing doing nothing but bawl like a baby.
Drifting a lot lately, but patents only run 17 years. AFAIK, Atari didn't
really do anything since 1983 or so which means from a patent standpoint you
are free to use any technology they have patented.

That is the deal you make so to speak. In exchange for fully disclosing all
aspects of a technology: You have exclusive rights to the invention for a
period of 17 years, after that it is a free for all.

The court cases Atari won were based on people infringing on the patents w/o
permission before the patents had run full term.

We don't want to talk about copyrights!<grin>

# 2799. Re: what happened to all the ANTIC stuff on Compuserve? (was Re: ANTIC Dec 86 Disk (SIDE B!) ?? FINALLY IVE GOT IT (2 years off!))

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: Ryan <rhino321@rem0vethis.geocities.com>
Message-ID: <D%5S3.749$J%5.20395@typhoon-sf.snfc21.pbi.net>
Source record: 49234

>
>Try http://thefutureis.penguinpowered.com/pooldisk/umich/
>
>Steve

hmm that one wouldnt open for me..

# 2800. More Atari! Arcade Classic Nostalgia! Friendly Service! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7vb063$fr8$1@user2.teleport.com>
Source record: 49235
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

Atarians Unite! Are you pining for the days of a simpler Computer? Do you miss Arcade Classics like Asteroids, BattleZone, Joust, Missile Command, Robotron 2084 and my favourite Star Raiders! Well Bravo Sierra Computers has them. Are you wandering, wandering in the desert of violent video games. Games too violent for children? With Blood & gore? Two companions of youth nowadays. Especially those you hear about in the news who kill fellow students at school. If your preferences for games lean more towards family friendly. Like it used to be. Try some of my Atari Arcade classics. I have oodles of Atari SoftWare! As well as truckloads of Atari HardWare. And Libraries of Atari Books. Reference material and things you thought you'd never find! So come check it out. The best of Classic Atari 8 Bit & Atari ST. E-Mail me at

e-mail: atari@benjamin.net

Or call me anytime at (503)256-9974 to talk to a warm, friendly, people person! Your more likely to reach me from 3 PM-3 AM Pacific Standard time. And thats most likely the times I can return calls. I'm perfectly willing to call you, on my own dime to answer your questions. I'm a people person and those who have dealt with me will find me patient, a good listener and even a good teacher. So if you can't call me Today? Call me Tomorrow!

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also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

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Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, November 9th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--
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at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 2801. ATTN: Atari Meeting in Portland, Oregon. USA

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7vb0o4$gv3$1@user2.teleport.com>
Source record: 49236
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale
Body handling: HTML body converted to readable text

Please direct all replies through E-Mail at bensmith@teleport.com or atari@benjamin.net instead of NewsGroups as I don't regularly check NewsGroups.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, November 9th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop or Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!
--
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# 2802. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-28 00:00:00 UTC
From: spamless@Nil.nil
Message-ID: <38191520@news.inch.com>
Source record: 49237

Jon Melbo <ssilicon@centuryinter.net> wrote:

> 2) The 65C02 is completely backwardly compatible with the 6502
> software wise, but also supports additional opcodes and addressing
> modes not supported by the plain 6502.

Yes and no. I believe that unsupported ("illegal") opcodes on the 65C02 just do NOP (no operation). On the 6502, illegal opcodes actually did something ... strange things ... but they were not NOPs. I believe some programmers incorporated those strange, unsupported (in assemblers/disassemblers/emulators) opcodes in their programmes for security. Those programmes (using undocumented 6502 opcodes) won't work on a 65C02.

(at one time, I think Compute! had an article on the actions of the undocumented opcodes for the 6502 ... but don't ask me for my copy ... it is ... somewhere <grin>)

## 2803. Re: Questron?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-29 00:00:00 UTC
From: dnoguero@my-deja.com
Message-ID: <7vavn7$rt6$1@nnrp1.deja.com>
Source record: 49238

In article <17997-3818BFB9-57@storefull-177.iap.bryant.webtv.net>,
Video61@webtv.net (Lance Ringquist) wrote:
> many ssi games were in basic,did you try booting it not holding down
the
> option key,if it still will not boot,try it wiht a translator,thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
>
>

I tried every permutation I could think of. However, I'm getting
a BOOT ERROR -- I can't think of anything that would cause that
other than a bad disk.

->Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2804. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-29 00:00:00 UTC
From: dpeschel@u.washington.edu
Message-ID: <7vaqhc$1af0$1@nntp6.u.washington.edu>
Source record: 49239

In article <3818d505.170746504@news.ds.centuryinter.net>,
Jon Melbo <ssilicon@centuryinter.net> wrote:

>2) The 65C02 is completely backwardly compatible with the 6502
>software wise, but also supports additional opcodes and addressing
>modes not supported by the plain 6502.

This is only true if you stick to the published opcodes in the 6502 manual.
It turns out that the 6502 has some undocumented instructions (some of which
do arcanely useful things, some of which just lock up the processor) and
these are not supported on the 65C02. Some of the opcodes became the new
instructions and addressing modes; all others (probably not too many)
officially became NOPs.

The other items are true.

-- Derek

# 2805. FA: Atari 400/800 computer 1030 modem & interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-29 00:00:00 UTC
From: paul <pauldb@home.comNOSPAM>
Message-ID: <38191F91.D74CFF73@home.comNOSPAM>
Source record: 49240

Atari 400/800 computer 1030 modem & interface
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=188929767

Lots more atari & vid games here:
http://auctions.yahoo.com/user/pauldbz

# 2806. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-29 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <381c26c1.2571944@trumpet.uni-mannheim.de>
Source record: 49241

On 28 Oct 1999 23:31:44 -0400, spamless@Nil.nil wrote:

>Jon Melbo <ssilicon@centuryinter.net> wrote:
>
>> 2) The 65C02 is completely backwardly compatible with the 6502
>> software wise, but also supports additional opcodes and addressing
>> modes not supported by the plain 6502.
>
>Yes and no. I believe that unsupported ("illegal") opcodes on the 65C02
>just do NOP (no operation). On the 6502, illegal opcodes actually did
>something ... strange things ... but they were not NOPs. I believe some
>programmers incorporated those strange, unsupported (in
>assemblers/disassemblers/emulators) opcodes in their programmes for
>security. Those programmes (using undocumented 6502 opcodes) won't work on
>a 65C02.
>
>(at one time, I think Compute! had an article on the actions of the
>undocumented opcodes for the 6502 ... but don't ask me for my copy ... it
>is ... somewhere <grin>)

I could transcribe that... it was a response to a reader's letter
in a COMPUTE! issue, IIRC. I keep it handy. I even typewrote
that on a sheet I kept near the A8.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 2807. Re: Spinning Fuji and a question

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-29 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <381982A0.3A802B3C@ix.netcom.com>
Source record: 49242

"C.J. Herr" wrote:
>
> First off, I now have a copy of Fujiboink! Thanks to all who replied. It's
> just like I remember. Ah, memories.
>
> Now for a *very* simple question. Fujiboink! came as a .obj file. I got it
> working through APEloader (thanks, Steven!) without too much trouble, but
> before I RTFM, I was trying to do it through Atari DOS II. Having never had
> a copy of this during the 'golden days', I was kinda swinging in the dark.
> Sooo... here's my question. If I was looking for a resource that had this sort
> of information (ex. What's the difference between an .exe, .com. and .obj
> file, How do binary load/save work, etc.), where would I look? The web? A
> book? What would you suggest?
>
> --
> -CJ
>
> C.J. Herr
> cjherr@xnet.com "Reply hazy, ask again later." O-

C.J.
For the Atari...nothing. MS-DOS made distinctions later on. Basically a
.COM file is a command program that simply does something like copy
d1:abc.bas d2:abc.bas. An .EXE file is a full EXEcutable program usually
with user interface screens, graphics, etc. The Atari (even with
SpartaDOS) doesn't care if its a one line command or a full program.
.OBJ files are the same. They are usually the final result of the
assembly process when the program was written with an assembler (machine
language editor). You would probably get the same thing from the file
result of a C compiler. SpartaDOS will load and run a program w/o the
extension if it has a .COM extension instead of .EXE or .OBJ. Other than
that, they are one in the same.
--
Robert S Ely
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

# 2808. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-29 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.941204614@math.tu-berlin.de>
Source record: 49243

Hi!

"Ryan" <rhino321@rem0vethis.geocities.com> writes:

>Peter Pachla wrote in message <7v7bcd$sss$1@gxsn.com>...
>>Yep it uses the MOS 6510. It's a 6502 with an I/O port built in (located at
>>the bottom of the memory map) which is used to control various features of
>the
>>'64.

>you're talking about the $0000 and $0001 right?

Yes.

>so how did the atari
>address ram banks "under" rom etc if they didnt have that??

Banking is controlled by PIA at addresses $D3XX, more precise by the PIA port
B at $D301. Just disabling the ROM doesn't mean the hardware chips go away.
They don't, and they can't as you noticed as there would be no way to get
them back. That's different from the C64 where it is possible even to
disable the IO region because $0 and $1 is build into the CPU.

This means that the RAM under the ROM is available, but the RAM under the
IO chips is wasted. BTW, the ROM under the IO chips IS used, it contains the
selftest which is mapped by PIA to $5000 and above if enabled. Just for
curiousity... Oh, BTW, the RAM "test" of the Self test does of course not
test the RAM under the IO chips, let alone the RAM under itself. It just sits
there and busy-loops for these memory areas. )-:

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

# 2809. XF551 Os and cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-29 00:00:00 UTC
From: inf410@worms.fh-rpl.de
Message-ID: <7vc8dm$e74$1@swemmel.Fh-Worms.DE>
Source record: 49244

Hi,

i would like to ask you some questions.
The Atari 551 XF floppy drives i own are a little strange ( but working ).

I�ve the 8050 cpu inside the XF but the switch on the pcb is set to 8040 and
it works. I had changed the jumper to 8050 but the floppy was ignored by the
XL/e.
Can someone tell me what the funktion of this two switches is (because the don`t
work like they should)?

I also have a rom and a eprom version of the os for the XF. Inside the XF with
8040 cpu is the rom version, in the 8050 version a eprom. Are there more Os
versions out?

Where can i find the version of the Os inside( hex address )?

Is there somewhere a history of XF551 rom/eprom versions in the net?

I also tried to make my own cartridges ( like many others ) but i am a little
confused about the last 6 bytes in a Eprom and had failed until today.

BFFF should bei Init high
BFFE should bei Init low
BFFD 00(hex) 00 is norm other is diag
BFFC Options bit
BFFB Run high
BFFA Run low

BFFC and BFFD could have a other order. I looked into Atari Artist to find
out which bits they had set for boot from disk, run and init. But in the
address hadn� t been the bits set i would thought they should be.
I looked at the Atari Rev. Hardware Manual ( 400/800 ) and the 00hex was at a
other place than they stated.

I would be happy if you could help me in my quest making cartridges for the XL/E.
or bring my orginal games and word processor and machine languages to cart.

I have nearly all pcb versions for the 800/XL/e ( Rev 4, Rev 5, Rev A, Rev B =
2 * 4KB, Rev 1= 2 8KB, Super cartridge... ). I�ve an atari burner and a lot of
eproms/pcbs but i failed because of 6 Bytes.

Please give me a hint or help. Every bit counts for me.

See some from you at the ABBUC JHV 99 in Herten Germany 30th this month.
The greatest Atari 8 Bit Club Treffen in Germany.

Bye

--
Mit freundlichen Gruessen

Torsten Schall

E-Mail: inf410@fh-worms.de
Torsten.Schall@fh-worms.de

# 2810. Re: Spinning Fuji and a question

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-29 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.941211780@math.tu-berlin.de>
Source record: 49245

Hi!

cjherr@typhoon.xnet.com (C.J. Herr) writes:

>Sooo... here's my question. If I was looking for a resource that had this sort
>of information (ex. What's the difference between an .exe, .com. and .obj
>file,

Precisely none. It's just a convention.

>How do binary load/save work, etc.), where would I look? The web? A
>book? What would you suggest?

I've a german book about it, but this won't help I guess... (-;
Ok, the DOS manual should say this as well, I guess.

So here's the binary load file format:

FF FF first two bytes have to be FF FF, or it is not valid
lo hi Start address where data should be put
lo hi End address (inclusive!) where loading should stop
..... data bytes

Now, either an EOF or optionally, another FF FF pair and the next loading
block
lo hi Start address
lo hi End address

and so on, up to the EOF.

Some special addresses should be mentioned: If *ANY* data is put into
addresses 2E0,2E1, this is the RUN address. The DOS will execute this program
at this address as soon as loading is done.
If *any* data is put into addresses 2E2,2E3, this is the init address. The
program there is executed as soon as these two addresses have been filled.
The file will continue loading afterwards.

Therefore, there's only one start address, but many init addresses are
possible.

An example: The following assembly program will turn the screen dark
(provided I remember my 6502 assembly correctly)

```
FF FF "Magic ID"
00 06 Start loading at page 6
05 06 6 bytes
A9 00 LDA #00
8D 2F 02 STA DMACON ;turn the screen blank
```

```
60 RTS
E0 02 Load the run address
E1 02 pair
00 06 RUN at page 6
```

A special note: Os/A+ always run exe at the first byte of the first address block that got loaded, regardless of whether a RUN address was given or not. Atari DOSes didn't do that.

So long,
Thomas


```
_____don't_cut_here,_it_could_damage_your_terminal_____
_______ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____
```

# 2811. Re: XF551 Os and cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-29 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <941213053.11027.0.pluto.d4ee0f47@news.demon.nl>
Source record: 49246

The 8050 has an internal ROM and the 8040 not. When setting the jumper to
8040 you will disable the 8050 internal rom and let it use a external rom.
This is the same as the 8040 uses.
I did myself some research for this because I had 10 XF551 drives for repear
because the didn't work. It seems that the drives (all came for ATARI Italy)
had a bug in the internal ROM mask. I was lucky to set the jumper and burn
me a new XF rom....

But when I am talking about the XF does somebody know where I could by
8040/8050 chips in Europe for a cheap price...

Gtx,
Sysop*TXG

Torsten Schall wrote in message <7vc8dm$e74$1@swemmel.Fh-Worms.DE>...
>Hi,
>
>
>i would like to ask you some questions.
>The Atari 551 XF floppy drives i own are a little strange ( but working ).
>
>I�ve the 8050 cpu inside the XF but the switch on the pcb is set to 8040
and
>it works. I had changed the jumper to 8050 but the floppy was ignored by
the
>XL/e.
>Can someone tell me what the funktion of this two switches is (because the
don`t
>work like they should)?
>
>I also have a rom and a eprom version of the os for the XF. Inside the XF
with
>8040 cpu is the rom version, in the 8050 version a eprom. Are there more Os
>versions out?
>
>Where can i find the version of the Os inside( hex address )?
>
>Is there somewhere a history of XF551 rom/eprom versions in the net?
>
>I also tried to make my own cartridges ( like many others ) but i am a
little
>confused about the last 6 bytes in a Eprom and had failed until today.
>
>BFFF should bei Init high

>BFFE should bei Init low
>BFFD 00(hex) 00 is norm other is diag
>BFFC Options bit
>BFFB Run high
>BFFA Run low
>
>BFFC and BFFD could have a other order. I looked into Atari Artist to find
>out which bits they had set for boot from disk, run and init. But in the
>address hadn't been the bits set i would thought they should be.
>I looked at the Atari Rev. Hardware Manual ( 400/800 ) and the 00hex was at
a
>other place than they stated.
>
>I would be happy if you could help me in my quest making cartridges for the
XL/E.
>or bring my orginal games and word processor and machine languages to cart.
>
>I have nearly all pcb versions for the 800/XL/e ( Rev 4, Rev 5, Rev A, Rev
B =
>2 * 4KB, Rev 1= 2 8KB, Super cartridge... ). I've an atari burner and a lot
of
>eproms/pcbs but i failed because of 6 Bytes.
>
>Please give me a hint or help. Every bit counts for me.
>
>
>See some from you at the ABBUC JHV 99 in Herten Germany 30th this month.
>The greatest Atari 8 Bit Club Treffen in Germany.
>
>Bye
>
>
>--
>Mit freundlichen Gruessen
>
>
>
>Torsten Schall
>
>E-Mail: inf410@fh-worms.de
> Torsten.Schall@fh-worms.de
>

# 2812. AMS Music Files

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-29 00:00:00 UTC
From: dml_68@yahoo.comm
Message-ID: <8E6E6C0ABdml@news.rdc1.wa.home.com>
Source record: 49247

I am looking to collect AMS Music files & the Player in ATR or DCM format.
Anyone know a good source on the Web?

Thanks

Derek

--
Swing by my Classic Tandy Emulation Web Pages

TRS-80 CoCo Emulation
http://www.50megs.com/mrnukem/coco/coco.htm

Classic Tandy Emulation
http://www.50megs.com/mrnukem/tandy/tandy.htm

# 2813. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-29 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s1jpagf9csf55@corp.supernews.com>
Source record: 49248

Jon Melbo <ssilicon@centuryinter.net> wrote in message
news:3818d505.170746504@news.ds.centuryinter.net...
> 4) The Atari 400/800 line used standard 6502 CPUs, therefore a 65C02
> can be used as a drop in replacement in these systems.
Not all of them. I don't have hard figures, only personal experience. I bought four 800s looking for one that used the 6502B and only one had it, others were the 6502C processor. Could be I bought the only 3 800s with 6502Cs or the only 6502B 800 in existance. Be nice to get some figures or a larger sample.

I had originally planned on putting in a 65802<?> processor ~65816 w/o the addressing range, but after an exhaustive search of every parts supplier I knew I could not find a single one.

I ended up putting a 65C02 that I had bought years ago for ~$8 in the 800 and it runs fine. The 65C02 was part of my store of parts that my wife put in a damp basement. I must say they seem to be fairly robust parts since this thing was covered with corosion and had bent pins and gobs of solder from attempts to use it in other projects, but it worked perfectly. The 65C02 happened to last longer then that particular wife.<grin>

Side note is I think the 65C02 was used in the Apple IIC, that binder sized semi portable thing with built in drive Apple came out with. I am not sure if people came out with IIC specific programs that took advantage of the extra instruction set vs just used compatible op codes. I don't follow the Apple group, but I think the IIC led to the 65C02 still being widely available from parts places.

# 2814. Re: Questron?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-29 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7vcu3s$h6a@freenet-news.carleton.ca>
Source record: 49249

(dnoguero@my-deja.com) writes:
> Hi all. I just got my Atari 130XE set up and tried to boot up my
> old copy of Questron. Alas, it wouldn't boot. I even tried to image the
> disk with APE hoping it would somehow make a useable image. Has anyone
> ever imaged this game? It doesn't seem to be on any of the Atari sites.
> Even better, does anyone want to sell their copy?

Did you try making a .pro image of the disk? Its probably
copy protected. If you did make a .pro image of it and it still
does not work, send me the image and I will make sure there is
support for it in the next version.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 2815. FA: Atari 800 w/ goodies

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-29 00:00:00 UTC
From: eddybax@swbell.net
Message-ID: <381a249b.96569040@news.busprod.com>
Source record: 49250

Item veiwable at
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=185262857

Atari 800 with 3 16K RAM Catridges, 1 10K Operating System Catridge
and Basketball game Catridge

Item is untested and sold as-is

Note: i do not have the power supply that goes with this, and the top
cover does not seem to fit properly..It does not appear to be damaged,
but i do not know enough about this item to determine that with any
certanty, I may just not know how to put the cover on

Our About Me webpage contains our current auctions plus information on
our policies concerning warranty and returns as well as information on
our shipping and payment options.

Thank You for your interest and good luck! :)

another kewl auction brough to you by the Electronic Commerce team at
IWBR Computer Recyclers in Tulsa, Oklahoma

Dollar bill (if shown) is for size reference only, not included with
this item (sorry) <----be sure to read the fine print!!!

```
=====================================================
== IWBR / Tech Express ==
== 8235 East Admiral Place ==
== Tulsa Oklahoma
== (918) 834-1981 ==
== iwbrcmptrr@aol.com ==
== Keeping yesterdays tech out of the landfills ==
=====================================================
```

# 2816. Re: Fried 1050?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-30 00:00:00 UTC
From: dmemoo@aol.com
Message-ID: <19991029202047.15665.00000131@ng-ct1.aol.com>
Source record: 49251

I am looking for someone who needs
Atari equipment.
I have some that are in the original cartons. They were working fine when I
packed them for storage.
I have .
one 800XL comp with extended memory.
one 130XE comp.
one 1050 DRIVE.
one XF551 DRIVE.
one 1025 PRINTER.
and a large box of software

I am going to replentish the nearest dumpster with them, if any one is
interested let me know.
They may have them for the price of shipping them.
DMEMOO@aol.com
Reading PA.

# 2817. Re: Fried 1050?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-30 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991029204911.02909.00000150@ng-ft1.aol.com>
Source record: 49252

>someone who needs
>Atari equipment.

Great equip, sounds like you did some really neat computing in the 80's.

I REALLY want the drives and would be
willing to share the rest with someone. Please stay away from that dumpster.

Ron

Above average intelligence has always run in my family. Ambition, however, has
always walked with a slight limp....

# 2818. Track & Field, Deluxe Invaders, Midnight Magic & more FA!

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-30 00:00:00 UTC
From: csjjh@ux1
Message-ID: <381b0611@news.eiu.edu>
Source record: 49253

Hi there,
I've got the following auctions going on at e-bay for the Atari 8-bit
computer line, the Atari 5200 Supersystem & Atari 2600 (VCS). Many
of these great games are still at very low prices. Several for only a
lousy quarter! Most of my items are in very good - like new condition.
All (except Gyruss, see item discription on e-bay) are tested & guaranteed
to work!

To check the status of all my games go to:
http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=csjjh@eiu.edu

Once there, just click on the itme number to see a full discription &
place a bid if you like.

Atari 8-Bits
Item # End date/time Bid Game discription
------ ------------ ------ ----------------
187874930 10/31/99 19:26 $4.00 Track & Field
187871903 10/31/99 19:23 $0.55 Submarine Commander by Thorn
187868219 10/31/99 19:19 $0.25 Pac-Man
No Bids Yet
187863744 10/31/99 19:13 $5.50 Deluxe Invaders by Roklan
187859405 10/31/99 19:08 $3.10 David's Midnight Magic
187851041 10/31/99 18:59 $0.50 BASIC Computing Language
No Bids Yet
187847072 10/31/99 18:55 $0.50 Atariwriter Word Processor
No Bids Yet

Atari 5200 Supersystem
Item # End date/time Bid Game discription
------ ------------ ------ ----------------
187842420 10/31/99 18:50 $3.26 Wizard of Wor by CBS Electronics
187837089 10/31/99 18:44 $0.50 Pac-Man with instructions
No Bids Yet
187832536 10/31/99 18:39 $0.50 Missile Command with instructions
No Bids Yet
187826274 10/31/99 18:33 $0.25 Gyruss by Parker Brothers
187820186 10/31/99 18:26 $0.50 Defender
No Bids Yet
187814901 10/31/99 18:21 $3.25 Beamrider by Activision w/box/docs
187808677 10/31/99 18:16 $0.50 RealSports Baseball
No Bids Yet
187801783 10/31/99 18:10 $4.25 Ballblazer by Lucasfilm w/box/docs

ATARI 2600 (VCS)
Item # End date/time Bid Game discription

```
------ ------------ ------ ----------------
188105668 11/04/99 10:19 $0.25 Freeway by Activision
No Bids Yet
188104960 11/04/99 10:18 $0.25 Pac-Man
No Bids Yet
188104256 11/04/99 10:17 $0.25 Stampede by Activision
188102974 11/04/99 10:14 $0.25 Street Racer
No Bids Yet

Thanks for looking,
JJH

>>==--> Jonathan | E-mail: csjjh@eiu.edu <--==<<
>>==--> Jax | To send e-mail please make sure you use <--==<<
>>==--> Hunt | this address - my news reader messes up. <--==<<
```

## 2819. Atari Sound Machine

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-30 00:00:00 UTC
From: Francisco Delgado <fdelgado@eso.org>
Message-ID: <381B207D.20E7B9A0@eso.org>
Source record: 49254

Hello Atarians!

I'm looking for "The Atari Sound Machine" for the 8-bit.
I have the diskette with it, but I want an atr file or equivalent for an emulator, and don't have
the resources to "updload" from the atari to the PC.

Any information is welcome!

--
Francisco Delgado | e-mail: fdelgado@eso.org
European Southern Observatory | phone: +56-55-281291 ext 5139
Cerro Paranal, CHILE | fax: +56-55-285065

# 2820. Re: ATR-8000 to buy

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-30 00:00:00 UTC
From: djdowns@aol.com
Message-ID: <19991030155429.01157.00000679@ng-ch1.aol.com>
Source record: 49255

```
>> I know of four ways to use a 3.5" drive on the A8, an
>> ATR-8000, a Black Box, an MIO, and the upgrade from
>> CSS(Bob Woolley) for the XF551.

<snip>

>All well and good, but I'd rather stick to options that people
>still have a chance at finding.

My problem is trying to find even any of these items. I've looked around at
some online vendors, but haven't seen any of these expansion hardware systems
for sale. I also can't justify paying for a catalog from a company. I figure,
if they want to sell me something, then the catalog needs to be on their dime,
not mine...

-- Downs.
```

# 2821. FA: Great lots of Atari hardware, software and books (programming, technical)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-30 00:00:00 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <jZHS3.533$UG2.4499@typhoon3.tampabay.rr.com>
Source record: 49256

Check them all out at:

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=hughfalk@mindspring.com

# 2822. Re: JAM!! vs. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-30 00:00:00 UTC
From: John Kwiatkowski <johnmk@clark.net>
Message-ID: <381B5914.49AB385E@clark.net>
Source record: 49257

Success!! I just wired up the 5-din to RCA composite vid and audio.
Looks fantastic. Much better than the RF output. No snow, colors
are very rich. Looks great through the VCR/TV and also the Instant
TV on my 15'' monitor.

I do notice the instantTV/monitor need time to sync to the composite
video signal. I usually have to change the source a couple of times
before it syncs.

Don't know if my 800XL has a super vid upgrade since it is second
hand but I don't think the picture could stand much more
improvement.

JTKirk wrote:
>
> On Tue, 26 Oct 1999 15:00:42 GMT, John Kwiatkowski <johnmk@shell.clark.net>
> wrote:
>
> > Picked up some 6 ft RCA cables and a 5-pin DIN from Radio Shack.
> > I will test my non-existent soldering skills this weekend.
> >
> > Which wire is ground on an RCA cable? I only need the composite
> > video and audio outs from the DIN.
> >
>
> None of the "wires", ground is common to them all. The inner pin
> om each connector carries the respective signal, the outside metal
> "circle" of each is connected to ground.
>
> > John K.
> >
> >Rhett James Barnes <cryorunner@aol.com> wrote:
> >:> >
> >:> > Looking for a 5-pin din to S-video or composite vid and audio RCA
> >:> > type connector so I can try the monitor out. From what I've
> >:> > heard, quality should be better.
> >:> >
> >:> Yes. Those cables are still available around here, in electronic
> >:> stores, surprisingly. And they are cheap. Try looking at electronics
> >:> stores in the audio/video section, there they may have such cable.
> >:> It seems Atari adopted some kind of pre-existent standard, then...
> >:>
> >
> >: Yep, this is the old European 5-Pin DIN audio connector, used mostly for
> >: tape-decks, I believe. I was able to find a DIN to RCA cable at a local

> >: junk electronics store for cheap and it was SO much nicer than the junky
> >: video cable I had thrown together as a kid. You just had to play around
> >: to figure out which of the four outputs you want. Even Radio Shack used
> >: to carry these, but I don't see them in the current catalog.
> >
> >: Maybe someone knows the pin-outs for the Atari video connector and can
> >: post them to help out those in need (I'd have to pull out an Atari and
> >: check it out, because I surely don't remember that any more!).
>
> --
> _____ ____---____ Marco Antonio Checa Funcke
> _____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
> _H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
> '-_____|( http://www.GeoCities.com/Hollywood/2645
>
> remove the "no_me_j." in front of the address when replying

## 2823. New developers e-mail group starting

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-30 00:00:00 UTC
From: arudzki <arudzki@home.com>
Message-ID: <GWIS3.3554$pA2.7511@news.rdc1.pa.home.com>
Source record: 49258

Hello Developers,

Since I'm starting some development on a couple of projects for the 8-bit, I thought I would take someones advice (can't remember who...) and start up an e-mail mail list to link up similar developers.

I like reading the posts on the newsgroups and the atari mailing list, but I thought there could be a use for an e-mail list used for linking and sharing ideas on new or improvements on existing 8-bit projects.

To subscribe just click on the link below and SEND. Theres no need to put anything in the subject or body of the letter. Soon after, you'll get a confirmation e-mail, which you just reply to....and you're IN!

Posting to the group is at the address below, also.

Community email addresses:
Post message: Atari8development@onelist.com
Subscribe: Atari8development-subscribe@onelist.com
Unsubscribe: Atari8development-unsubscribe@onelist.com
List owner: Atari8development-owner@onelist.com

See you soon!

Tony

## 2824. Re: Supra Hard drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-30 00:00:00 UTC
From: atari8man@aol.com
Message-ID: <19991030181445.10984.00000416@ng-fl1.aol.com>
Source record: 49259

Dose anyone know what is the XE Compy
ramdisk upgrade? I need to do this upgrade and know nothing about it.

## 2825. XE Compy ramdisk upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-30 00:00:00 UTC
From: atari8man@aol.com
Message-ID: <19991030181818.16691.00000471@ng-cc1.aol.com>
Source record: 49260

I need to know what is this upgrade, and where to get it.. or how to make one..

Thanks

# 2826. Memory for the 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-30 00:00:00 UTC
From: Arron Oberman <obera000@unbc.ca>
Message-ID: <3uKS3.38$T87.181266@news.bctel.net>
Source record: 49261

Fellow Atarites,

Does anyone out there have a few working 16K memory cartridges they can part with. I need two 16K to get my 800 up to the max of 48K.

Thanks!

Arron Oberman
1979 Atari 800
Purchased brand new for $1600 Canadian w/ 810, Star Raiders, Basic

# 2827. Re: GTIA clones?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-30 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7vfvot$98n$1@nnrp1.deja.com>
Source record: 49262

```
In article <7v0dqn$7ij$2@gxsn.com>,
"Peter Pachla" <my.name@wintermute.org.uk> wrote:
> Hi,
>
> >A nice idea would be to upgrade the screen rez (upto and better the
> >targa/svga standard) and also several framebuffers (like the
amiga/and
> >PC gfx cards)and an improvement on 16.7 million colours....
>
> Nice idea, but sadly rather impractical.
>
> A 1.79MHz 6502 has enough trouble with a bog standard 1-bit per pixel
high
> resolution screen - you can imagine how slow updating a 320x200 screen
would
> be at 24 (or more) bits per pixel. Then you've got the problem of
fitting all
> that data into 64 or 48K of RAM....
>
> >....something like 7800's MARIA (which incidently, like the Atari
> >designed Amiga chipset was destined to be used for the A8- but the
> >tramiels xxxxed things up by sticking it in a video games machine)
>
> NO!
>
> MARIA was designed by GCC in 1982/83 (well pre-Tramiel) and was
intended from
> the off to go into the 3600 games console (later renamed 7800). MARIA
performs
> all of the memory decoding and pretty much all of the "glue logic" for
the
> system and as such could not be used in it's present form in an A8
(not easily
> at least).
>
> TTFN - Pete.
>
> --
> Spam deflector in effect, edit reply address - it's obvious!
>
> **********
> Join "vectrex_dev" today, the new mailing list for Vectrex developers.
> Go to http://www.egroups.com/list/vectrex_dev/ to join.
> **********
```

>
> Hardware & Software Engineer. Sound Engineer.
> Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp
DEC)
> --
>
>Yo pete!

If you read the context of the last posting, I was refering to the 65816 (and not the 6502) and the possibilites of updating this tech. to 64/128 or even 256 bit MPU standards

As, It was pretty obvious that the Maria was developed by GCC, as GCC actually designed the 7800 and it's tech. (the pre tramiel version that is) Not only that but they also designed the 2600 and the tech. behind that as well, because if you look at IBM's patent's website the engineers behind the original 2600 were acredited as working for GCC, and not Atari, I can only assume that GCC was either an Atari/Bushnell/warner subsidiary or one of those companies that Atari funded or financed (sounds like Amiga all over again)

Unless you know different of course

'appy Atari computing

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2828. Re: New developers e-mail group starting

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-30 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7vfvtp$99d$1@nnrp1.deja.com>
Source record: 49263

In article <GWIS3.3554$pA2.7511@news.rdc1.pa.home.com>,
"arudzki" <arudzki@home.com> wrote:
> Hello Developers,
>
> Since I'm starting some development on a couple of projects for the
8-bit, I
> thought I would take someones advice (can't remember who...) and
start up
> an e-mail mail list to link up similar developers.
>
> I like reading the posts on the newsgroups and the atari mailing list,
but I
> thought there could be a use for an e-mail list used for linking and
sharing
> ideas on new or improvements on existing 8-bit projects.
>
> To subscribe just click on the link below and SEND. Theres no need to
put
> anything in the subject or body of the letter. Soon after, you'll get
a
> confirmation e-mail, which you just reply to....and you're IN!
>
> Posting to the group is at the address below, also.
>
> Community email addresses:
> Post message: Atari8development@onelist.com
> Subscribe: Atari8development-subscribe@onelist.com
> Unsubscribe: Atari8development-unsubscribe@onelist.com
> List owner: Atari8development-owner@onelist.com
>
> See you soon!
>
> Tony
>
Yo Tony, Big Atari Dude

This could be very interesting, Keep me posted

Carmel A
>

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2829. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-30 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7vg36n$pf2$4@gxsn.com>
Source record: 49264

Hi Jon,

>....The 65C02 (made by NCR Corp.)....

Actually it was a Rockwell creation. They produced a number of nice processors
based on the 6502, the 65c02 being the first.

I suppose NCR may have second soured the chip, but I've never come across any
information to confirm that.

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 2830. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-30 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7vg36p$pf2$5@gxsn.com>
Source record: 49265

Hi Ryan,

> you're talking about the $0000 and $0001 right?

That's right.

>....so how did the atari address ram banks "under" rom
>etc if they didnt have that??

On the 400/800 they didn't, you only had a maximum of 48K of RAM.

On the XL and XE machines they used some spare lines on the system PIA (spare since they now weren't being used for joystick ports 3 & 4) to implement a very similar scheme to CBMs'. Of course, unlike with the CBM, you cannot switch out the I/O area on the Atari so you end up with a small "hole" in your extra RAM area.

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

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--

# 2831. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-30 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7vg36k$pf2$3@gxsn.com>
Source record: 49266

Hi James,

> All PAL 800's had the 6502c. they predate the 5200.

Are you sure about that?

Neither of my 800s contains a 6502C....in fact I had a Rockwell 65c02 running
in one of them around 10 years back. One is an early 800 and the other is a
late model machine on which the cover over the RAM/personality boards is
screwed down.

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

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--

# 2832. Re: Why did Hasbro bother II

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-30 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7vg36r$pf2$6@gxsn.com>
Source record: 49267

Hi Curt,

>....Well, first let correct something, the MARIE chip was made
>expressly for the Atari 7800....

Just as an aside, according to the GCC data sheets for MARIA they were working on a 680x0 bus compatible version of the chip as well as the familiar 65xx compatible one.

Any ideas as to what planned use this was to but put?

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

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Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 2833. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-30 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7vg36e$pf2$2@gxsn.com>
Source record: 49268

Hi Richard,

>....but from what I understand in a worst case senario they acually
>go in with a microscope and look at the surface....

Interesting, I've actually seen x-ray photographs of floppy discs in which you
can clearly see the bit patterns recorded on the media, but I've never heard
of microscopes being used for this.

Hmm, I wonder if they're using electron microscopes....I can sort of see how
that might work?

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

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**********

Hardware & Software Engineer. Sound Engineer.
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--

## 2834. I suppose no atari chat tonight...

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-30 00:00:00 UTC
From: Kim Goodwin <lady-aramis@geocities.com>
Message-ID: <381B8480.1482@geocities.com>
Source record: 49269
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

To all the faithful participants of the Saturday night chat...

Looks like the server is down as far as the chat session goes, and I
have heard no get well date for when the chat room will be back up.

I will miss there not being a chat session. We'll just have to see
what happens next week.

Take care and have a happy halloween,

Greg Goodwin (aka "Doctor Clu")
Moderator of the Saturday Night Atari Chat

# 2835. FA: Congo Bongo Cartridge and Box Etc Like New

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-30 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <941303689mnewsX_velcro_X@netunlimited.net>
Source record: 49270

This is the Congo Bongo arcade game translated to Atari 8bit. If you would like to bid please go to

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item-191473475

Also have on auction Galaga & Food Fight for Atari 7800 at

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item-191488074

Thanks!

VS

To email me just remove the X's and underline marks from my address.

# 2836. Re: Early 80's computers wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: gomem@my-deja.com
Message-ID: <7vhssg$fjn$1@nnrp1.deja.com>
Source record: 49138

I got a Basic tape for the MZ80A. would that be suitable.

from
David
In article <6wYyUDAwnOF4Ew0v@cableinet.co.uk>,
"David J. Firth" <d.firth@cableinet.co.uk> wrote:
> In article <vJ1R3.184851$5r2.403890@tor-nn1.netcom.ca>, Richard Smith
> <rsmith@planeteer.com> writes
> >Sorry if this is off topic for this newsgroup, but I remember using a
Sharp
> >MZ-80K. It was an all in one desktop type PC with a built in cassette
> >recorder. I also remember the Superbrain, Video Genie and Acorn Atom.
The
> >Video Genie was a TRS-80 compatible machine if I remember correctly.
>
> I had a Sharp MZ-80K prior to my Atari 800, funnily enough I've
recently
> acquired a Sharp MZ-80K again for a total sum of 10ukp. It had a duff
> power supply and a couple of faulty RAM chips but it goes fine now.
All
> I need is one of the BASIC or assembler tapes (I've still got a few
game
> tapes but didn't think to keep a copy of the languages Doh!).
>
> The reason I got the Sharp is because I found an old tape containing
the
> Z80 source code of a game I wrote in 1982 ... I'd like to get an ASCII
> dump of it. All I can do at the moment is run the binary!
>
> The only option without any languages seems to be to replace the ROM
> with a hacked EPROM, not very convenient and I don't really remember
> that much about the Sharp, so I'll probably stick to scouring the
Radio
> Fairs for a while.
>
> Bye
> --
> David J. Firth
>

Sent via Deja.com http://www.deja.com/
Before you buy.

## 2837. 130 XE Compy ramdisk ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: atari8man@aol.com
Message-ID: <19991031090315.02781.00000583@ng-fy1.aol.com>
Source record: 49139

I need info on what is the XE 320 Compy ramdisk?

Thanks

## 2838. Re: XE Compy ramdisk upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: atari8man@aol.com
Message-ID: <19991031090612.02781.00000588@ng-fy1.aol.com>
Source record: 49140

>Checkout the following Atari sites
>ABBUG- German and intl. Atari user group
>F.M Atari magazine

-Thanks..
-I'll try to hunt them down on the NET.

# 2839. Writing an aritcle, need information

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: Will Dwinnell <predictor@compuserve.com>
Message-ID: <381C9135.581D@compuserve.com>
Source record: 49141

Hello, all!

I am writing an article on artificial intelligence and am using the Atari 800 in a brief demonstration of the speed of a particular machine learning technique. The idea is to show that even on older hardware, this method can recall quickly. I have ported an example of this technique to Atari BASIC, where it performs approximately 2 recalls per second, which isn't quite what I'd hoped for. While this does make my point that in an interactive setting, an 8-bit microcomputer can perform this work fast enough to spend most of its time waiting for the human rather than the reverse, I wanted to show better numbers (more recalls per second).

What I need is an approximate speed-up factor for Action! or assembly language from Atari BASIC. I realize that this will depend on the specifics of the code, but I am wondering roughly what kind of performance improvement one would typically realize when doing math. (I am too lazy to type this code again!) Any thoughts?

Will Dwinnell
predictor@compuserve.com

# 2840. Re: Why did Hasbro bother II

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: djdowns@aol.com
Message-ID: <19991031102634.01156.00000935@ng-ch1.aol.com>
Source record: 49142

<< also why should the consumer buy your products, after all the ultimate investor in any idea, product or service is the person or persons that buy's the idea/prod. or svc, this is called the consumer. and not the company doing the selling.. After all as the consumer is the ultimate investor, surely the consumer has a vested interest in the future development of that product or service, after all the consumer has just invested money in the company, the consumer needs confidence that the company will invest these funds effectively >>

I agree with your statement. This is how companies _should_ be thinking. But in today's business world, here's what's going on in the exec's head:

"My product is complete. Now, if I put together a grandslam marketing campaign, I will sell a billion of these, reagrdless of quality, because everyone knows its the perception of quality that matters, not the quality itself. Once I sell a billion of these things, company profits will be skyrocket. My salary will increase and I will get a big bonus. The stock market, seeing our profit, will drive our stock price through the roof. My stock options will be worth millions. I will retire to a beach in [insert sunny location here]."

Notice that there is no concern for the consumer. There is no concern for the future of the company. The only concern is for the exec himself. Sorry to have to be the one to break this to you, but in 1999 the customer doesn't matter. All big companies know they will sell their product if it is backed with some slick advertising. Company loyalty and preservation of company image doesn't matter, either. The exec knows he will have enough cash to retire before he is 50; why should he care what happens to the company after that? In big business today, it's look out for number one. You are right: that's not the way it should be, but it's the way it _is_.

-- Downs.

# 2841. Re: Writing an aritcle, need information

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <381c607e$0$70841@news.voyager.net>
Source record: 49143

Floating point math is time consuming on the Atari 8-bit.
ACTION! and assembler might help some, but neither of those
use floating point math. You'd have to write your on calls to the
floating point routines in the OS for ACTION! or assembler.
There are toolkits for ACTION! to use floating point, but I don't know
how fast/good they are, never used them.
I think what you've shown is that indeed the Atari 8-bit is too slow for
your
AI program to work very well, actually.
Russg

# 2842. Re: Why did hasbro bother 3

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s1oo1de3iqi22@corp.supernews.com>
Source record: 49144

<carmel_andrews@my-deja.com> wrote in message
news:7vgjq5$lqq$1@nnrp1.deja.com...
> Every one seems to what to ramble on about Hasbro resurrecting
> Atari's name for software, all that's going to do is ressurect Atari's
> past successes like PONG, Centipede and Missile command etc, Now in
> their day, yes that were great games etc. but even updating them to
> 32/64/128 or 256 bit standards for graphics/gameplay etc isn't going to
> help them compete with the like of Tomb raider, Quakes , bango kazooi,
Actually Hasbro is doing very well to my supprise too. Just bought a copy of
PC Gamer and they had a list of the current top selling titles. My son
already snagged the mag so I can't retrieve the titles or positions, but I
believe Hasbro had 3 titles in the top ten.

I gotta admit, when I saw a Atari Pong 2000 or what ever it was on tv, I got
kind of a warm and fuzzy feeling.
> It's going to need a TRUELY ressurrected Atari (H/W and ALL) to breath
> some much needed life into a very stale and staid industry, and do
Just saw a news interview with the CEO of SUN. He said SUN was going to
refocus its energies into providing servers. He mentioned several things
like Coca-Cola vending machines being on the net to Video game consols, I
think he may have even said washing machines but I was reading newsgroups
while listening to it so I missed a bit.

I just toss this out as someone else's (SUN's) opinion of the future. ~The
Windows/MS boxes we use now will end up becoming as obsolete like Atari 8
bits as your typewritter is connected to the net which extends around the
world but specifically to the printer in your spare bedroom. Little Johnny
no longer says he needs a Atari for school work, but plays games over the
net via a monthly charge like cable TV.

Personally I would like a 1 giga Hz 65816 with a 14k OS. I don't need more
then meg of ram, 256 k would be QS. But I recognize I am in the extreme
minority everywhere but here.

# 2843. Re: Why did hasbro bother 3

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: arudzki <arudzki@home.com>
Message-ID: <Lz_S3.4547$pA2.14288@news.rdc1.pa.home.com>
Source record: 49145

> I just toss this out as someone else's (SUN's) opinion of the future. ~The
> Windows/MS boxes we use now will end up becoming as obsolete like Atari 8
> bits as your typewritter is connected to the net which extends around the
> world but specifically to the printer in your spare bedroom

You'll need an interface box for human interaction (damn human lousing
everything up), but the VAST majority of networked stuff is going to be on
the embedded level with like a credit card sized interface. The coke
machines/washers/ etc.. won't need the human interface for their ability to
network, just the interface for when we're standing in front of it.

Of course, the VCR that you could program over the phone, didn't go over too
well.....but networkable? maybe...

tony

# 2844. Re: Why did hasbro bother 3

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <7vht6h$6pp$1@flood.xnet.com>
Source record: 49146

Richard Cortese <ricortes@netmagic.net> wrote:

: Actually Hasbro is doing very well to my supprise too. Just bought a copy of
: PC Gamer and they had a list of the current top selling titles. My son
: already snagged the mag so I can't retrieve the titles or positions, but I
: believe Hasbro had 3 titles in the top ten.

Hasbro has been consistently placing comfortably in the top 10 game
publishers, month after month. (They're usually in the #4-#7 range, which
is pretty good.)

--
Jason Compton jcompton@xnet.com

# 2845. Re: Writing an aritcle, need information

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: arudzki <arudzki@home.com>
Message-ID: <FG_S3.4550$pA2.14376@news.rdc1.pa.home.com>
Source record: 49147

```
>
> What I need is an approximate speed-up factor for Action! or assembly
> language from Atari BASIC. I realize that this will depend on the
> specifics of the code, but I am wondering roughly what kind of
> performance improvement one would typically realize when doing math. (I
> am too lazy to type this code again!) Any thoughts?
>
You'd have to check out the code in assembly. Double hit in the Atari
world:

1) Atari Basic
2) Atari floating point routines

if your looking to increase performance:

1) get a Fastchip (math package replacement chip)
2) use BASIC XL in Fast mode
3) disable ANTIC/GTIA DMA, which sucks up like 33% bandwidth.

tony
```

## 2846. Atari portfolio uses..

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <7vhu4v$dl6$1@news.xmission.com>
Source record: 49148

Don't know why I did it (as I use a PalmV as my PDA), but I bought an Atari Portfolio on Ebay.

Now that I have this little DOS 2.x based handheld, I don't know what to do with it.

And, to make matters worse, it seems as though there are hardly any sites dedicated to this little PDA.

I thought maybe I could use it in one of my cars to at least monitor the ECM (automotive computer) through the serial interface.

But, this thing only has 32k, not enough to run the automotive ECM analyzer software.

Any ideas?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 2847. Re: Why did hasbro bother 3

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s1p1v7ktiqi18@corp.supernews.com>
Source record: 49149

Jason Compton <jcompton@xnet.com> wrote in message
news:7vht6h$6pp$1@flood.xnet.com...
> Richard Cortese <ricortes@netmagic.net> wrote:
>
> : Actually Hasbro is doing very well to my supprise too. Just bought a
copy of
> : PC Gamer and they had a list of the current top selling titles. My son
> : already snagged the mag so I can't retrieve the titles or positions, but
I
> : believe Hasbro had 3 titles in the top ten.
>
> Hasbro has been consistently placing comfortably in the top 10 game
> publishers, month after month. (They're usually in the #4-#7 range, which
> is pretty good.)
>
> --
> Jason Compton jcompton@xnet.com
I just noticed, could have been there for months, but in the current Gamers
Gazette with a review of what is going on at Hasbro they listed that you can
now go to www.atari.com which is kind of neat. Maybe not a full course meal
to the fan base, but chips and dip.

# 2848. Re: Why did hasbro bother 3

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s1p2efmniqi93@corp.supernews.com>
Source record: 49150

arudzki <arudzki@home.com> wrote in message
news:Lz_S3.4547$pA2.14288@news.rdc1.pa.home.com...
> > I just toss this out as someone else's (SUN's) opinion of the future.
~The
> > Windows/MS boxes we use now will end up becoming as obsolete like Atari
8
> > bits as your typewritter is connected to the net which extends around
the
> > world but specifically to the printer in your spare bedroom
>
> You'll need an interface box for human interaction (damn human lousing
> everything up), but the VAST majority of networked stuff is going to be on
> the embedded level with like a credit card sized interface. The coke
> machines/washers/ etc.. won't need the human interface for their ability
to
> network, just the interface for when we're standing in front of it.
>
> Of course, the VCR that you could program over the phone, didn't go over
too
> well.....but networkable? maybe...
Now that you mention it.

I have one of those 18" Direct TV dishes. You leave it plugged into your
phone line and use the remote control to select options like like paying
$2.99 to see movies that are in between theatrical release and tape.

AFAIK, they are currently using 800 numbers to make toll free calls after
you place your order. If my info is correct, the 800 numbers are kind of
expensive compared to a local call.

They are also advertizing a TIVO system for ~$9.95 that gives you the
ability to pause and resume viewing.

This seems like a natural for internet in that it would be at least as fast
and probably a lot cheaper.

The SUN view of the future does seem like it has a lot of potiential if it
means everyone with cable will need server access at some time or another.

# 2849. Re: Atari portfolio uses..

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7vi1ve$n0o@freenet-news.carleton.ca>
Source record: 49151

(jeking@NOSPAM.com) writes:
> Don't know why I did it (as I use a PalmV as my PDA), but I bought an
> Atari Portfolio on Ebay.
>
> Now that I have this little DOS 2.x based handheld, I don't know what to
> do with it.
>
> And, to make matters worse, it seems as though there are hardly any sites
> dedicated to this little PDA.
>
> I thought maybe I could use it in one of my cars to at least monitor the
> ECM (automotive computer) through the serial interface.
>
> But, this thing only has 32k, not enough to run the automotive ECM
> analyzer software.

Don't most ECM's communicate by pulse codes or a faster
serial mode? Accessing the serial port in a small assembler
program should be very easy. Of course you would have to look up
the codes yourself, but it would work.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 2850. Re: Writing an aritcle, need information

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s1p3jjpfiqi61@corp.supernews.com>
Source record: 49152

Will Dwinnell <predictor@compuserve.com> wrote in message
news:381C9135.581D@compuserve.com...
> Hello, all!
> What I need is an approximate speed-up factor for Action! or assembly
> language from Atari BASIC. I realize that this will depend on the
> specifics of the code, but I am wondering roughly what kind of
> performance improvement one would typically realize when doing math. (I
> am too lazy to type this code again!) Any thoughts?
Others' comments are accurate about the nature of your code making a big
difference. But count on about a 7 fold increase in speed with no tricks
using Action! and 10 fold increase in assembly.

w/o knowing anything about your code, doing simple stuff<tricks> like
bypassing the OS screen output routines in favor of direct writes would get
you a 40 to 100 fold increase. The Atari OS writes to screen maxes at about
300 characters per second if all you do is use the put byte/character
routines.

But a good basic programmer could probably speed up your program by just
fiddling with it a bit. Simple stuff like modifying the screen data in a big
string before printing and passing it all at once or actually having the
string in video memory such that a direct write to the string is a direct
write to the screen. I am not a good basic programmer BTW.

# 2851. 830/850/1030/ice-t questions :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: Jeffry Johnston <jeffryj@primenet.com>
Message-ID: <7vi7fa$ga9$1@nnrp03.primenet.com>
Source record: 49153

Hello!

I am a classic gamer, and just for fun, I'd like to connect to my unix shell account (dialup) with my Atari 800xl computer. I have a 1030 modem, and also an 830 modem (& 850 serial port thingy). I also have plenty of cables, a 1050 disk drive, and SIO2PC cable, disks etc, so I think I have everything I need in the hardware dept. One question I have is regarding the 830/850. I got them last night, together with a trashed 800, and in the bpx were 3 power supplies. I figured that was great, 3 pieces of equipment 3 ps's.. but I looked at the faq & none of the power supplies were even in there (two CO14319's & a CO16804). Can somebody that knows that they have the right ps tell me what voltage, etc, so I don't fry this stuff? They all have the same plug, so there are no hints that way.

The next problem I ran into years back when I tried this was the modem not being recognized somehow by the terminal programs I tried. I used Ice-T & Flickerterm & one other 40-col one that is slipping my mind. I thought maybe it was my modem, so I got *another* 1030, but it didn't fix it. I would really like to use Ice-T with it, if possible. Has anyone had success with that? Please let me know what you did! From reading the documentation with the terminal programs, they made it sound like there was a disk with drivers on them for the modem, but the 1030 docs told me that it is built in support. I have not yet tried the 830, I would guess I'd need to find some driver for it.

If I am forced to use some other 40-col term program, does anyone know how to make unix think I only have 40 columns (instead of the usual 80)? IrcII probably wouldn't behave well otherwise :P.. I need one with VT-100 support at least.. again, any suggestions? What has worked for you?

I hope I have been descriptive enough. Please let me know if you have any questions, I'll be looking on the ng for a response (but e-mail is fine too).

Thanks in advance!
Jeffry Johnston
jeffryj@primenet.com

# 2852. Re: Why did Hasbro bother II

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <381CD5BC.8C4D0DB4@worldnet.att.net>
Source record: 49154

Hi Pete,

Looks like we need to talk off-line a bit, send me a private email. As for your question regarding the 680x0 bus compatible version, its hard to say for sure, however I will contact a very good friend who did the original Atari 3600 prototypes and the earlier 7800's, if my guess is right, that new version of the Marie was intended for the Atari 9000, originally the Atari 7800 was going to be that number designation and in fact there should be some mock up stuff floating around that bears its name. However the number was changed to 7800 (5200 graphics + 2600 compatibility is what the marketing notes say). The Atari 9000 was to be a high end game system.

I don't believe (but could be wrong, again I'll have to check) that a Marie with 680x0 bus extensions was targetted for a computer senario, Atari had 3 68000 based projects which all had chipsets already slated for them:

GAZA: "Rainbow" chipset.
SIERRA: "Silver & Gold" chipset (the AMY sound chip came from that)
and MICKEY: "Amiga chipset" Originally I was told Mickey was for Mickey Mouse, however Mickey was the name of one of the project engineers wife.

So I would guess that any further enhanced MARIE chipsets were for a new high-end game system slated for 1985, but that in itself is confusing since according to the Atari-Amiga agreements, Atari would sell the Atari version of "Lorraine" for 1 year as a game only console and then sell a keyboard add-on and also sell a full blown computer, so perhaps 2 game consoles were in the works, I'll speak with Gary (7800 engineer) he'll most likely have the answers to that.

Curt

Peter Pachla wrote:

> Hi Curt,
>
> >....Well, first let correct something, the MARIE chip was made
> >expressly for the Atari 7800....
>
> Just as an aside, according to the GCC data sheets for MARIA they were working
> on a 680x0 bus compatible version of the chip as well as the familiar 65xx
> compatible one.
>
> Any ideas as to what planned use this was to but put?
>
> TTFN - Pete.
>
> --

> Spam deflector in effect, edit reply address - it's obvious!
>
> **********
> Join "vectrex_dev" today, the new mailing list for Vectrex developers.
> Go to http://www.egroups.com/list/vectrex_dev/ to join.
> **********
>
> Hardware & Software Engineer. Sound Engineer.
> Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
> --

# 2853. Re: Memory for the 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <381CD5E6.6DD413FE@worldnet.att.net>
Source record: 49155

Hi Aaron,

Contact B&C Atari Sales & Service, they have them: www.myatari.com

Curt

Arron Oberman wrote:

> Fellow Atarites,
>
> Does anyone out there have a few working 16K memory cartridges they can part
> with. I need two 16K to get my 800 up to the max of 48K.
>
> Thanks!
>
> Arron Oberman
> 1979 Atari 800
> Purchased brand new for $1600 Canadian w/ 810, Star Raiders, Basic

# 2854. Re: Why did hasbro bother 3

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <381CD877.FC21B3CA@worldnet.att.net>
Source record: 49156

Actually Rich,

I'm in total agreement, why do we need a 700Mhz Pentium III??? Why, cause its cool and I have another $1,000 to throw around and waste? (Not really, I'd rather spend it on Atari). Its the lousy OS's like Win NT and Win 2000 that are just plain and simple "BLOATWARE", they are good in their own rights as to the features they bring, but then you look at Linux 6.1 running on a Pentium 75 and it runs great! I don't need 250MB's just for my OS and another 250MB for MS Office. This whole thing with having to have a 9gb hard drive, 128mb of memory and a 500 mhz + Pentium III is simply stupid!!!

You look at a Falcon030 with CAB and perhaps with Jinnee as a replacement desktop (TOS is just a little too rough for my taste and Jinnee spiff's it up nicely) and you have a system that looks and works just as well with a fraction of the power, speed, memory and drive space. The whole industry is just blindly running down a path like a snowball down a hill and the needs and the demands of the OS and Apps' is driving the need for bigger, better, badder hardware which is just not as needed. Unless you consider scientific software and/or heavy duty games which need all that power which a $199 Dreamcast can more then provide.

One thing to note, back in the 1980's everyone made fun of the Atari SIO port saying how stupid it was, interesting how the USB port is basically the same concept on a faster scale. (Just a little note to add on: One of the designer and patent holders of the USB port is also the architect for the Atari SIO port, Joe Decuir.)

Curt

Richard Cortese wrote:

> <carmel_andrews@my-deja.com> wrote in message
> news:7vgjq5$lqq$1@nnrp1.deja.com...
> > Every one seems to what to ramble on about Hasbro resurrecting
> > Atari's name for software, all that's going to do is ressurect Atari's
> > past successes like PONG, Centipede and Missile command etc, Now in
> > their day, yes that were great games etc. but even updating them to
> > 32/64/128 or 256 bit standards for graphics/gameplay etc isn't going to
> > help them compete with the like of Tomb raider, Quakes , bango kazooi,
> Actually Hasbro is doing very well to my supprise too. Just bought a copy of
> PC Gamer and they had a list of the current top selling titles. My son
> already snagged the mag so I can't retrieve the titles or positions, but I
> believe Hasbro had 3 titles in the top ten.
>
> I gotta admit, when I saw a Atari Pong 2000 or what ever it was on tv, I got
> kind of a warm and fuzzy feeling.

> > It's going to need a TRUELY ressurrected Atari (H/W and ALL) to breath
> > some much needed life into a very stale and staid industry, and do
> Just saw a news interview with the CEO of SUN. He said SUN was going to
> refocus its energies into providing servers. He mentioned several things
> like Coca-Cola vending machines being on the net to Video game consols, I
> think he may have even said washing machines but I was reading newsgroups
> while listening to it so I missed a bit.
>
> I just toss this out as someone else's (SUN's) opinion of the future. ~The
> Windows/MS boxes we use now will end up becoming as obsolete like Atari 8
> bits as your typewritter is connected to the net which extends around the
> world but specifically to the printer in your spare bedroom. Little Johnny
> no longer says he needs a Atari for school work, but plays games over the
> net via a monthly charge like cable TV.
>
> Personally I would like a 1 giga Hz 65816 with a 14k OS. I don't need more
> then meg of ram, 256 k would be QS. But I recognize I am in the extreme
> minority everywhere but here.

# 2855. FS/FT: XE Game Station, Handhelds, & QBert Table Top

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: mooison@iglou.com
Message-ID: <381CEA36.E8041A2E@iglou.com>
Source record: 49157

Q-Bert (Parker Bros) case is worn missing side and front stickers - the
remaining stickers aren't in great shape but are not torn - game plays
well and still has clear sound
Mattel Electronics Basketball - missing battery cover
Tomytronics Cosmic Combat
Coleco Head to Head baseball
Bambino Football
Entex Baseball 3 - broken pitch cover door - door still available though

XE game station - The set includes game console, keyboard, joystick,
power adaptor, rf switch box, connecting cables, and 4 games: Blue Max,
Barnyard Blaster, One on One
Basketball, and Missle Command (built-in).

# 2856. Re: why did hasbro bother

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: John Hale <hale@onet.net>
Message-ID: <381D0FA4.35C6A48F@onet.net>
Source record: 49158

I didn't see the begining of this thread, but whatever Hasbro's intentions in buying Atari, they appear to at least be keeping the Atari name alive. Just today I saw an add for an updated version of Tetris for the Sony Playstation, and at the end of the ad the ole' Atari Fuji and logo was flashed in its full glory. It's the first time I've seen it on a television commercial since a brief holiday blitz for the Lynx's _Batman Returns_ a few years ago.

I don't think Hasbro will have much other use or support for Atari except to sell successful revamps of old games and use whatever cachet the Atari name still holds in videogaming. If they so revive the founding name of videogaming, it sure beats it disappearing altogether, like Edison's did from the recording industry. As far as expecting anyone to continue support for 15-year old plus technology and equipment, I think that's a lost cause for any machine. Try getting support for even an IBM XT somewhere, and I think it would be found a useless task.

John Hale

----------== Posted via Newsfeeds.Com, Uncensored Usenet News ==----------
http://www.newsfeeds.com The Largest Usenet Servers in the World!
------== Over 73,000 Newsgroups - Including Dedicated Binaries Servers ==-----

# 2857. REQ: Video Easel

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: "Keatah@worldnet.att.net" <Keatah@worldnet.att.net>
Message-ID: <381D1DD9.38EA8F41@worldnet.att.net>
Source record: 49159

I need a binary image of video easel..

# 2858. Re: Early 80's computers wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7vg36t$pf2$7@gxsn.com>
Source record: 49271

Hi,

>> Computers were fun then....

> I'm glad it's not just me....

Not at all, there's a lot of us about.

>....These days if something crashes it's a case of is it my
>programming? is it the OS? Is it the service packs?....

Quite, I was reasonably happy back in the DOS days as it was pretty much rock solid. In fact my BBS machine ran for well over 18 months without crashing once....these days I'd be happy with 18 hours without a crash or reboot!!

The other thing that bugs me is the sheer amount of resources that OSs like Win95 and NT eat up - both in terms of space (RAM and HD) and CPU time. I find it incredible that you need something like a P100 just to be able to run '95 at a reasonable speed. :-(

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

## 2859. Re: XEGS "Floppy Drive" question?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7vg77p$dr8$1@nnrp1.deja.com>
Source record: 49272

In article <7umrgn$9c1$5@nets3.rz.RWTH-Aachen.DE>,
nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:
> Howdy Carmel
>
> Look at the box of a 130XE or XEGS (if it has pictures on it, ATARI
used white
> boxes too). You'll see a picture that does not look like the ST
drive.
>
> BTW Please call me Mathy, not Matt. (Like Henry, Mathy is not a "kids
version"
> of an other name, like Bobby is to Bob.)
>
> CU Mathy van Nisselroy
>
> >> Howdy Martin
> >>
> >> The XF551 was sold as the drive for the XE series.
> >> There was another drive on the box both my 130XE and my XEGSs came
in.
> >
> >> Unfortunately it was just a fake. If I remembert correctly,
somebody
> >told me
> >> it was a 1050 in a new case.
> >>
> >> CU Mathy van Nisselroy
> >>
> >>Hello there Matt
> >
> >Slightly wrong about the fake d/d, and it wasn't a 1050, apparently
the
> >original external d/d's you could by for the very first st's, were
> >adapted to work on the A8's, infact there is no difference between
the
> >original st external d/d and the proposed 3.5 d/d for the A8, the
only
> >differences were cosmetic, ie, power pinouts and serial/connections
from
> >drive to computer, infact the xf551 was originally designed as a 3.5
d/d
> > but was changed as Atari couldn't be bothered to release programmes
to
> >convert from 5.25 or 3.5 inch format

> >
> >yours
> >
> >Carmel
>
> Sorry MATHY, I guess my fingers must have slipped, anyway hows the
Atari thing going

STILL KEEPING THE FAITH

happy Atari COMPUTING

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

## 2860. Re: Supra Hard drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7vg7id$e64$1@nnrp1.deja.com>
Source record: 49273

In article <19991030181445.10984.00000416@ng-fl1.aol.com>,
atari8man@aol.com (Atari8man) wrote:
>
> Dose anyone know what is the XE Compy
> ramdisk upgrade? I need to do this upgrade and know nothing about
it.
>Howdy Atari8man, main atari dude
Just take a swipe at ABBUG's internet site or FM's Atari site, they
could help you

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2861. Re: Spinning Fuji and a question

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7vgbe1$p8q$1@ssauraac-i-1.production.compuserve.com>
Source record: 49274

>What's the difference between an .exe, .com. and .obj
>file?

Usually none.

But, I've tried to distinguish them...

COM is a command type file, usually needing the resources of a shell, such as DUP.SYS. Not intended to run as a stand alone program. Running one in the wrong environment usually caused the DUP menu (prompt) to reappear with nothing happening, or so one thought. Rarely would it check for the right environment much less give errors.

EXE is a stand alone program needing nothing else but its included data files, if any. Could be made into a boot disk if it doesn't make DOS calls. Usually used with DOS 'L' or as an autorun.sys.

OBJ is the result of assembling machine language or compiling other languages. It usually needs a main menu program(a .EXE) or a runtime file that it is attached, 'LINKed' to. Thats why one usually needed to know the RUN address(M) to start it after loading with DOS 'L'. Consider it to be a subroutine. Caused many headaches for people when it has a .EXE extender.

--

# 2862. Re: Spinning Fuji and a question

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <7vgbo5$p8q$2@ssauraac-i-1.production.compuserve.com>
Source record: 49275

Fujiboink, LACE DEMO, ROBOT and Ship, etc.

You'll find several of the type demoes on my web site:
http://people.delphi.com/rldetlefsen/
click Atari, click software, click demoes.
At the Atari page, it you click 'ME', you'll get animations.

Rick D.

--

## 2863. Re: I suppose no atari chat tonight...

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <7vgbec$p7p$1@news.xmission.com>
Source record: 49276
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In comp.sys.atari.8bit Kim Goodwin <lady-aramis@geocities.com> wrote:
> Looks like the server is down as far as the chat session goes, and I
> have heard no get well date for when the chat room will be back up.

What are you using for a Chat server? I'd be happy to host a weekly Atari
chat from one of my servers.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 2864. Re: Why did Hasbro bother II

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7vgjm0$lj6$1@nnrp1.deja.com>
Source record: 49277

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In article <7v9nq4$ttq$1@nnrp1.deja.com>,
mr_maddog@my-deja.com wrote:
> In article <7utocl$h1l$1@nnrp1.deja.com>,
> carmel_andrews@my-deja.com wrote:
> > Obviously some of you responded to my last posting, first of all I
> > wasn't advocating that hasbro shouldn't support other formats, all I
> was
> > saying is that if Hasbro want's Atari users and owners to support
> them,
> > they they should either do something regarding Atari computers (not
> just
> > A8bit) and video game h/w technology) by getting back into
> manufacturing
> > (preferably under the Atari name) or by selling these rights and
> patents
> > to another company and allow then to use the Atari name, such as WMS
>
> Apparently you never bothered to read my "repsonse" to your passionate
> but pointless rantings on rec.games.video.classic, so let me break
this
> down into something so simple that your should be able to understand.
>
> 1.) Atari, under the Tramiels, was so screwed up that instead of
> promoting the ST line and the Jagular they sold the company to JTS for
> a quick cash flow. Those patents and licences were just sitting there
> going to waste. At least Hasbro is actually doing something with the
> Atari properties which is a lot more than the Tramiels ever did. And
> don't blame Hasbro for not supporting the very machines that the
> Tramiels killed off. It's not their fault that the only economically
> viable markets are PC's and Playstations, that's the way the world
> works. Get used to it...
>
> 2.) Get some money together and buy the hardware licences from Hasbro
> if you think you can "resurrect" the 8-bit line. That's what a German
> computer company did for their TT clones. They already got the rights
> for TOS and now they are talking with Hasbro for the use of the Atari
> name to sell the Milan computers. If you don't have that money (which
> is obvious) then start your own business, get some backers, hire a
team
> of lawyers, and talk with Hasbro's legal department to take some of
the
> hardware patents off their hands so they can just concentrate on
> software. There's a 'big' difference between actually doing something
> and justing doing nothing but bawl like a baby.
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>
> 3.) That same "passion" for Atari platforms was the very thing that
> helped killed it off. Too many people in the early 90's were
> complaining about how Atari didn't do this but never done anything
> productive. As a result, the 8-bit and ST line were killed off and
the
> Tramiles who blown it big time with the Jaguar had to sell off all the
> Atari properties.
>
> So until you have a real solution that you can actually implement,
> please don't waste your time on this utter nonsense. Lead, follow, or
> get the crap outta way...
>
> Eric Noss
> a.k.a
> Mr. Maddog
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>

Erik, or is that MADDOG, anyway you ramble on about Hasbro resurrecting Atari's name for software, all that's going to do is ressurect Atari's past successes like PONG, Centipede and Missile command etc, Now in their day, yes that were great games etc. but even updating them to 32/64/128 or 256 bit standards for graphics/gameplay etc isn't going to help them compete with the like of Tomb raider, Quakes , bango kazooi, Sega rally dreamcast etc. because Atari has only a limited ammount of titles to select from, what going to happen when these dry up, where are the next sales going to come from, perhaps Atari should start selling old ocean or usgold or activision s/w or horror of horrors old CBM64 software from CBM themselves, or colecovision, nes or Sega MD or MS software- do you want this to happen don't you
After all if youv'e followed Atari history in software publishing, you'd know that Atari triedf this type of thing with Atarisoft (converting Atari hits to c64 speecy, amstrad,apple pc etc) and Atari Interactive (converting Atari hits to PS, Saturn and PC) and these futile attempts at getting Atari known as a software developer were only remarkable for their apparent failiures and also because they eventually lead to Atari being bought out or being sold off as a going concern
I accept the fact that Atari failed because of BAD MGMT (Warners & Tramiels resperctively) ABSOLUTELY no consistant and cohesive sales & marketing stragedgy or plans (Tramiels only), or total lack of product knowledge (Warners again) but the 2 main reasons why Atari failed is
A- Atari wasn't prepared to invest in the very technology that it had created, and this was reflected in the fact that heaps of projects were either scraped or put on indefinate hold this is because Atari was ingnorant about the technology it had created, and if one is ingnorant of what one has, then how can you invest in ingnorance (this applies to both the tramiel and Warner managements- And because Atari wasn't

prepared to invest in it's own technology, it therefore couldn't advance the developoment of it's own products and therefore it's own technology, which basically turns Atari from a creator and pioneer/inventer in these technologies, into little more then a mass manuf.. of electronic boxes with outdated technology, very much in the same guise of the mentallity of virtually every manuf. of games systems and computer technology.. ie selling masses of plastic boxes with outdated technology, without intending to update or advance the product or in the very least it's technology... Who is conning who, the manufacturers conning the end users, or is it the other way round
After all, it's an established fact that consumers are a fickle bunch, and they no longer have the same loyalty for brands these days as they once did, if that was so then why are Jap co's like sega sony nintendo, dominating an industry, ultimately created by Atari, because- it cant be the technology- because these other manufacturers are essentially putting Atari technology and design concepts, into theri own plastic electronic boxes, without advancing the development of product or it's technology, and if sega nintendo and sony stay on the same course any longer, they themselves will end up in the same situ. at our beloved atari, ie as a software producer
It's going to need a TRUELY ressurrected Atari (H/W and ALL) to breath some much needed life into a very stale and staid industry, and do something that the Atari of old and also these other so called games h/w manufs. haven't done and never did, and that's simply that Atari has to invest in the technology that it creates and to do that Atari needs to have confidence in the products, and instead of wasting money in ineffective advertising and marketing (which is what all previous Atari managements are guilty of), they should invest that money in advancing this new found technology, into modern standards, or tommorows standards, after all I remember someone telling me that technology designed today, or tommorow only lasts for ONE day
It's just a shame that no-one company has learned from Atari's mistakes and folly, they may think they have but they haven't
After all, you can take a look at any company product or service (doesn't have to be computers or v/g's) and just have a look at how the company views the product or service, after all if you don't have a prod. or svc. you have nothing to sell, nothing to sell= no business, the mistake that companies make these days, is that they've got to modify their sales/marketing, or they've got the snowball the consumer/end user with advertising, or that they've got to change their customer service/customer care program (if they have one) now I admit that these areas of business are very important, but what modern business (Atari included) has overlooked and there fore the most important, is the product or service and USP's/features and benefits are all well and good, but if you are not investing in the future development of your companies product or service, then USPs, features etc are irrelevant and pointless, also why should the consumer buy your products, after all the ultimate investor in any idea, product or service is the person or persons that buy's the idea/prod. or svc, this is called the consumer. and not the company doing the selling.. After

all as the consumer is the ultimate investor, surely the consumer has a vested interest in the future development of that product or service, after all the consumer has just invested money in the company, the consumer needs confidence that the company will invest these funds effectively, and looking at it logically, if the company isn't interested in investing in advancing the development of the product or service and in the p/s related technologies, then will the consumer come back tommorow and buy the companies product again, what do you think (after all would you buy the same product using the same technology fromn the same comnpany say in 20 years or in 2 months from now, when you know that their competitors have vastly better products, and they are investing in advancing development of their p/s and related technologies- I DON'T THINK YOU WOULD), by investing in the product and it's technology and development, you are investing in future custom, future custom= more investment in advancing development and technology in their p/s, only once this is investment framework is firmly established, then the company then can start investing in supporting the product, in regards to marketing, advertising, sales, customer service/care etc, and not the other way arround, which is what virtually every single company is doing including those outside of the computing and v'g h/w ind.. After all if companies follow their current path they will be doing nothing more then making little more then electronic plastic boxes with outdated technologies, with a very limited market potential, youv'e all heard of the old saying about flogging dead horses and ever decreasing circles, think about it each time you go arround the block, selling the same prod. and each time you do this, they investment you get (ie people buying the product) isn't being invested in the godds/services themselves the more times you go arround the less you sell, you#ll get to the point where your'e not selling, as you have no product as it's now like flogging dead horses
Tied in with this reason, i refer to a listing that i saw in an American Business Directory (those Dunn & Bradstreet type jobbies), I remember a listing for a US company i think it was a small incorporated cloting company, had a look at it's personnel listing (8 snr vice pres. 5 Exec. vice pres. 15 vice pres) now your most probably saying, so what, now if this is for a small cloting co. I'd hate to think of what the numbers would look like for a larger US multinational- for just one of the US offices, take a guess 4, 5 or 6 x, or how about 10 or 20 x, and remember that these people people were hired and put into these positions of responsibility because they were good at making 'DECISIONS', now think of this structure, a manager, he has to report to a manager, he then reports to a manager, who reports to a manager, in another department, who reports to a manager, her then reports to a manager, who reports to a manager in another department, and so on and so forth till you get to the top, and just imagine this same process happening when one department needs a decision on a new idea in advancing devlopment in existing product(s) and it's related technology, all it needs is one manager, be it a VP, SVP or EVP from the same dept, or a related dept or even a total unrelated dept who have alterior motives to say no, and that wipes out the entire efforts of one or several entire

divisions/dept... and for what, short term prestige/gains, what about the long term, what about the continued survival of their product in the face of competing products (from companies with lesser rigid structures and also beleive in investing in their p/s future advances and developement), and not only thant but how will this other company survive, whats going to happen to the structure of decision making, the future of their product (so far as advances and deveopments are concerned), creativity and commitment to the company itself, all that's going to happen is people will leave, because the company isn't interested in the product and it's future the people will not have faith or confidence in the direction the company is taking, it's decision making process, there will be no creativity and therefore no committment Essentially the companies structure becomes beaurocratic and therefore area's like creativity, product advancement and development, decision making and committment are stifled, to such an extent it drives people to leave, which is ironic because, wasn't it these very same people that got the company and the product/service to where it is today, and remembering the concept about the consumer being the ultimate investor, if this is so then the penultimate investor is the employees (who have as much vested interest in the future developement and advancement in the companies product/service)and what happens when they leave, everyone moves up one, but the problems stay the say, and because virtually all companies have the same philsophy, are these people who are leaving, going to join their competitors, i don't think so, all that will happen is that they will set up their own company, selling the same prod/serv., wtih the same technology (because they don't yet have the investment to advance the tech.) so straight of the bat they allready in a hole facing an uphill struggle to compete with est'd names, in an ever decreasing market (I was once told that the average market share for any new entrant to any market for the first 5 years is the equivalent to the ammount of brain capacity as used by human beings which is less than 10%, my thought is, is it realy worth it) and because more and more companies are competing for less and less market share (in the same market-ie USA etc) all it will need is a foreign competitor to advance and develope the same product with new technologies, and actually invest in it- and they've virtually got the market sown up, because existing users aren't going to wait while their current suppliers start advancing their product, irrespective and regardless of the quality or their sales/marketing/advertising/customer care/service, because as you remember consumers are very fickle, they want the latest thing, which means they will go with whichever company is prepared to invest in it's own product (thru advances in product/service development and related technologies-thus investing their customer investment wisely/effectively), so therefore theres always going to be a decline in so call brands loyalty- You cannot compute, eat, see or sleep image, or marketing or sales or advertising or customer service/care, these are things that are earnt or created as a resulting of investments made by the consumer, the only way you can create or earn image, marketing, sales ,advertising or customer service/care is by investing in your customers confidence and faith in the future advances and development in

the prod./serv., and the only way a self respecting company can invest in this concept, is by doing so.... but no-ones doing so, so ultimately instead of going forward into the '3rd Millenium' we might as well go back to the 1st millenium
Atari failed simply because of what I outlined above, little of no investment in advancing their product and related technologies, little or no creativity, no commitment to atari's concepts, to beaurocratic, you might as well say that virtually every company involved in video games h/w of s/w was born and created on the back of Atari's technology, and unless they change their ways they will suffer the same indignity
Yes, we are still using Atari technology, but it's in someone elses plastic electronic box, sold just like baked beans, jeans, perfume... wheres the sense in that... I though Atari's represented computers and video games h/w with a personality- ie Atari technology in Atari boxes, and not someone elses, BUT with Atari investing in the future advances and development of their (ATARI'S) product and it's related technologies

The second reason why atari failed is because the American consumer simply gave up on Atari, they didn't like the idea about Atari, an American company dominating an industry that Atari itself had created, so they showed their support to ATARI, by buying sega, nintendo and eventually sony or to put it another way buying, Atari technology in someone elses boxes
interesting when you consider that Sony, Sega & nintendo are JAPANESE companies, and I am constantly told that American's cant stand buying JAP goods (talk about contradiction big time), and according to most european and US computing press and commentary during the tramiel era, it was the European markets (incl.UK) that was keeping Atari going (or at least alive and surviving) whilst you American's were content in buying Sega sony and nintendo, or buying, Atari technology in someone elses boxes

perhaps I am wrong, there again I live in a so called democratic country (England) so i guess with the so called freedom of speach concept (what-freedom of speach- democracy- england, you are joking aren't you) anyway I guess i'm entitled to my opinion, even if others don't neccessarily aggree... But in saying that, as anyone who has an ounce of HUMAN intelligence will know, sooner or latest this internet thing with simply become an unweildy authority with an unweildy institutionalised mentallity

Yours

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

## 2865. Why did hasbro bother 3

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7vgjq5$lqq$1@nnrp1.deja.com>
Source record: 49278

Every one seems to what to ramble on about Hasbro resurrecting
Atari's name for software, all that's going to do is ressurect Atari's
past successes like PONG, Centipede and Missile command etc, Now in
their day, yes that were great games etc. but even updating them to
32/64/128 or 256 bit standards for graphics/gameplay etc isn't going to
help them compete with the like of Tomb raider, Quakes , bango kazooi,
Sega rally dreamcast etc. because Atari has only a limited ammount of
titles to select from, what going to happen when these dry up, where are
the next sales going to come from, perhaps Atari should start selling
old ocean or usgold or activision s/w or horror of horrors old CBM64
software from CBM themselves, or colecovision, nes or Sega MD or MS
software- do you want this to happen don't you
After all if youv'e followed Atari history in software publishing, you'd
know that Atari triedf this type of thing with Atarisoft (converting
Atari hits to c64 speecy, amstrad,apple pc etc) and Atari Interactive
(converting Atari hits to PS, Saturn and PC) and these futile attempts
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of what one has, then how can you invest in ingnorance (this applies to
both the tramiel and Warner managements- And because Atari wasn't
prepared to invest in it's own technology, it therefore couldn't
advance the developoment of it's own products and therefore it's own
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pioneer/inventer in these technologies, into little more then a mass
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same guise of the mentallity of virtually every manuf. of games systems
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putting Atari technology and design concepts, into theri own plastic electronic boxes, without advancing the development of product or it's technology, and if sega nintendo and sony stay on the same course any longer, they themselves will end up in the same situ. at our beloved atari, ie as a software producer
It's going to need a TRUELY ressurrected Atari (H/W and ALL) to breath some much needed life into a very stale and staid industry, and do something that the Atari of old and also these other so called games h/w manufs. haven't done and never did, and that's simply that Atari has to invest in the technology that it creates and to do that Atari needs to have confidence in the products, and instead of wasting money in ineffective advertising and marketing (which is what all previous Atari managements are guilty of), they should invest that money in advancing this new found technology, into modern standards, or tommorows standards, after all I remember someone telling me that technology designed today, or tommorow only lasts for ONE day
It's just a shame that no-one company has learned from Atari's mistakes and folly, they may think they have but they haven't
After all, you can take a look at any company product or service (doesn't have to be computers or v/g's) and just have a look at how the company views the product or service, after all if you don't have a prod. or svc. you have nothing to sell, nothing to sell= no business, the mistake that companies make these days, is that they've got to modify their sales/marketing, or they've got the snowball the consumer/end user with advertising, or that they've got to change their customer service/customer care program (if they have one) now I admit that these areas of business are very important, but what modern business (Atari included) has overlooked and there fore the most important, is the product or service and USP's/features and benefits are all well and good, but if you are not investing in the future development of your companies product or service, then USPs, features etc are irrelevant and pointless, also why should the consumer buy your products, after all the ultimate investor in any idea, product or service is the person or persons that buy's the idea/prod. or svc, this is called the consumer. and not the company doing the selling.. After all as the consumer is the ultimate investor, surely the consumer has a vested interest in the future development of that product or service, after all the consumer has just invested money in the company, the consumer needs confidence that the company will invest these funds effectively, and looking at it logically, if the company isn't interested in investing in advancing the development of the product or service and in the p/s related technologies, then will the consumer come back tommorow and buy the companies product again, what do you think (after all would you buy the same product using the same technology fromn the same comnpany say in 20 years or in 2 months from now, when you know that their competitors have vastly better products, and they are investing in advancing development of their p/s and related technologies- I DON'T THINK YOU WOULD), by investing in the product and it's technology and development, you are investing in future custom, future custom= more investment in advancing development and technology

in their p/s, only once this is investment framework is
firmly established, then the company then can start investing in
supporting the product, in regards to marketing, advertising, sales,
customer service/care etc, and not the other way arround, which is what
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computing and v'g h/w ind.. After all if companies follow their current
path they will be doing nothing more then making little more then
electronic plastic boxes with outdated technologies, with a very limited
market potential, youv'e all heard of the old saying about flogging dead
horses and ever decreasing circles, think about it each time you go
arround the block, selling the same prod. and each time you do this,
they investment you get (ie people buying the product) isn't being
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the less you sell, you#ll get to the point where your'e not selling, as
you have no product as it's now like flogging dead horses
Tied in with this reason, i refer to a listing that i saw in an American
Business Directory (those Dunn & Bradstreet type jobbies), I remember a
listing for a US company i think it was a small incorporated cloting
company, had a look at it's personnel listing (8 snr vice pres. 5 Exec.
vice pres. 15 vice pres) now your most probably saying, so what, now if
this is for a small cloting co. I'd hate to think of what the numbers
would look like for a larger US multinational- for just one of the US
offices, take a guess 4, 5 or 6 x, or how about 10 or 20 x, and remember
that these people people were hired and put into these positions of
responsibility because they were good at making 'DECISIONS', now think
of this structure, a manager, he has to report to a manager, he then
reports to a manager, who reports to a manager, in another department,
who reports to a manager, her then reports to a manager, who reports to
a manager in another department, and so on and so forth till you get to
the top, and just imagine this same process happening when one
department needs a decision on a new idea in advancing devlopment in
existing product(s) and it's related technology, all it needs is one
manager, be it a VP, SVP or EVP from the same dept, or a related dept or
even a total unrelated dept who have alterior motives to say no, and
that wipes out the entire efforts of one or several entire
divisions/dept... and for what, short term prestige/gains, what about
the long term, what about the continued survival of their product in the
face of competing products (from companies with lesser rigid structures
and also beleive in investing in their p/s future advances and
developement), and not only thant but how will this other company
survive, whats going to happen to the structure of decision making, the
future of their product (so far as advances and deveopments are
concerned), creativity and commitment to the company itself, all that's
going to happen is people will leave, because the company isn't
interested in the product and it's future the people will not have faith
or confidence in the direction the company is taking, it's decision
making process, there will be no creativity and therefore no committment
Essentially the companies structure becomes beaurocratic and therefore
area's like creativity, product advancement and development, decision
making and committment are stifled, to such an extent it drives people

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that got the company and the product/service to where it is today, and
remembering the concept about the consumer being the ultimate investor,
if this is so then the penultimate investor is the employees (who have
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companies have the same philsophy, are these people who are leaving,
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ammount of brain capacity as used by human beings which is less than
10%, my thought is, is it realy worth it) and because more and more
companies are competing for less and less market share (in the same
market-ie USA etc) all it will need is a foreign competitor to advance
and develope the same product with new technologies, and actually invest
in it- and they've virtually got the market sown up, because existing
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their product, irrespective and regardless of the quality or their
sales/marketing/advertising/customer care/service, because as you
remember consumers are very fickle, they want the latest thing, which
means they will go with whichever company is prepared to invest in it's
own product (thru advances in product/service development and related
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wisely/effectively), so therefore theres always going to be a decline in
so call brands loyalty- You cannot compute, eat, see or sleep image, or
marketing or sales or advertising or customer service/care, these are
things that are earnt or created as a resulting of investments made by
the consumer, the only way you can create or earn image, marketing,
sales ,advertising or customer service/care is by investing in your
customers confidence and faith in the future advances and development in
the prod./serv., and the only way a self respecting company can invest
in this concept, is by doing so.... but no-ones doing so, so ultimately
instead of going forward into the '3rd Millenium' we might as well go
back to the 1st millenium
Atari failed simply because of what I outlined above, little of no
investment in advancing their product and related technologies, little
or no creativity, no commitment to atari's concepts, to beaurocratic,
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perhaps I am wrong, there again I live in a so called democratic country (England) so i guess with the so called freedom of speach concept (what-freedom of speach- democracy- england, you are joking aren't you) anyway I guess i'm entitled to my opinion, even if others don't neccessarily aggree... But in saying that, as anyone who has an ounce of HUMAN intelligence will know, sooner or latest this internet thing with simply become an unweildy authority with an unweildy institutionalised mentallity

Yours

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

## 2866. Re: XE Compy ramdisk upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7vgn97$nvh$1@nnrp1.deja.com>
Source record: 49279

In article <19991030181818.16691.00000471@ng-cc1.aol.com>,
atari8man@aol.com (Atari8man) wrote:
>
> I need to know what is this upgrade, and where to get it.. or how to
make
> one..
>
> Thanks
Atari*man, Hi

Checkout the following Atari sites
ABBUG- German and intl. Atari user group
F.M Atari magazine

>they might be able to help you

Sent via Deja.com http://www.deja.com/
Before you buy.

## 2867. 800, 800xl 256k memory expansion question

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: Jason Worley <jasonworley@home.com>
Message-ID: <ltQS3.10298$Q6.286822@news1.rdc2.tx.home.com>
Source record: 49280

I have some text-only articles of the Byrd (800) and Buchholz (800xl) 256k memory upgrades. They make several references to "diagrams" or "drawings".

Does anyone have pictures or schematics of these upgrades? I've got about 10 8-bit Atari's I want to upgrade.

Thanks.

# 2868. Re: 1050 drive on a ST

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7vgnol$o47$1@nnrp1.deja.com>
Source record: 49281

In article <7tqqlm$99t3@news.ajou.ac.kr>,
phantomm@kih.net (Phantomm) wrote:
> On 8 Oct 1999 22:34:48 G, Ernest R. Schreurs wrote:
> >On 8 Oct 1999 09:14:53 GMT, phantomm@kih.net (Phantomm) wrote:
>
> >
> >There was a program that used the Xformer cable and then installed
> >a driver to make the 1050 appear as a normal ST drive on the desktop.
> >Unfortunately, the stuff was of course stored in ST format on the
> >floppy disks.
> >
> >This program was real neat, I had a lot of respect for the person
> >that coded it. Of course, since the disk holds 90 K at most,
> >this was utterly useless for normal ST usage. But it did work.
>
> Right, I remember that now. Thanks for clearing that up. :)
>
> >
> >Anyway, you might try the QTU utility that comes with Xformer,
> >as others already pointed out. That will copy disks to XFD images.
> >Then with the file xfer program, you can extract and store files
> >in these disk images. QTU only works with 90 K disks though.
> >SIO2PC or APE on a PC works a lot better, since it allows usage
> >of all sorts of formats, including copy-protected ones.
> >But trying them all out is a lot of fun, so try them all!
> >
> >Keep those XL's/XE's humming.
> >
>
> I sure will, thanks again for the info,
> phantomm@kih.net
>
Re: the 1050 drive for the ST/E etc...

Quite right about xformer cable, but also i think there was a program on
one of the mega mags - I cant remember what issue it was

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2869. Re: 1050 drive on a ST

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <7vgnps$o4a$1@nnrp1.deja.com>
Source record: 49282

In article <7tqqlm$99t3@news.ajou.ac.kr>,
phantomm@kih.net (Phantomm) wrote:
> On 8 Oct 1999 22:34:48 G, Ernest R. Schreurs wrote:
> >On 8 Oct 1999 09:14:53 GMT, phantomm@kih.net (Phantomm) wrote:
>
> >
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> >Unfortunately, the stuff was of course stored in ST format on the
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> >SIO2PC or APE on a PC works a lot better, since it allows usage
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> >But trying them all out is a lot of fun, so try them all!
> >
> >Keep those XL's/XE's humming.
> >
>
> I sure will, thanks again for the info,
> phantomm@kih.net
>
Re: the 1050 drive for the ST/E etc...

Quite right about xformer cable, but also i think there was a program on
one of the mega mags - I cant remember what issue it was

Carmel_A

Sent via Deja.com http://www.deja.com/
Before you buy.

# 2870. Re: Why did Hasbro bother II

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <381bde04.10182947@news.ds.centuryinter.net>
Source record: 49283

Carmel, since this is a public forum I feel I am within my right to
respond to your posts with a bit of constructive criticism. My main
criticism, is that your posts are much more lengthy than the info they
contain. What I mean is, you ramble on rehashing and rehashing the
same point(s). I enjoy reading your stuff when I start, but I confess
I eventually stop because it never ends and the point is overstated.
In short, I value my time too much to make it to the end sometimes.
This in turn wastes your time in writing, especially if others are
having similar experiences to mine and they too are not finishing your
posts.

You of course have every right to write as you wish. I am not the
usenet posting police. This is simply meant to let you know that a
lot of what you spend time writing may not be getting read. I of
course can only speak for myself, so I really don't know what the rest
think in this regard.

I hope I haven't offended or discouraged you; that is not my intent.

Jon

On Sun, 31 Oct 1999 05:22:09 GMT, carmel_andrews@my-deja.com wrote:

>In article <7v9nq4$ttq$1@nnrp1.deja.com>,
> mr_maddog@my-deja.com wrote:
>> In article <7utocl$h1l$1@nnrp1.deja.com>,
>> carmel_andrews@my-deja.com wrote:
>> > Obviously some of you responded to my last posting, first of all I
>> > wasn't advocating that hasbro shouldn't support other formats, all I
>> was
>> > saying is that if Hasbro want's Atari users and owners to support
>> them,
>> > they they should either do something regarding Atari computers (not
>> just
>> > A8bit) and video game h/w technology) by getting back into
>> manufacturing
>> > (preferably under the Atari name) or by selling these rights and
>> patents
>> > to another company and allow then to use the Atari name, such as WMS
>>
>> Apparently you never bothered to read my "repsonse" to your passionate
>> but pointless rantings on rec.games.video.classic, so let me break
>this
>> down into something so simple that your should be able to understand.
>>
>> 1.) Atari, under the Tramiels, was so screwed up that instead of

>> promoting the ST line and the Jagular they sold the company to JTS for
>> a quick cash flow. Those patents and licences were just sitting there
>> going to waste. At least Hasbro is actually doing something with the
>> Atari properties which is a lot more than the Tramiels ever did. And
>> don't blame Hasbro for not supporting the very machines that the
>> Tramiels killed off. It's not their fault that the only economically
>> viable markets are PC's and Playstations, that's the way the world
>> works. Get used to it...
>>
>> 2.) Get some money together and buy the hardware licences from Hasbro
>> if you think you can "resurrect" the 8-bit line. That's what a German
>> computer company did for their TT clones. They already got the rights
>> for TOS and now they are talking with Hasbro for the use of the Atari
>> name to sell the Milan computers. If you don't have that money (which
>> is obvious) then start your own business, get some backers, hire a
>team
>> of lawyers, and talk with Hasbro's legal department to take some of
>the
>> hardware patents off their hands so they can just concentrate on
>> software. There's a 'big' difference between actually doing something
>> and justing doing nothing but bawl like a baby.
>>
>> 3.) That same "passion" for Atari platforms was the very thing that
>> helped killed it off. Too many people in the early 90's were
>> complaining about how Atari didn't do this but never done anything
>> productive. As a result, the 8-bit and ST line were killed off and
>the
>> Tramiles who blown it big time with the Jaguar had to sell off all the
>> Atari properties.
>>
>> So until you have a real solution that you can actually implement,
>> please don't waste your time on this utter nonsense. Lead, follow, or
>> get the crap outta way...
>>
>> Eric Noss
>> a.k.a
>> Mr. Maddog
>>
>> Sent via Deja.com http://www.deja.com/
>> Before you buy.
>>
>
>Erik, or is that MADDOG, anyway you ramble on about Hasbro resurrecting
>Atari's name for software, all that's going to do is ressurect Atari's
>past successes like PONG, Centipede and Missile command etc, Now in
>their day, yes that were great games etc. but even updating them to
>32/64/128 or 256 bit standards for graphics/gameplay etc isn't going to
>help them compete with the like of Tomb raider, Quakes , bango kazooi,
>Sega rally dreamcast etc. because Atari has only a limited ammount of
>titles to select from, what going to happen when these dry up, where are

>the next sales going to come from, perhaps Atari should start selling
>old ocean or usgold or activision s/w or horror of horrors old CBM64
>software from CBM themselves, or colecovision, nes or Sega MD or MS
>software- do you want this to happen don't you
>After all if youv'e followed Atari history in software publishing, you'd
> know that Atari triedf this type of thing with Atarisoft (converting
>Atari hits to c64 speecy, amstrad,apple pc etc) and Atari Interactive
>(converting Atari hits to PS, Saturn and PC) and these futile attempts
>at getting Atari known as a software developer were only remarkable for
>their apparent failiures and also because they eventually lead to Atari
>being bought out or being sold off as a going concern
>I accept the fact that Atari failed because of BAD MGMT (Warners &
>Tramiels resperctively) ABSOLUTELY no consistant and cohesive sales &
>marketing stragedgy or plans (Tramiels only), or total lack of product
>knowledge (Warners again) but the 2 main reasons why Atari failed is
>A- Atari wasn't prepared to invest in the very technology that it had
>created, and this was reflected in the fact that heaps of projects were
>either scraped or put on indefinate hold this is because Atari was
>ingnorant about the technology it had created, and if one is ingnorant
>of what one has, then how can you invest in ingnorance (this applies to
>both the tramiel and Warner managements- And because Atari wasn't
>prepared to invest in it's own technology, it therefore couldn't
>advance the developoment of it's own products and therefore it's own
>technology, which basically turns Atari from a creator and
>pioneer/inventer in these technologies, into little more then a mass
>manuf.. of electronic boxes with outdated technology, very much in the
>same guise of the mentallity of virtually every manuf. of games systems
>and computer technology.. ie selling masses of plastic boxes with
>outdated technology, without intending to update or advance the product
>or in the very least it's technology... Who is conning who, the
>manufacturers conning the end users, or is it the other way round
>After all, it's an established fact that consumers are a fickle bunch,
>and they no longer have the same loyalty for brands these days as they
>once did, if that was so then why are Jap co's like sega sony nintendo,
>dominating an industry, ultimately created by Atari, because- it cant be
>the technology- because these other manufacturers are essentially
>putting Atari technology and design concepts, into theri own plastic
>electronic boxes, without advancing the development of product or it's
>technology, and if sega nintendo and sony stay on the same course any
>longer, they themselves will end up in the same situ. at our beloved
>atari, ie as a software producer
>It's going to need a TRUELY ressurrected Atari (H/W and ALL) to breath
>some much needed life into a very stale and staid industry, and do
>something that the Atari of old and also these other so called games h/w
>manufs. haven't done and never did, and that's simply that Atari has to
>invest in the technology that it creates and to do that Atari needs to
>have confidence in the products, and instead of wasting money in
>ineffective advertising and marketing (which is what all previous Atari
>managements are guilty of), they should invest that money in advancing
>this new found technology, into modern standards, or tommorows

>standards, after all I remember someone telling me that technology
>designed today, or tommorow only lasts for ONE day
>It's just a shame that no-one company has learned from Atari's mistakes
>and folly, they may think they have but they haven't
>After all, you can take a look at any company product or service
>(doesn't have to be computers or v/g's) and just have a look at how the
>company views the product or service, after all if you don't have a
>prod. or svc. you have nothing to sell, nothing to sell= no business,
>the mistake that companies make these days, is that they've got to
>modify their sales/marketing, or they've got the snowball the
>consumer/end user with advertising, or that they've got to change their
>customer service/customer care program (if they have one) now I admit
>that these areas of business are very important, but what modern
>business (Atari included) has overlooked and there fore the most
>important, is the product or service and USP's/features and benefits are
>all well and good, but if you are not investing in the future
>development of your companies product or service, then USPs, features
>etc are irrelevant and pointless, also why should the consumer buy your
>products, after all the ultimate investor in any idea, product or
>service is the person or persons that buy's the idea/prod. or svc, this
>is called the consumer. and not the company doing the selling.. After
>all as the consumer is the ultimate investor, surely the consumer has a
>vested interest in the future development of that product or service,
>after all the consumer has just invested money in the company, the
>consumer needs confidence that the company will invest these funds
>effectively, and looking at it logically, if the company isn't
>interested in investing in advancing the development of the product or
>service and in the p/s related technologies, then will the consumer come
>back tommorow and buy the companies product again, what do you think
>(after all would you buy the same product using the same technology
>fromn the same comnpany say in 20 years or in 2 months from now, when
>you know that their competitors have vastly better products, and they
>are investing in advancing development of their p/s and related
>technologies- I DON'T THINK YOU WOULD), by investing in the product and
>it's technology and development, you are investing in future custom,
>future custom= more investment in advancing development and technology
>in their p/s, only once this is investment framework is
>firmly established, then the company then can start investing in
>supporting the product, in regards to marketing, advertising, sales,
>customer service/care etc, and not the other way arround, which is what
>virtually every single company is doing including those outside of the
>computing and v'g h/w ind.. After all if companies follow their current
>path they will be doing nothing more then making little more then
>electronic plastic boxes with outdated technologies, with a very limited
>market potential, youv'e all heard of the old saying about flogging dead
>horses and ever decreasing circles, think about it each time you go
>arround the block, selling the same prod. and each time you do this,
>they investment you get (ie people buying the product) isn't being
>invested in the godds/services themselves the more times you go arround
>the less you sell, you#ll get to the point where your'e not selling, as

>you have no product as it's now like flogging dead horses
>Tied in with this reason, i refer to a listing that i saw in an American
>Business Directory (those Dunn & Bradstreet type jobbies), I remember a
>listing for a US company i think it was a small incorporated cloting
>company, had a look at it's personnel listing (8 snr vice pres. 5 Exec.
>vice pres. 15 vice pres) now your most probably saying, so what, now if
>this is for a small cloting co. I'd hate to think of what the numbers
>would look like for a larger US multinational- for just one of the US
>offices, take a guess 4, 5 or 6 x, or how about 10 or 20 x, and remember
>that these people people were hired and put into these positions of
>responsibility because they were good at making 'DECISIONS', now think
>of this structure, a manager, he has to report to a manager, he then
>reports to a manager, who reports to a manager, in another department,
>who reports to a manager, her then reports to a manager, who reports to
>a manager in another department, and so on and so forth till you get to
>the top, and just imagine this same process happening when one
>department needs a decision on a new idea in advancing devlopment in
>existing product(s) and it's related technology, all it needs is one
>manager, be it a VP, SVP or EVP from the same dept, or a related dept or
>even a total unrelated dept who have alterior motives to say no, and
>that wipes out the entire efforts of one or several entire
>divisions/dept... and for what, short term prestige/gains, what about
>the long term, what about the continued survival of their product in the
>face of competing products (from companies with lesser rigid structures
>and also beleive in investing in their p/s future advances and
>developement), and not only thant but how will this other company
>survive, whats going to happen to the structure of decision making, the
>future of their product (so far as advances and deveopments are
>concerned), creativity and commitment to the company itself, all that's
>going to happen is people will leave, because the company isn't
>interested in the product and it's future the people will not have faith
>or confidence in the direction the company is taking, it's decision
>making process, there will be no creativity and therefore no committment
>Essentially the companies structure becomes beaurocratic and therefore
>area's like creativity, product advancement and development, decision
>making and committment are stifled, to such an extent it drives people
>to leave, which is ironic because, wasn't it these very same people
>that got the company and the product/service to where it is today, and
>remembering the concept about the consumer being the ultimate investor,
>if this is so then the penultimate investor is the employees (who have
>as much vested interest in the future developement and advancement in
>the companies product/service)and what happens when they leave, everyone
>moves up one, but the problems stay the say, and because virtually all
>companies have the same philsophy, are these people who are leaving,
>going to join their competitors, i don't think so, all that will happen
>is that they will set up their own company, selling the same prod/serv.,
>wtih the same technology (because they don't yet have the investment to
>advance the tech.) so straight of the bat they allready in a hole facing
>an uphill struggle to compete with est'd names, in an ever decreasing
>market (I was once told that the average market share for any new

>entrant to any market for the first 5 years is the equivalent to the
>ammount of brain capacity as used by human beings which is less than
>10%, my thought is, is it realy worth it) and because more and more
>companies are competing for less and less market share (in the same
>market-ie USA etc) all it will need is a foreign competitor to advance
>and develope the same product with new technologies, and actually invest
>in it- and they've virtually got the market sown up, because existing
>users aren't going to wait while their current suppliers start advancing
>their product, irrespective and regardless of the quality or their
>sales/marketing/advertising/customer care/service, because as you
>remember consumers are very fickle, they want the latest thing, which
>means they will go with whichever company is prepared to invest in it's
>own product (thru advances in product/service development and related
>technologies-thus investing their customer investment
>wisely/effectively), so therefore theres always going to be a decline in
>so call brands loyalty- You cannot compute, eat, see or sleep image, or
>marketing or sales or advertising or customer service/care, these are
>things that are earnt or created as a resulting of investments made by
>the consumer, the only way you can create or earn image, marketing,
>sales ,advertising or customer service/care is by investing in your
>customers confidence and faith in the future advances and development in
>the prod./serv., and the only way a self respecting company can invest
>in this concept, is by doing so.... but no-ones doing so, so ultimately
>instead of going forward into the '3rd Millenium' we might as well go
>back to the 1st millenium
>Atari failed simply because of what I outlined above, little of no
>investment in advancing their product and related technologies, little
>or no creativity, no commitment to atari's concepts, to beaurocratic,
>you might as well say that virtually every company involved in video
>games h/w of s/w was born and created on the back of Atari's technology,
>and unless they change their ways they will suffer the same indignity
>Yes, we are still using Atari technology, but it's in someone elses
>plastic electronic box, sold just like baked beans, jeans, perfume...
>wheres the sense in that... I though Atari's represented computers and
>video games h/w with a personality- ie Atari technology in Atari boxes,
>and not someone elses, BUT with Atari investing in the future advances
>and development of their (ATARI'S) product and it's related technologies
>
>The second reason why atari failed is because the American consumer
>simply gave up on Atari, they didn't like the idea about Atari, an
>American company dominating an industry that Atari itself had created,
>so they showed their support to ATARI, by buying sega, nintendo and
>eventually sony or to put it another way buying, Atari technology in
>someone elses boxes
>interesting when you consider that Sony, Sega & nintendo are JAPANESE
>companies, and I am constantly told that American's cant stand buying
>JAP goods (talk about contradiction big time), and according to most
>european and US computing press and commentary during the tramiel era,
>it was the European markets (incl.UK) that was keeping Atari going (or
>at least alive and surviving) whilst you American's were content in

>buying Sega sony and nintendo, or buying, Atari technology in someone
>elses boxes
>
>
>perhaps I am wrong, there again I live in a so called democratic country
>(England) so i guess with the so called freedom of speach concept (what-
>freedom of speach- democracy- england, you are joking aren't you) anyway
>I guess i'm entitled to my opinion, even if others don't neccessarily
>aggree... But in saying that, as anyone who has an ounce of HUMAN
>intelligence will know, sooner or latest this internet thing with simply
>become an unweildy authority with an unweildy institutionalised
>mentallity
>
>Yours
>
>Carmel A
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

# 2871. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <381ce084.10823125@news.ds.centuryinter.net>
Source record: 49284

On Sat, 30 Oct 1999 01:37:02 +0100, "Peter Pachla"
<my.name@wintermute.org.uk> wrote:

>Hi Jon,
>
> >....The 65C02 (made by NCR Corp.)....
>
>Actually it was a Rockwell creation. They produced a number of nice processors
>based on the 6502, the 65c02 being the first.

Thank you for your reply. Keep in mind I was getting my information
directly from the MAC/65 manual by OSS. While you may be correct, I
am confident that the manual also has reliable information.

# 2872. Re: I suppose no atari chat tonight...

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <381de191.11091975@news.ds.centuryinter.net>
Source record: 49285
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Sat, 30 Oct 1999 19:51:28 -0400, Kim Goodwin
<lady-aramis@geocities.com> wrote:

>To all the faithful participants of the Saturday night chat...
>
> Looks like the server is down as far as the chat session goes, and I
>have heard no get well date for when the chat room will be back up.
>
> I will miss there not being a chat session. We'll just have to see
>what happens next week.
>
> Take care and have a happy halloween,
>
> Greg Goodwin (aka "Doctor Clu")
> Moderator of the Saturday Night Atari Chat

I could set up IRC server on my domain. I have a static IP and good
bandwidth on my system. IRC, being 100% text based, is very light on
bandwidth requirements, especially when it would only host us hardcore
Atari 8 people.

You would have Op status. It goes without saying I would have the
final say in matters related to the server but I would let you
Op/moderate it. I am not sure about scripts though. I can set up a
deal where you can always get ops by use of a PW.

I would do this only as to be a benefit to the old die hard Atari8
community, for which I have long developed kinship and respect for. I
have no personal objective or motive of gain (for myself) of any type.

Let me know what you think. Everyone else is invited to comment also.

Jon

# 2873. Re: I suppose no atari chat tonight...

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <381ee337.11514170@news.ds.centuryinter.net>
Source record: 49286
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On 31 Oct 1999 03:01:32 GMT, jeking@NOSPAM.com wrote:

>In comp.sys.atari.8bit Kim Goodwin <lady-aramis@geocities.com> wrote:
>> Looks like the server is down as far as the chat session goes, and I
>> have heard no get well date for when the chat room will be back up.
>
>What are you using for a Chat server? I'd be happy to host a weekly Atari
>chat from one of my servers.

That's an idea too. So long as someone carries the torch. I prefer,
no, I STRONGLY prefer IRC based chat as opposed to web based though.
Web based is so awkward compared to IRC based.

Jon

# 2874. Re: 800, 800xl 256k memory expansion question

Newsgroup: comp.sys.atari.8bit
Date: 1999-10-31 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.991031011330.5881A-100000@vtn1>
Source record: 49287

On Sun, 31 Oct 1999, Jason Worley wrote:

> I have some text-only articles of the Byrd (800) and Buchholz (800xl) 256k
> memory upgrades. They make several references to "diagrams" or "drawings".
>
> Does anyone have pictures or schematics of these upgrades? I've got about
> 10 8-bit Atari's I want to upgrade.
>
> Thanks.
>
First off, forget the (original) Bucholz upgrade; it wasn't XE compatible.
For XE/XL computers I recommend the Scott Peterson upgrades and, speaking
from happy experience, go for the full 1mb.

If no one else has schematics etc., I'm sure I can find them--I think I
again have a working 8-bit system.

No experience or opinion on 800 upgrades.

Sorry if I slighted Mathy here as I haven't seen his 1mb upgrade so I
won't comment beyond the fact that it uses a 1mb SIM and therefore may
well be better than the Peterson upgrades.

jkp

## 2875. Covox Voicemaster

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-01 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <7vimv6$mrb$1@news.xmission.com>
Source record: 49160

Went through my stash of 8bit hardware last night, and found a bunch of
stuff I never even knew I had..

1- Covox voicemaster.. anybody want to trade?
2- Audio enhanced 400 (has external RCA jacks - for audio?)
3- CGA monitor upgraded XEP80 (use with composite or CGA)
4- Upgraded XEGS - has socketed chipset and MUX Rom

And tons of other odds and ends .. Percomm disk drives, Rana, Indus GT's
and a Trak ATD4 drive.

Anybody want to trade/buy any of this stuff?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 2876. Re: 830/850/1030/ice-t questions :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-01 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <7viok4$ndg$1@news.xmission.com>
Source record: 49161

By the way your message reads, we have quite a bit in common.
I use a fairly high-end 130xe serially connected to an NT server running a
Telnet package called Terminal Server from seattle labs.

Through that telnet session, I telnet into BBS's (like CTH), or via my
ISP's shell account access the newsgroups (doing it right now).

If you're doing same, why use a modem? Just serially connect your 8bit
(get an 850 or PR:C) to your Unix system.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 2877. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-01 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7viqs6$e71$1@gxsn.com>
Source record: 49162

Hi Jon,

>....Keep in mind I was getting my information directly from
>the MAC/65 manual by OSS....

My manual is for the disc version. While I don't recall seeing that information in my manual (bear in mind I haven't looked at it for some 10 years) I don't dispute what you're saying.

>....While you may be correct, I am confident that the manual
>also has reliable information.

Fair enough, but I prefer to believe my Rockwell data book. ;-)

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 2878. Re: GTIA clones?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-01 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7viqsd$e71$2@gxsn.com>
Source record: 49163

Hi Carmel,

> If you read the context of the last posting, I was refering to the
>65816....
>....possibilites of updating this tech. to 64/128 or even 256 bit
>MPU standards

Sorry, I missed that part of your posting for some reason.

>....pretty obvious that the Maria was developed by GCC, as GCC
>actually designed the 7800 and it's tech....

I find it strange that a company with the obvious talent and ability that GCC displayed wasn't involved in more projects/products. They don't exactly appear to have been very prolific?

>....I can only assume that GCC was either an Atari/Bushnell/warner
>subsidiary or one of those companies that Atari funded or financed....

Stands a chance.

I wasn't aware that the 2600 was also a GCC design, though that sure does explain a few things with regard to the 7800.

BTW Anyone know whether GCC also had a hand in the design of the A8's? The ideas behind ANTIC/GTIA and MARIA are clearly very similar, but their implementations are different enough to make me believe they were developed by different designers using the same concepts cribbed from Atari's arcade machines.

>....(sounds like Amiga all over again)

Amiga was set up by the same chap who designed ANTIC/G(C)TIA & POKEY, but how much of a hand did Atari actually have in the company?

I've heard a lot of conflicting stories about this over the years. Does anyone know for sure....yikes, I'm starting to sound like 10cc....

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

## 2879. Re: Memory for the 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-01 00:00:00 UTC
From: rezarf@aol.com
Message-ID: <19991031210812.04151.00000565@ng-fh1.aol.com>
Source record: 49164

Aaron: email me your address. I have several modules, although they may not be working...never really checked. Yours for the postage...

# 2880. Re: Writing an aritcle, need information

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-01 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <381d0060.84526311@news.ds.centuryinter.net>
Source record: 49165

On Sun, 31 Oct 1999 10:57:57 -0800, Will Dwinnell
<predictor@compuserve.com> wrote:

>Hello, all!
>
>I am writing an article on artificial intelligence and am using the
>Atari 800 in a brief demonstration of the speed of a particular machine
>learning technique. The idea is to show that even on older hardware,
>this method can recall quickly. I have ported an example of this
>technique to Atari BASIC, where it performs approximately 2 recalls per
>second, which isn't quite what I'd hoped for. While this does make my
>point that in an interactive setting, an 8-bit microcomputer can perform
>this work fast enough to spend most of its time waiting for the human
>rather than the reverse, I wanted to show better numbers (more recalls
>per second).
>
>What I need is an approximate speed-up factor for Action! or assembly
>language from Atari BASIC. I realize that this will depend on the
>specifics of the code, but I am wondering roughly what kind of
>performance improvement one would typically realize when doing math. (I
>am too lazy to type this code again!) Any thoughts?
>
>Will Dwinnell
>predictor@compuserve.com

Action can be 5 to 100 times faster than Atari Basic. Assembler can
be faster yet.

# 2881. Re: 830/850/1030/ice-t questions :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-01 00:00:00 UTC
From: Jeffry Johnston <jeffryj@primenet.com>
Message-ID: <7vj5s2$2to$1@nnrp02.primenet.com>
Source record: 49166

jeking@NOSPAM.com wrote:
: By the way your message reads, we have quite a bit in common.
: I use a fairly high-end 130xe serially connected to an NT server running a
: Telnet package called Terminal Server from seattle labs.
: Through that telnet session, I telnet into BBS's (like CTH), or via my
: ISP's shell account access the newsgroups (doing it right now).
: If you're doing same, why use a modem? Just serially connect your 8bit
: (get an 850 or PR:C) to your Unix system.

oops, sorry for the confusion. My ISP has the shell account, I myself do
not have a unix machine. They let us dial up to connect to the account,
so thats why I need to use a modem. I wish I had a unix server tho. :P
I found a couple more terminal programs, gonna test them out. I can't
wait to post here at 300bps :)

Have fun,
Jeff

# 2882. Re: 830/850/1030/ice-t questions :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-01 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <7vj6e4$sbg$1@news.xmission.com>
Source record: 49167

Ooops.. Sorry, I just assumed you had your own local Unix box.

I could make life a little easier for you, by trading/selling you an SX212
or PR:C and 19.2k modem.

I'd prefer to trade, if you're interested. Would be better, more efficient
than 300baud.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 2883. Re: 830/850/1030/ice-t questions :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-01 00:00:00 UTC
From: Jeffry Johnston <jeffryj@primenet.com>
Message-ID: <7vjikv$4r4$1@nnrp02.primenet.com>
Source record: 49168

jeking@NOSPAM.com wrote:
: I'd prefer to trade, if you're interested. Would be better, more efficient
: than 300baud.

I know, but that would spoil all the fun.. :) I wanta be online at 300 baud :) I think i need a handler for my 1030 modem, even tho it has one built in.. because all the programs dont seem to care if its in there or not, they just check the disk to see if its there. I have an 850 box, but I still dont know which power supply to use with it.. the FAQ said like 24v or somethin high like that, but I have only 9v ps's.. can someone please check to see what their 850 really uses? how bout the 830? Also I got a new version of ice-t and it says i dont have banked memory.. is that some special addition, or should my 800xl have it? I've never heard of it before.

Thanks
Jeff

# 2884. [ADMIN] Please use the new server!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-01 00:00:00 UTC
From: news@fu-berlin.de
Message-ID: <7vj6kl$jnc$1@fu-berlin.de>
Source record: 49169

NOTE: If this message is displayed, you're using the old server machine of
News.CIS.DFN.DE / News.FU-Berlin.DE. The new IP number is distributed
via the DNS system since yesterday and should be well known in the
meantime.

Please check the configuration of your newsreader to make sure that
you are not using the old IP address. If you do, please just use the
name of the newsserver (News.CIS.DFN.DE or News.FU-Berlin.DE) or the
new IP number (see announcement below), should necessity require it.
If you don't use the IP number, please contact your network
administrator and ask him to reload the DNS database.

News.CIS.DFN.DE with new soft- and hardware
==========================================

News.CIS.DFN.DE, one of the most important newsservers in Germany, moved to
a new machine. Since yesterday evening the service runs on a new server with
clearly higher performance and larger resources.

Switching Process
-----------------
The migration had been prepared extensively and took place transparently for
the users. The name remained unchanged and is being propagated by all DNS
servers since yesterday. Great importance was attached to the fact that the
numbering of the articles on the old and the new server is identical. That
means that none of our users, who observed our specifications, has to make
any adjustments at their configuration files.

Hardware
--------
Now a Silicon Graphics Origin 2000 with four processors of the type R12000,
1536 MB RAM as well as 80 GB disk is used. The network connection is
implemented over an Gigabit Ethernet interface.

Software
--------
As newsserver software INN (InterNetNews) in the version 2.3 with CNFS
(Cyclic News File System) is used, distributing of the articles is done by
the program innfeed (version 1.0). The daemon which is responsible for
reading NetNews (nnrpd) has been strongly modified, in order to meet the
special requirements of News.CIS.DFN.DE, e.g. the user validation.

Performance
-----------
The six years old machine, on which the service until yesterday was offered,
though a high end product at the time of acquisition, however couldn't meet

the requirements all time any longer - particularly during the last months. The result were irregularly and differently violently occurring load problems, which could become apparent at the connecting process particularly.

The new system is especially tuned to handle a large number of readers. Modern hard disks and bus systems assure a high data flow-rate, supported by CNFS, the file system developed especially for newsservers. That leads to the fact that delays due to disk I/O belong to the past.

New Features
------------
The described performance problems of the old system were the motivation to start the new server as soon as possible - with same functionality, but clearly increased performance and more storage capacity.

Further work is in progress for additional improvements of functionality. An important part of that is to provide the users with an easy to operate web interface for maintenance of their account data. The innovations will take place gradually in the next months and will cover among other things:

- modifications of account data (E-Mail, password) by the user via WWW
- listing of own articles via WWW
- canceling of own articles via WWW
- forced Path entry: configurable
- get non local parts for unique Message IDs
- access to flame groups: configurable
- extended protection against abuse
- migration of the data base to MySQL

Expire Times
------------
The new storage procedure for postings does not permit specification of the retention time in days any longer. Instead it is determined by the administrator how much disk space is available for certain classes of hierarchies or newsgroups. This space is always used completely, which means that the oldest article of an area is deleted only when space is needed for a new article.

The current expire times at News.CIS.DFN.DE are:

150 days bln.*,comp.*,control.*,de.*,freshmeat.*,gnu.*,humanities.*,news.*,
school.*,schule.*,sci.*
30 days at.*,bionet.*,bit.*,ch.*,fido.*,info.*,k12.*,maus.*,muc.*,rec.*,
soc.*,talk.*,vmsnet.*,z-netz.*
15 days alt.*,ar.*,aus.*,be.*,biz.*,borland.*,chinese.*,cna.*,cz.*,dk.*,es.*,
esp.*,fj.*,fr.*,ger.*,gov.*,han.*,hepnet.*,hk.*,hun.*,it.*,japan.*,
microsoft.*,misc.*,netscape.*,nl.*,no.*,pl.*,pt.*,relcom.*,se.*,
sfnet.*,sg.*,sk.*,staroffice.*,swnet.*,tw.*,uk.*
2 days control.cancel,misc.jobs.offered,news.lists.filters

Due to the migration from one server to the other the fill grade at the starting point is about 25 days, i.e. articles which arrived before 7th October 1999 cannot be accessed any longer.

New IP number
-------------
NOTE: Into most programs *NO* IP number must be entered (but the server name "News.CIS.DFN.DE" or "News.FU-Berlin.DE").

In some special configurations however the specification of a IP number is necessary. So far this number was "160.45.4.4", but now it changed. The new number is "130.133.1.4".

New Path Entry
--------------
Anyone using a program, which operates as independent newsservers or uses appropriate functionalities, must guarantee that it does not return articles to News.CIS.DFN.DE, which were already received over this server. For that purpose the client software checks whether the Path line already contains the unique entry which indicates the server News.CIS.DFN.DE.

So far the entry was "fu-berlin.de". At the new server "uni-berlin.de" is used. Articles, which are not generated locally still have the old entry "fu-berlin.de" in their Path line, because before reaching the user-server these articles passed the feeder-server, for which that entry is now reserved exclusively.

Contact
-------

Anyone who wants to register with News.CIS.DFN.DE should follow the instructions at

http://news.cis.dfn.de/ .

Technically questions about the server and requests to add more newsgroups can be addressed to "news@fu-berlin.de".

Registration and use of this NetNews service are free of charge. It is a service of DFN-CIS (Center for Information Services) located at the computer center of Freie Universitï¿½t Berlin, Germany. DFN-CIS is supported by DFN with funds from BMBF.

# 2885. Re: Why did hasbro bother 3

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-01 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s1rd6dqsqof66@corp.supernews.com>
Source record: 49170

Curt Vendel <cvendel@worldnet.att.net> wrote in message
news:381CD877.FC21B3CA@worldnet.att.net...
> Actually Rich,
>
> I'm in total agreement, why do we need a 700Mhz Pentium III??? Why,
cause its
> cool and I have another $1,000 to throw around and waste? (Not really,
I'd
> rather spend it on Atari). Its the lousy OS's like Win NT and Win 2000
that
> are just plain and simple "BLOATWARE", they are good in their own rights
as to
> the features they bring, but then you look at Linux 6.1 running on a
Pentium 75
> and it runs great! I don't need 250MB's just for my OS and another 250MB
for
> MS Office. This whole thing with having to have a 9gb hard drive, 128mb
of
> memory and a 500 mhz + Pentium III is simply stupid!!!
You really get the feeling we have been here before.

I am thankful for it to some degree since it is how one of my sons makes his living, but he has given up on convincing his company to switch to more robust OS. Kind of like a joke with him now, people that want to run Windows stuff with all memory leaks and blue screens of death mean job security to him.

It kind of reminds me of the automobile industry in the 70's with the crappy bloated gas guzzlers.

Except we don't have cheap efficient foreign competition and there isn't an electron embargo.

# 2886. Re: 830/850/1030/ice-t questions :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-01 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <381dc198$0$97642@news.voyager.net>
Source record: 49171

Jeffry.
The 850 uses a 9v ac ps, I'm almost positive. Of course, you want to check that and the FAQ is the place to do it. Just checked. The 850 is 9v ac. Any of the Atari bricks that have 9v ac output should be ok.
Right, you need a handler for the 1030 modem to run ice-T. It is the 830 that uses a 24v ps (ac/dc? check the FAQ again.). The 1030, it is off speed a little if I recall. 300 baud would be too slow in my opinion. Most ISPs won't even connect at 300 baud, I suspect. At least a 1200 buad, the SX212, but you'd need a handler for that. BobTerm comes with a few handlers, maybe has the SX212 handler. There is a great handler for the XM301 300 baud modem, but you don't have that modem.
And the version of Ice-T that says you don't have banked memory is unusable on a 64k machine. You have to use the other version of Ice-T.
Russg

# 2887. Re: Memory for the 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-01 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7vkgp3$56a$1@bgtnsc03.worldnet.att.net>
Source record: 49172

Arron,

I have a complete set of three 16K RAM boards plus the OS board for an Atari 800. If you're in the USA, you can have the whole set for $5 plus $3.20 for Priority Mail shipping. If interested, reply by email to me at s.winick@worldnet.att.net

Sheldon

Arron Oberman wrote in message <3uKS3.38$T87.181266@news.bctel.net>...
>Fellow Atarites,
>
>Does anyone out there have a few working 16K memory cartridges they can
part
>with. I need two 16K to get my 800 up to the max of 48K.
>
>Thanks!
>
>Arron Oberman
>1979 Atari 800
>Purchased brand new for $1600 Canadian w/ 810, Star Raiders, Basic
>
>

# 2888. Re: 830/850/1030/ice-t questions :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-01 00:00:00 UTC
From: Jeffry Johnston <jeffryj@primenet.com>
Message-ID: <7vkjkj$8tq$1@nnrp02.primenet.com>
Source record: 49173

Russg <russg@en.com> wrote:
: Jeffry.
: The 850 uses a 9v ac ps, I'm almost positive. Of course, you want to check
: that and the FAQ is the place to do it. Just checked. The 850 is 9v ac.
: Any of the Atari bricks that have 9v ac output should be ok.

: Right, you need a handler for the 1030 modem to run ice-T. It is the

Where can I get this handler? I got 2 1030's boxed & neither had disks in
em. Does it go by another name? I have a few files with the extension
HND but none that say anthing like 1030.HND .. I do have 850.HND. I don't
see anything about 1030 on the Umich Archive.

Thanks :)
Jeff

# 2889. Re: Why did hasbro bother 3

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-01 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <381de40c.142819521@news.ds.centuryinter.net>
Source record: 49174

On Mon, 1 Nov 1999 08:46:28 -0000, "Richard Cortese"
<ricortes@netmagic.net> wrote:

>Curt Vendel <cvendel@worldnet.att.net> wrote in message
>news:381CD877.FC21B3CA@worldnet.att.net...
>> Actually Rich,
>>
>> I'm in total agreement, why do we need a 700Mhz Pentium III??? Why,
>cause its
>> cool and I have another $1,000 to throw around and waste? (Not really,
>I'd
>> rather spend it on Atari). Its the lousy OS's like Win NT and Win 2000
>that
>> are just plain and simple "BLOATWARE", they are good in their own rights
>as to
>> the features they bring, but then you look at Linux 6.1 running on a
>Pentium 75
>> and it runs great! I don't need 250MB's just for my OS and another 250MB
>for
>> MS Office. This whole thing with having to have a 9gb hard drive, 128mb
>of
>> memory and a 500 mhz + Pentium III is simply stupid!!!
>You really get the feeling we have been here before.
>
>I am thankful for it to some degree since it is how one of my sons makes his
>living, but he has given up on convincing his company to switch to more
>robust OS. Kind of like a joke with him now, people that want to run Windows
>stuff with all memory leaks and blue screens of death mean job security to
>him.
>
>It kind of reminds me of the automobile industry in the 70's with the crappy
>bloated gas guzzlers.
>
>Except we don't have cheap efficient foreign competition and there isn't an
>electron embargo.
>

I agree that Windows and a lot of software for it is "bloated."
Still, like it or not, software base is a compelling reason to use it.

## 2890. In Terminator 2, there was a Portfolio being used

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-01 00:00:00 UTC
From: psxguy123@aol.com
Message-ID: <19991101140921.01985.00000042@ng-cj1.aol.com>
Source record: 49175

i remember watching terminator 2 and the kid has an Atari Portfolio. He uses it at the beginning to hack into an ATM and get some cash. is that possible? i just got one and i wanted to know how to do that.

# 2891. Re: In Terminator 2, there was a Portfolio being used

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-01 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <zQ0eOBd6d82Z2gc59LBwDl6mbMeB@4ax.com>
Source record: 49176

The other Day psxguy123@aol.com (Psxguy123) wrote:

>i remember watching terminator 2 and the kid has an Atari Portfolio. He uses
>it at the beginning to hack into an ATM and get some cash. is that possible? i
>just got one and i wanted to know how to do that.

Yes indeed, its a kit from Radio Shack called "Teller Ripper"

And where did you say you posted from..Oh..AOL ;)

Btw, no its not possible, that's why they rip the machines out of the wall
using trucks.
--
Paul Irvine ï¿½ Film Quote #2

"Put the bunny back in the box"

# 2892. Re: I suppose no atari chat tonight...

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-01 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <9QweOEVAzH6gokyQbjBk346IzRdv@4ax.com>
Source record: 49177
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

The other Day ssilicon@centuryinter.net (Jon Melbo) wrote:

>On 31 Oct 1999 03:01:32 GMT, jeking@NOSPAM.com wrote:
>
>>In comp.sys.atari.8bit Kim Goodwin <lady-aramis@geocities.com> wrote:
>>> Looks like the server is down as far as the chat session goes, and I
>>> have heard no get well date for when the chat room will be back up.
>>
>>What are you using for a Chat server? I'd be happy to host a weekly Atari
>>chat from one of my servers.
>
>That's an idea too. So long as someone carries the torch. I prefer,
>no, I STRONGLY prefer IRC based chat as opposed to web based though.
>Web based is so awkward compared to IRC based.
>
> Jon

After a short absence from in here I return and see an IRC chat in the
works...Yes please. Meant to go on Dr Clu's one but forgot what time it
was UK wise and that was that.

Lets get this going folks..
--
Paul Irvine ï¿½ Film Quote #2

"Put the bunny back in the box"

# 2893. Re: Atari Chat session

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-01 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.9911012024280.102-100000@TT030>
Source record: 49178
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I provide FREE chat software for the Atari why not conduct such meetings
on real IRC servers. I will not be bothered with web chat, too annoying.

On Sat, 23 Oct 1999, Kim Goodwin wrote:

> This is your invitation to what is becoming a fun weekly Atari event!
>
> Join us as Atarians from around the world talk about Atari 8-bit
> and ST topics simaltaniously.
>
> While I cannot be there personally to moderate the chat, I still
> invite you to enjoy the chat room and have fun tonight! I will be with
> you, as usual, next Saturday night.
>
> Meeting starts at 8pm CST (If someone could tell me what that
> translates to in GMT time, I will use it in future adds.)
>
> http://www.atariusers.com/chat
> (Self re-newing chat room page, usually best done with
> higher versions of Netscape, Internet Explorer, and even
> iCab works good here.)
>
> THOSE WITH CAB TRY THE URL BELOW... WORKS MUCH BETTER!!!
>
> http://www.atariusers.com/cgi-bin/chat/chatform.html
> (A variation of the chat room where it does not update
> until you press a carriage return. This is good for
> earlier versions of Netscape, Cab 2.7 (works great!), etc)
>
> Take care!!
>
> Greg (aka "Doctor Clu")
>
>

---
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

# 2894. Re: In Terminator 2, there was a Portfolio being used

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-01 00:00:00 UTC
From: Jeff Jewell <jeffjewell@netscape.net>
Message-ID: <381E43A1.CA9745A2@netscape.net>
Source record: 49179

I weep for the future.

Jeff

Psxguy123 wrote:

> i remember watching terminator 2 and the kid has an Atari Portfolio. He uses
> it at the beginning to hack into an ATM and get some cash. is that possible? i
> just got one and i wanted to know how to do that.

# 2895. Re: In Terminator 2, there was a Portfolio being used

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-01 00:00:00 UTC
From: Greg <nospam@erols.com>
Message-ID: <m3iu3lbnhn.fsf@erols.com>
Source record: 49180

> I weep for the future.
>
> Jeff
>
> Psxguy123 wrote:
>
> > i remember watching terminator 2 and the kid has an Atari Portfolio. He uses
> > it at the beginning to hack into an ATM and get some cash. is that possible? i
> > just got one and i wanted to know how to do that.
>

Don't know why he's fiddling with a Portfolio- the ultimate movie hack
I recall was an Atari 800 and reel to reel tape. The atari would
encode "stuff" onto the tape, which was then cut into segments by Our
Hero, stuck onto the back of plastic cards and used in ATM machines.
Thus, the 2 protagonists manufactured a pile of atm cards and tried
them until the money ran out.

But I don't remember the movie's name....

Gregm

## 2896. Getting back in the game

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-01 00:00:00 UTC
From: Arron Oberman <obera000@unbc.ca>
Message-ID: <jquT3.77$Cv2.269449@news.bctel.net>
Source record: 49181

For too long have I been led astray... I need to get back to the 8-bit world.

I am putting together the original system my father bought in Nov 1979 and I wanted to get a printer.

So far I have the following

Atari 800 48K
Atari 810
Star Raiders (shrink-wrapped...wee)
Basic
All cables manuals, etc...

And that is all we started with at $1600 CDN. Anyway, I want to pick up some more documentation on programming and a few more games and a printer the 850... but if I really have to I will resort to taking a 1050. Can a few of you help me out and email me any stuff that you are thinking of selling. I am just getting back into this and can't believe how much I miss the fun and simplicity of the 8-bit.
These new computers may be incredibly visually appealing but they crash way too often and I have yet to find a game that is as hard and as much fun as Star Raiders at the Commander level.

Email me... let me know and we can help an old fan with new desires to get back into the game.

Arron
obera000@telus.net or
obera000@unbc.ca

# 2897. Re: IRC server for Atari8 fans

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-01 00:00:00 UTC
From: John Schnittker <jschnitt@earthlink.net>
Message-ID: <381E7F3E.D710EDCE@earthlink.net>
Source record: 49182

I went to your Atari IRC server, but there were no Atarians there! Don't worry, I am sure it will become more popular as people learn about its existence.

# 2898. Re: Early 80's computers wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-01 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <7vm2ju$amg$2@fir.prod.itd.earthlink.net>
Source record: 49183

```
Peter Pachla <my.name@wintermute.org.uk> wrote in message
news:7vg36t$pf2$7@gxsn.com...
> Hi,
>
> >> Computers were fun then....
>
> > I'm glad it's not just me....
>
> Not at all, there's a lot of us about.
>
> >....These days if something crashes it's a case of is it my
> >programming? is it the OS? Is it the service packs?....
>
> Quite, I was reasonably happy back in the DOS days as it was pretty much
rock
> solid. In fact my BBS machine ran for well over 18 months without crashing
> once....these days I'd be happy with 18 hours without a crash or reboot!!
>
> The other thing that bugs me is the sheer amount of resources that OSs
like
> Win95 and NT eat up - both in terms of space (RAM and HD) and CPU time. I
find
> it incredible that you need something like a P100 just to be able to run
'95
> at a reasonable speed. :-(
>
>
> TTFN - Pete.
>
> --
> Spam deflector in effect, edit reply address - it's obvious!
>
> **********
> Join "vectrex_dev" today, the new mailing list for Vectrex developers.
> Go to http://www.egroups.com/list/vectrex_dev/ to join.
> **********
>
> Hardware & Software Engineer. Sound Engineer.
> Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp
DEC)
> --

I agree 100% with the above frustrations.

I've used/owned in order:
```

(Each machine had other stuff attached to make it useful...)

An Ohio Scientific Instruments Challenger 1P (Cut my teeth on this machine as a youngster). It had 8 K of RAM and Basic in ROM 6502 based.

An Atari-800XL

A couple of 6809 based systems (Hitachi Peaches)

A 286 (DOS 5.0)

A 486 (Can anybody say OS/2 and Linux)

A Pentium 60.

The first four machines easily win out for the most reliable and Most fun.

The first three were just plain cool.

The only reason I am leaving in the 286 is because when I converted my black hole drawing programs (and similar programs) from the Atari 800XL to the 286-16 in Turbo Pascal they looked so beautiful in SuperVGA and ran so fast I was impressed.

If some company would come out with a new system that was like a non brain damaged web-tv with the following features I would certainly consider it.

1] OS in FLASH
2] APPS in FLASH
3] Built in networking
4] Decent memory protection (no BLUE SCREEN OF DEATH)
5] Built in SVGA, S-Video
6] USB
7] Some form of mass storage interface (IDE I guess)

It would have instant power on, and the best features of the machines from the 80's. You could have a decent GUI in Flash, and apps in Flash. I could imagine having a webbrowser sitting in Flash, and some form of Development Tool sitting in flash too.

The system would be all open specifications and open source.

just my $0.02 worth

p.s. I realize this is slightly off topic for the 8bit newsgroup, but any atari 8-bit fan
who reads this should be able to relate. I also promise to return to working on
my game for the 8 bit the second the post key is depressed.

Cheers
Peter Laing

# 2899. Re: Why did Hasbro bother II

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-01 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <381E41E2.2A37821D@sisna.com>
Source record: 49184

Hasbro Brothers II, bought out the rights. Ie: Copyrights! These were and are still very valuable. All of the Atari Copyrights can be used to convert the software to any computer they wish to convert the program to for future sales. Not a bad move buy someone's work and modify it to your needs????

bob

## 2900. Retireing Moving Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-01 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <381E45F9.516F1CB7@sisna.com>
Source record: 49185

30 ea Atari 1050 disk drives used in a school district have not checked them out, you do so and save. comes with nothing. $12.00 each shipped

20 each Atari 800XL's used in aa school district, eiter good or for parts you check them out comes with nothing but computer $12.00ea shipping inclued

10 ea Atari 130XE's used in a school district, either good or for parts you check them out. Price $15.00 ea shipping included.

bob

# 2901. Re: IRC server for Atari8 fans

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-01 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <941507340mnewsX_velcro_X@netunlimited.net>
Source record: 49186

someone wrote:

> I went to your Atari IRC server, but there were no Atarians there! Don't
> worry, I am sure it will become more popular as people learn about its
> existence.

There will never be anybody there really, unless a meeting time is publicized. It should be a weekly meeting time, and NOT on a friggin' Saturday or Friday night in my opinion.

A couple years ago I actually had a nice conversation with an honest to goodness pair of Atari 8bit fans on Undernet IRC channel "Atari8." That is not a regular channel. There are just not enough of us. There are MAYBE enough 8bit users to warrant a weekly chat, if it is publicized by someone with the enthusiasm.

I can't do that right now however I would certainly try to show up if someone scheduled it on a weeknight!

VS

To email me just remove the X's and underline marks from my address.

## 2902. Re: Atari Chat session

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-02 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <381e5ebb.7212189@news.ds.centuryinter.net>
Source record: 49088
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Mon, 1 Nov 1999 20:26:10 +0000, Lonny Pursell <atari@bright.net>
wrote:

>I provide FREE chat software for the Atari why not conduct such meetings
>on real IRC servers. I will not be bothered with web chat, too annoying.

See my post about a real IRC server I am providing.

# 2903. Re: 830/850/1030/ice-t questions :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-02 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <381e62c2$0$97644@news.voyager.net>
Source record: 49089

Jeffry.
You asked for a R: handler for the 1030.
Sorry, but I'm a bit fuzzy about this, it has been a long time.
I once made a cassette loading R: handler for the 1030, for a kid with
a 1030 and no disk drive. He could then load and run AMODEM 4.2,
if I recall.
I sorta collect R: handlers, and the 1030 used a T: handler. It is a far
stretch to get a 1030 R: handler that will work with IceT, and I don't
have a 1030 to check out with, so I'm sorta blowing smoke but trying here.
I have a Express 1030 term program by Keith Ledbetter. Probably has
the needed handler in it to run Express 1030.
Like I say, I sorta collect R: and T: handlers. I sometimes remember trying
different handlers until a modem worked. Or I gave up. Lemme see.
I could put the R1030.HND I saw in my archive someplace for you to
get it, and you could try it. You have a way to get stuff from your PC or
MAC
or whatever to the A8? I'd probably put Express 1030 for you also, as
that really should enable you to test at least dialing.
Russg

# 2904. Re: In Terminator 2, there was a Portfolio being used

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-02 00:00:00 UTC
From: arudzki <arudzki@home.com>
Message-ID: <GgtT3.5433$pA2.22784@news.rdc1.pa.home.com>
Source record: 49090

> > i remember watching terminator 2 and the kid has an Atari Portfolio. He uses
> > it at the beginning to hack into an ATM and get some cash. is that possible? i
> > just got one and i wanted to know how to do that.

I just did this too. But first I had to register with the bank. They registration cost a bit of money, but they put it into a safe 'account' for me. They were very secure too, they said I'M the only one who can get into the 'account'.

BANKS ARE SO STUPID!!!! about 2 weeks later, they SENT me a plastic hacking card to use on the ATM!!! Just slip it in, punch in my secret code (that I hacked myself....and told them, of course) and I can hack that money out of the 'account' 24 hours a day!

get a job. Theres enough crap going around in this world without contributing to it.

tony

# 2905. Re: 800, 800xl 256k memory expansion question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-02 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <w%uT3.2453$Q82.22858@typhoon1.tampabay.rr.com>
Source record: 49091

http://www.atariworld.com/memorymods.html

Jason Worley <jasonworley@home.com> wrote in message
news:ltQS3.10298$Q6.286822@news1.rdc2.tx.home.com...
> I have some text-only articles of the Byrd (800) and Buchholz (800xl) 256k
> memory upgrades. They make several references to "diagrams" or
"drawings".
>
> Does anyone have pictures or schematics of these upgrades? I've got about
> 10 8-bit Atari's I want to upgrade.
>
> Thanks.
>
>

## 2906. Re: In Terminator 2, there was a Portfolio being used

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-02 00:00:00 UTC
From: dunxuk@aol.com
Message-ID: <19991102015856.15050.00001187@ng-xa1.aol.com>
Source record: 49092

Since we are on films at the moment, does anyone remember the film where, when getting ready to launch a spaceship (shuttle?), an Atari floppy disk loading noise is clearly heard?

# 2907. Re: IRC server for Atari8 fans

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-02 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <381e8f5f.19666214@news.ds.centuryinter.net>
Source record: 49093

On Mon, 01 Nov 1999 22:05:50 -0800, John Schnittker
<jschnitt@earthlink.net> wrote:

>I went to your Atari IRC server, but there were no Atarians there! Don't
>worry, I am sure it will become more popular as people learn about its
>existence.

Did it work out for you ok then otherwise? Yeah, like I said, as far
as when is a good time or time(s) to meet... that's up to everyone to
tell each other or decide and whatnot.

# 2908. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-02 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-1nuNx8tzV4ZR@di07-ks.cth.com.au>
Source record: 49094

On Sat, 30 Oct 1999 00:32:49, "Peter Pachla"
<my.name@wintermute.org.uk> wrote:

> Hi James,
>
> > All PAL 800's had the 6502c. they predate the 5200.
>
> Are you sure about that?
>
> Neither of my 800s contains a 6502C....in fact I had a Rockwell 65c02 running
> in one of them around 10 years back. One is an early 800 and the other is a
> late model machine on which the cover over the RAM/personality boards is
> screwed down.
>
100%. I have 3 800s here. all have the 6502c chip. They don't have the
buss buffers or a 74ls74 to disable the 6502. it does however have a
74ls74 and the PAL colour crystal on board. the ls74 is for the PAL
colour clock.

James B

## 2909. Re: Getting back in the game

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-02 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.991102021151.27335B-100000@vtn1>
Source record: 49095

On Mon, 1 Nov 1999, Arron Oberman wrote:

> .... Anyway, I want to pick up
> some more documentation on programming and a few more games and a printer
> the 850... but if I really have to I will resort to taking a 1050.

I think you mean a 1025; the 1050 is a disk drive.

If you want to use a non-Atari printer, I have a Grafix AT printer interface modified to handle two printers, you can have for the cost of shipping (Victoria-Vancouver, probably Pacific Coach Lines would be simplest).

jkp

# 2910. Re: In Terminator 2, there was a Portfolio being used

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-02 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <7vmi6k$nl7$1@plutonium.compulink.co.uk>
Source record: 49096

In article <m3iu3lbnhn.fsf@erols.com>, nospam@erols.com (Greg) wrote:

> But I don't remember the movie's name....
'Prime Risk' wasn't it? The one about trying to bring down the US banking system? The scheme was discovered by a teenage girl who spent the film running around with an 800 and 810 in a rucksack. Girls, Atari's and explosions. What a fine film!

**********
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**********
* Analyst Programmer/ Freelance IT writer *
**********

# 2911. Re: In Terminator 2, there was a Portfolio being used

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-02 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <7vml77$blb$1@news.xmission.com>
Source record: 49097

Psxguy123 <psxguy123@aol.com> wrote:
> i remember watching terminator 2 and the kid has an Atari Portfolio. He uses
> it at the beginning to hack into an ATM and get some cash. is that possible? i
> just got one and i wanted to know how to do that.

Sure, just put a credit card in the left slot, go to any ATM and press the
atari logo button on the lower left corner. Voila, instant cash!

<grin>

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

## 2912. Black Box..

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-02 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <7vmlil$blb$2@news.xmission.com>
Source record: 49098

Have been using a 130xe (576k) with my Black Box for years now. Last night, had the Atari on (was reading news groups through direct telnet), and playing Half-life on my PC.

Got a little carried away and knocked over a glass of wine onto my XE. Powered it off before any damage was done (I hope).

At any rate, put a 256k XL on the Black Box, and it doesnt recognize my partitions and drives.

I wasn't aware that the BlackBox cared about the machine operating it.. Either that, or wine got into the blackbox too.

Manually configuring the black box to the drive(s) allowed me to get on the BB.

Any ideas?

Finally - after thinking that I had toasted the BB and my beloved XE, I thought I'd better look for a backup BB and upgraded XE.

Anybody parting with this kind of hardware?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 2913. Re: JAM!! vs. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-02 00:00:00 UTC
From: lonniemcclure@prodigy.net
Message-ID: <MPG.128899551ce70636989736@news.prodigy.net>
Source record: 49099

In article <7v43bq$33d$1@news.xmission.com>, jeking@NOSPAM.com stated:

> Got my InstantTV yesterday, and it hardly worked. Plugged my Supervideo
> enabled 130xe into the RCA cables, and I got a very hard to read RED text
> screen.
>
> Plugged CABLETV into the cable jack and couldnt get local or cable
> television.
>
> Needless to say, for first appearances, it didnt work for me, or impress
> me.
>
> Any suggestions?

Sounds like a defective unit. Check into Tiger's return policies to see
if it will be more economical to exchange it, or to get it replaced under
the manufacturer's warranty.

==========
lonniemcclure@prodigy.net

# 2914. Re: Supra Hard drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-02 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <381EF928.4D9C58B6@mail.uni-mainz.de>
Source record: 49100

[snip] ... Klaus Peters... Supra hard drives...

No, this seems absolutely wrong to me !! Klaus Peters Elektronik
(Germany) never had the rights to the Supra Hard disk drives interfaces.
But, ahem, maybe a name change: I think it was Ulf Petersen (Germany
too) who bought the rights, but I am not sure. I had nearly all K.P.
catalogs and he never sold Supra hard disk drive interfaces...
Greetings - Andreas Magenheimer

# 2915. Re: Supra Hard drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-02 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <381EFA95.8F5A26A0@mail.uni-mainz.de>
Source record: 49101

Mathy Van Nisselroy schrieb:
>
> Howdy Carmen
>
> > ... super speedy 1050,
>
> You wouldn't happen to have documents or even schematics to this one I guess?
>
> CU Mathy van Nisselroy
>
> PS The ABBUC has taken over the rights to most (maybe all) of Klaus Peters
> stuff. Unfortunately the schematics to the Super Speedy were not in there.

But well, the Compyshop and later on Klaus Peters sold a special (very big!!) Speedy 1050 handbook. This was not the ordinary installation manual, it was a printed Speedy documentation (one had to pay 50DM in the past!). This big speedy documentation handbook featured the Speedy OS source code and some drawings/schematics to the Speedy T (with Track LED`s !!). Maybe you should ask Werner Raetz (Power per Post Germany), Markus Roemer (Kaisersoft, Germany) or ABBUC (Germany) to get a Super Speedy 1050 yourself. But aware: these PAL speeders seem not to work properly with NTSC hardware, etc. greetings - Andreas Magenheimer

## 2916. HP Deskjet 820C

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-02 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <381F000C.415BE2BD@ix.netcom.com>
Source record: 49102

Has anyone had any luck connecting and actually printed on an HP
Deskjet 820C from an 8-bit system? I'm using a 256K MI/O as the
interface and a rather old (circa 1982) Atari format printer cable. The
130XE doesn't seem to recognize that the printer is actually connected.
I've even tried sending the PCL4 printer codes for various formatting
and such to no avail. Any suggestions? BTW, It doesn't seem to work on
Atari800Win or PC Xformer 95 emulators either. Hmmm...
The weird part is the emulators do work with my networked (Banyan Vines
PCPrint (WIN98 too)) HP Laserjet 4+. I'm stumped. Hmmm...

# 2917. Re: Atari 800 system - First Come, First Served

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-02 00:00:00 UTC
From: Rick Maddy <rick@maddyhome.com>
Message-ID: <SDDT3.446$Og.742@wormhole.dimensional.com>
Source record: 49103

This system is gone

# 2918. Re: Black Box..

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-02 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-X2Wx4CyI0D38@draco.home.earthlink.net>
Source record: 49104

best thing to do for your BB is wash it down good with wd40, then
again with a good arosol wash like a board cleaning solution from
radio shack. that will stop any corrosion and clean up leakage from
the unfortunate spill. Keep the wd40 away from the xe keyboard tho, it
will gobble up the printed traces inside it! you can actually give
your xe the same treatment too, just be sure to keep the keyboard away
from the wd40. good luck and I hope no damage got done.
The BB shouldn't care, I swap cpu's around here without trouble
reading drives. Some times I do have to use the menu to load the
config from the drive tho.
I still need a 4.22 Sparta X ROM image too... :)

Ken

<snip>
>
> Finally - after thinking that I had toasted the BB and my beloved XE, I
> thought I'd better look for a backup BB and upgraded XE.
>
> Anybody parting with this kind of hardware?
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>

# 2919. Re: JAM!! vs. Instant TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-02 00:00:00 UTC
From: "Chi K. Chan" <ckchan@interport.net>
Message-ID: <39689ADE613BBE79.5F3FE8B367EE6C14.C90CCAA867BD0807@lp.airnews.net>
Source record: 49105

On Tue, 2 Nov 1999 06:47:23 -0600, lonniemcclure@prodigy.net (Lonnie McClure) wrote:

>In article <7v43bq$33d$1@news.xmission.com>, jeking@NOSPAM.com stated:
>
>> Got my InstantTV yesterday, and it hardly worked. Plugged my Supervideo
>> enabled 130xe into the RCA cables, and I got a very hard to read RED text
>> screen.
>>
>> Plugged CABLETV into the cable jack and couldnt get local or cable
>> television.
>>
>> Needless to say, for first appearances, it didnt work for me, or impress
>> me.
>>
>> Any suggestions?
>
>Sounds like a defective unit. Check into Tiger's return policies to see
>if it will be more economical to exchange it, or to get it replaced under
>the manufacturer's warranty.
>

I bought 4 of those InstantTV units, they all came in a brown paper boxes with a black and white front cover sheet. I've opened up the units to see what's inside, some have manually added jumper wires, while others do not. It's possible the cheap InstantTVs we got are refurbish items. They're cheap ($30) compare to the initial price of $100+, and they work, so I have no problems with it.

As per your problem, try resetting the unit, the code sequence to do this is in the manual, on the channel programming page.

I was getting Green Colored fighers with Tekken3 on with my Sony Playstion Hookup. Took me 2 days to figure out all I needed to fix the problem was the reset.

Chi

# 2920. Re: HP Deskjet 820C

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-02 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <382049a1.67355112@news.ds.centuryinter.net>
Source record: 49106

On Tue, 02 Nov 1999 10:15:24 -0500, Robert S Ely <rely@ix.netcom.com>
wrote:

>Has anyone had any luck connecting and actually printed on an HP
>Deskjet 820C from an 8-bit system? I'm using a 256K MI/O as the
>interface and a rather old (circa 1982) Atari format printer cable. The
>130XE doesn't seem to recognize that the printer is actually connected.
>I've even tried sending the PCL4 printer codes for various formatting
>and such to no avail. Any suggestions? BTW, It doesn't seem to work on
>Atari800Win or PC Xformer 95 emulators either. Hmmm...
> The weird part is the emulators do work with my networked (Banyan Vines
>PCPrint (WIN98 too)) HP Laserjet 4+. I'm stumped. Hmmm...

Aren't a lot of the new breed of inkjet printers really Win-printers?
In other words, not fully intelligent and needing the computer to be
the "brains" for the printer? A good test is to hook it to a PC.
Boot the PC with DOS AND ONLY DOS. See if you can dump a text file to
the printer from DOS, or COPY CON: PRN: (press cntrl-z and enter to
close file after typing some test characters).

# 2921. Re: Black Box..

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-02 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <381f48ce.67144190@news.ds.centuryinter.net>
Source record: 49107

On 2 Nov 1999 12:31:17 GMT, jeking@NOSPAM.com wrote:

>Have been using a 130xe (576k) with my Black Box for years now. Last
>night, had the Atari on (was reading news groups through direct telnet),
>and playing Half-life on my PC.
>
>Got a little carried away and knocked over a glass of wine onto my XE.
>Powered it off before any damage was done (I hope).
>
>At any rate, put a 256k XL on the Black Box, and it doesnt recognize my
>partitions and drives.
>
>I wasn't aware that the BlackBox cared about the machine operating it..
>Either that, or wine got into the blackbox too.
>
>Manually configuring the black box to the drive(s) allowed me to get on
>the BB.
>
>Any ideas?
>
>Finally - after thinking that I had toasted the BB and my beloved XE, I
>thought I'd better look for a backup BB and upgraded XE.
>
>Anybody parting with this kind of hardware?

The BB hooks up to the 130 via the cart port and that other little
half a parallel port thing or whgatever it is. The BB hooks up to the
800XL via it's full parallel port only. Have you made sure you are
hooking the BB up to the XL correctly? Do you have to change a dip
switch (I forget) on the BB if using the other hook up method?

## 2922. 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-02 00:00:00 UTC
From: dunxuk@aol.com
Message-ID: <19991102160459.10237.00000302@ng-cd1.aol.com>
Source record: 49108

Does anyone know the names of all the Lucasfilm games released for the Atari?

I remember Ballblazer and Eidolon etc, but is there a way of finding out all the titles?

Thanks, Dunx

# 2923. Re: IRC server for Atari8 fans

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-02 00:00:00 UTC
From: Jeffry Johnston <jeffryj@primenet.com>
Message-ID: <7vnnjv$s92$1@nnrp02.primenet.com>
Source record: 49109

Jon Melbo <ssilicon@centuryinter.net> wrote:
: Did it work out for you ok then otherwise? Yeah, like I said, as far
: as when is a good time or time(s) to meet... that's up to everyone to
: tell each other or decide and whatnot.

works great! Talked to a cool person there today.. thanks ! :)
calamari

# 2924. Re: HP Deskjet 820C

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-02 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.19991102221304.24035A@ilaskey.compulink.co.uk>
Source record: 49110

In article <382049a1.67355112@news.ds.centuryinter.net>,
ssilicon@centuryinter.net (Jon Melbo) wrote:
> Aren't a lot of the new breed of inkjet printers really Win-printers?
> In other words, not fully intelligent and needing the computer to be
> the "brains" for the printer?
No, they tried it briefly then gave up. I think it was only Win3.x that
supported the system anyway.

Iain

# 2925. Re: Atari Chat session

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-02 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.9911022114160.89-100000@TT030>
Source record: 49111
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Why not use any one of the already setup networks? Like IRCNet for
example. Already quite a few Atari users there, some 8-bit owners as well
as ST.

On Tue, 2 Nov 1999, Jon Melbo wrote:

> On Mon, 1 Nov 1999 20:26:10 +0000, Lonny Pursell <atari@bright.net>
> wrote:
>
> >I provide FREE chat software for the Atari why not conduct such meetings
> >on real IRC servers. I will not be bothered with web chat, too annoying.
>
> See my post about a real IRC server I am providing.
>
>
>

---
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

## 2926. XF551

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-02 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <381fb96f@news.usenetnews.org>
Source record: 49112

Hello,

I have an XF551. I am having a heck of a time trying to get the drive to spin fast enough to read a disk. It appears to only work periodically and only after using SmartDos for about 2 hours (if it'll load it up) on the speed check. What is going on and how do I fix it? Is this a common prob. w/ these drives?

Also, if anyone has a power supply for the original Atari 800 I would be grateful to find out how I could get that power supply.

Laters,

antbaker@arn.net
(No, I don't bake ants.)

# 2927. Re: HP Deskjet 820C

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-02 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.991102204243.13124A-100000@vtn1>
Source record: 49113
Body handling: HTML body converted to readable text

On Tue, 2 Nov 1999, Gary Martin wrote:

>
>

Please, jag in the html crap--not everyone logs on to usenet with
graphical browsers.

jkp

# 2928. IRC server for Atari8 fans

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-02 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <381e1af4.156877494@news.ds.centuryinter.net>
Source record: 49187

Hi all... I am putting up an IRC server for us all to chat on. It will be up (most) all the time. I prefer to keep it simple. No bots and such. When you come in, if you are the first one in, just create a channel. Be sure to name it something that makes it obvious it's for Atari8 though. Reason is I may have others use the server for chat that are in my programming class at school or something.

Everyone will be on an even basis. That is to say I don't want any of those silly games and power trips some people play on public IRC servers. Everyone needs to just be courteous and use common sense and not worry about who has "ops" or doesn't etc. I am fairly confident in this crowd here being no problem. I will be giving Dr. Clue "IRCop" status, since he seems to have a lot of enthusiasm for the chat and can have some power should he need to exercise it. Hopefully it won't be needed. So basically, he will be more or less "moderating" to whatever little extent that may apply (assuming he is interested). Greg email me if you are and I will send you your special ops account info.

Anyway, the server will be of IRC type. If you are unfamiliar with IRC it's high time you get familiar. Search your favorite file archives for a good IRC client for your platform. My favorite for Windows is "mIRC." It is available at www.mirc.co.uk
If any of you really have a problem with that or just have to have web based access to the chat, let me know. I will consider enabling web access to the server. The server supports simultaneous web and IRC access to the chats. Thing is, IRC is so much more efficient and straight forward, that I would MUCH prefer not to enable the web access to it.

Anyway, the IRC server is: ssilicon.w1zard.net
Standard port of 6667 (shouldn't need to specify this since it is the default). I will leave it up most all the time. Naturally if my computer crashes (which it rarely does), or if I need to upgrade hardware or whatever, then the server will be down for those times.

As to what times are best for chat... I don't know. Like before maybe, or maybe much expanded. It's up to you all to figure that out.

Enjoy.

Any comments or questions, email in addition to posting in here.

# 2929. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <6YWT3.310$1C4.1699@news1.online.no>
Source record: 48939

Sorry, I might have put this wrong. I know Koronis Rift is not Rescue on
Fractalus, it was one of Lucasfilms latest games, along with The Eidolon.

Ballblaster = Ballblazer
Behind Jaggi Lines = Rescue on Fractalus
Koronis Rift = Koronis Rift
The Eidolon = The Eidolon

Was that better or am I still fuzzy ?

Take Atarian care

Thomas Meyer <i03a@zfn.uni-bremen.de> wrote in message
news:7vp9fo$5e$2@kohl.informatik.uni-bremen.de...
> "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
> >Wrong names, guys! Behind Jaggi Lines were the working title of Rescue on
> >Fractalus. Koronis Rift was one of the later ones. As was The Eidolon.
> >Ballblaster was the working title for Ballblazer.
>
> Koroni's Rift later title, not a later name for Rescue on Fractalus.
>
> >I must say the music score on Ballblazer is absolutely brilliant! Jazzy
and
> >real cool
>
> Indeed.
>
> Thomas
> --
> Thomas Meyer, Bremen, Germany
> mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 2930. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <K_WT3.313$1C4.1861@news1.online.no>
Source record: 48940

> > Does anyone know the names of all the Lucasfilm games released for the
Atari?
> >
> > I remember Ballblazer and Eidolon etc, but is there a way of finding out
all
> > the titles?
> >
> > Thanks, Dunx
>
> Hello,
> the other Lucasfilm titles on Atari 8Bit were "Koronis Rift", "Rescue on
> Fractalus" released on Disk and Tape.
Also released on cartridge, I got it

You can also mention the 3
> Starwars games "Starwars - the Arcade game", "Starwars - the Empire
> strikes back" and "Starwars - Return of the Jedi". These were published
> by Parker on Cart (but you also find them on Tape or Disk !!).
Not programmed by the Lucasfilm crew, I wouldn't consider them part of it,
even though it's based on a film by Lucasfilm

> Greetings - Andreas Magenheimer
>
> P.S.: For the ST there were some more Lucasfilm games I guess, since I
> do not own any ST like computer, I am guessing that "Maniac Mansion",
> "Zack Mc Cracken" and other C64 Lucasfilm games appeared on ST also...
> (But I could be wrong with this !!)

ST had the adventure games you mentioned as well as Indiana Jones
adventure(s ????)

# 2931. Re: HP Deskjet 820C

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7vpgv2$1p8$1@autumn.news.rcn.net>
Source record: 48941

Something nobody brought up is that most, if not all, of the deskjets require a bidirectional printer cable. I'm not sure that the Atari-style cable has enough lines to do the bidirectional thing.

H-P has a ton of info on its Website, and a "moderated" tech Q&A forum. I recently d/l'd a maintenance hint that would have saved a lot of people a lot of money re: black streaking in the 600 series of Deskjets. Maybe they can answer this specific question for you.

Take care.

Alan

Robert S Ely <rely@ix.netcom.com> wrote in message
news:381F000C.415BE2BD@ix.netcom.com...
> Has anyone had any luck connecting and actually printed on an HP
> Deskjet 820C from an 8-bit system? I'm using a 256K MI/O as the
> interface and a rather old (circa 1982) Atari format printer cable. The
> 130XE doesn't seem to recognize that the printer is actually connected.
> I've even tried sending the PCL4 printer codes for various formatting
> and such to no avail. Any suggestions? BTW, It doesn't seem to work on
> Atari800Win or PC Xformer 95 emulators either. Hmmm...
> The weird part is the emulators do work with my networked (Banyan Vines
> PCPrint (WIN98 too)) HP Laserjet 4+. I'm stumped. Hmmm...

# 2932. FA - Atari 5200 Super System w Trackball & 8 Games - ends 11/9

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: "news.direcpc.com" <redwood@mail.comNOSPAM>
Message-ID: <bOXT3.8$uz.985@news.direcpc.com>
Source record: 48942

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=193040609

## 2933. More cartridge port help?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: Patrick Robbins <Probb26666@usa.net>
Message-ID: <7vphvp$e03$1@usenet.nau.edu>
Source record: 48943

One more thing, what state does the CCNTL line go to when using a D5xx address?

Thanks,

Pat

# 2934. Re: APE 1.18 ATR 16mb Drive & Backup from HD

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38205564$0$97645@news.voyager.net>
Source record: 48944

Jim.
I bet you're using Sparta X at high speed. Try turning off the high speed
on the X cart. I forget how to do it.
Russg

## 2935. Re: BBCS

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9911031100030.8444-100000@moose.erie.net>
Source record: 48945

Well, there was one in my trash can after I spent 2 weeks trying
to get it running. But that was about 15 years ago so I don't think it's
there any more! :)

On Wed, 3 Nov 1999, Cabell Clarke wrote:

> Anyone know where I can get a copy of BBCS?
>
> --
> Cabell Clarke
> cabell@richmNOSPAMond.infi.net
> http://www.geocities.com/~amf_band
>
>
>
>

# 2936. Re: XF551 Os and cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <382066A9.7860B045@pacbell.net>
Source record: 48946

as I remember, the CPU jumper is not intuitive... like backwards.

Torsten Schall wrote:
> 
> Hi,
> 
> i would like to ask you some questions.
> The Atari 551 XF floppy drives i own are a little strange ( but working ).
> 
> Iï¿½ve the 8050 cpu inside the XF but the switch on the pcb is set to 8040 and
> it works. I had changed the jumper to 8050 but the floppy was ignored by the
> XL/e.
> Can someone tell me what the funktion of this two switches is (because the don`t
> work like they should)?
> 
> I also have a rom and a eprom version of the os for the XF. Inside the XF with
> 8040 cpu is the rom version, in the 8050 version a eprom. Are there more Os
> versions out?
> 
> Where can i find the version of the Os inside( hex address )?
> 
> Is there somewhere a history of XF551 rom/eprom versions in the net?
> 
> I also tried to make my own cartridges ( like many others ) but i am a little
> confused about the last 6 bytes in a Eprom and had failed until today.
> 
> BFFF should bei Init high
> BFFE should bei Init low
> BFFD 00(hex) 00 is norm other is diag
> BFFC Options bit
> BFFB Run high
> BFFA Run low
> 
> BFFC and BFFD could have a other order. I looked into Atari Artist to find
> out which bits they had set for boot from disk, run and init. But in the
> address hadnï¿½ t been the bits set i would thought they should be.
> I looked at the Atari Rev. Hardware Manual ( 400/800 ) and the 00hex was at a
> other place than they stated.
> 
> I would be happy if you could help me in my quest making cartridges for the XL/E.
> or bring my orginal games and word processor and machine languages to cart.
> 
> I have nearly all pcb versions for the 800/XL/e ( Rev 4, Rev 5, Rev A, Rev B =
> 2 * 4KB, Rev 1= 2 8KB, Super cartridge... ). Iï¿½ve an atari burner and a lot of

> eproms/pcbs but i failed because of 6 Bytes.
>
> Please give me a hint or help. Every bit counts for me.
>
> See some from you at the ABBUC JHV 99 in Herten Germany 30th this month.
> The greatest Atari 8 Bit Club Treffen in Germany.
>
> Bye
>
>
> --
> Mit freundlichen Gruessen
>
> Torsten Schall
>
> E-Mail: inf410@fh-worms.de
> Torsten.Schall@fh-worms.de

# 2937. Re: Cartridge help please?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <382065DD.7A654620@pacbell.net>
Source record: 48947

r/w goes low on a write....

Bob

Patrick Robbins wrote:
>
> Can somebody tell me if the read/write line goes high or low to write? I'd
> like to finish my pcb design.
>
> Thanks,
>
> Patrick Robbins

## 2938. Re: More cartridge port help?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <38206889.22EE10BE@pacbell.net>
Source record: 48948

it is active minus - goes negative when you address $D5xx.

Bob

Patrick Robbins wrote:
>
> One more thing, what state does the CCNTL line go to when using a D5xx
> address?
>
> Thanks,
>
> Pat

# 2939. Re: In Terminator 2, there was a Portfolio being used

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7vq4ve$9eq$1@gxsn.com>
Source record: 48949

Hi,

>....getting ready to launch a spaceship (shuttle?), an Atari floppy
>disk loading noise is clearly heard?

"Airplane 2"....

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

## 2940. Re: In Terminator 2, there was a Portfolio being used

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.19991103212909.12219A@ilaskey.compulink.co.uk>
Source record: 48950

In article <GgtT3.5433$pA2.22784@news.rdc1.pa.home.com>, arudzki@home.com
(arudzki) wrote:
> BANKS ARE SO STUPID!!!! about 2 weeks later, they SENT me a plastic
> hacking card to use on the ATM!!! Just slip it in, punch in my secret
> code (that I hacked myself....and told them, of course) and I can hack
> that money out of the 'account' 24 hours a day!
Dude - I sussed out the same hack! The bank was so dumb they had no idea!!
They just kept sending me these bits of paper with rows of numbers most of
them negative ones in red. No idea what they mean but they kept sending
them! I reckon it's a code - probably some world wide conspiracy.
Hacking is so cool. You find out all kinds of SECRET stuff.

# 2941. Re: APE 1.18 ATR 16mb Drive & Backup from HD

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1e0pczv.1vx23vx1tzisqaN%rlcolli@ibm.net>
Source record: 48951

Russg <russg@en.com> wrote:

> Jim.
> I bet you're using Sparta X at high speed. Try turning off the high speed
> on the X cart. I forget how to do it.
> Russg

This sounds right... My 8088 that I'm using with Ape will not allow any
writes under Sparta Dos Ultraspeed.

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

# 2942. Re: IRC server for Atari8 fans

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1e0pdbt.1wqwi7115s4da8N%rlcolli@ibm.net>
Source record: 48952

Jeffry Johnston <jeffryj@primenet.com> wrote:

> Jon Melbo <ssilicon@centuryinter.net> wrote:
> : Did it work out for you ok then otherwise? Yeah, like I said, as far
> : as when is a good time or time(s) to meet... that's up to everyone to
> : tell each other or decide and whatnot.
>
> works great! Talked to a cool person there today.. thanks ! :)
> calamari

I tried it today, and couldn't get connected. Is everything ok?

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

## 2943. CinciClassic

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1e0pdry.67zts61rti7o9N%rlcolli@ibm.net>
Source record: 48953

Is anyone here going to CinciClassic? I'm still debating whether to make
the drive.

\
--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

# 2944. Re: Writing an aritcle, need information

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <7vqhee$b05$2@birch.prod.itd.earthlink.net>
Source record: 48954

Russg <russg@en.com> wrote in message
news:381c607e$0$70841@news.voyager.net...
> Floating point math is time consuming on the Atari 8-bit.
> ACTION! and assembler might help some, but neither of those
> use floating point math. You'd have to write your on calls to the
> floating point routines in the OS for ACTION! or assembler.
> There are toolkits for ACTION! to use floating point, but I don't know
> how fast/good they are, never used them.
> I think what you've shown is that indeed the Atari 8-bit is too slow for
> your
> AI program to work very well, actually.
> Russg
>
>
Hey Russ

Remember that we are talking about Unoptimized Atari BASIC...
More along the lines of :

Unoptimized Atari BASIC using the ROM based BCD floating point routines is
too slow.

With just some of the excellent suggestions made by other posters, It may be
possible to realize a 200% speedup
in the critical sections of code.

# 2945. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <7vqi9g$bvr$1@fir.prod.itd.earthlink.net>
Source record: 48955

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in message
news:382030BF.26AA41AA@mail.uni-mainz.de...
>
>
> DunxUK schrieb:
> >
> > Does anyone know the names of all the Lucasfilm games released for the
Atari?
> >
> > I remember Ballblazer and Eidolon etc, but is there a way of finding out
all
> > the titles?
> >
> > Thanks, Dunx
>
> Hello,
> the other Lucasfilm titles on Atari 8Bit were "Koronis Rift", "Rescue on
> Fractalus" released on Disk and Tape. You can also mention the 3
> Starwars games "Starwars - the Arcade game", "Starwars - the Empire
> strikes back" and "Starwars - Return of the Jedi". These were published
> by Parker on Cart (but you also find them on Tape or Disk !!).
>
> Greetings - Andreas Magenheimer
>
> P.S.: For the ST there were some more Lucasfilm games I guess, since I
> do not own any ST like computer, I am guessing that "Maniac Mansion",
> "Zack Mc Cracken" and other C64 Lucasfilm games appeared on ST also...
> (But I could be wrong with this !!)

Those Lucasfilm games certainly showed off the capabilities of the 8-bits.
The real-time fractal graphics were fairly awesome for the time.
How did the relative ports to the Commodore 64 compare to the Atari versions
?
I remember at the time wondering how they got around the speed differences
between
then machines and converting to the more limited color palette of the 64.

Cheers
Peter

## 2946. Re: More cartridge port help?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: Patrick Robbins <Probb26666@usa.net>
Message-ID: <7vqinv$k5u$1@usenet.nau.edu>
Source record: 48956

It goes negative? How would that work with an i/o port? I was going to use
CCNTL as the port select since I have only one port.

rwoolley@pacbell.net wrote in message <38206889.22EE10BE@pacbell.net>...
>it is active minus - goes negative when you address $D5xx.
>
>Bob

# 2947. Re: Supra Hard drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3820DA48.3F1D5B8A@sisna.com>
Source record: 48957

I have since researched the item and Supra did not sell anything to anyone
in Europe! I pruched them in the late 1980's and still own all rights to
the Interface. They are still available at $70.00 U.S. and shipping is
included. I do have a add-on board that I have not had the chance to
check out, that supposedly will convert the Supra to a Semi MIO, with
hard drive selection ect. When this is totally perfected then you could
order a board that will allow you to connect any 256k byte per sector
board to either the KPI Hard Drive Interface or the old Supra Hard Drive Interface
. Time will tell which will work.. The add on board will require you
to take off the top cover and make a few wire jumps to the ic's but not
that big a deal.

Any questions, direct them to Kenneth Ames, as he designed the board,
and the software. I personally have the software for the rom but have
not had time to install it and pursue the project. If it does what
Kenneth says, then it works??? Well Ken you have all the facts come up with an
answer. Either it will work or is still in developement?

bob

# 2948. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <V7KT3.521$Vd1.5345@news1.online.no>
Source record: 49114

Ballblazer/Ballblaster, Rescue on Fractalus/Behind Jaggi Lines, Koronis Rift, The Eidolon

DunxUK <dunxuk@aol.com> wrote in message news:19991102160459.10237.00000302@ng-cd1.aol.com...
> Does anyone know the names of all the Lucasfilm games released for the Atari?
>
> I remember Ballblazer and Eidolon etc, but is there a way of finding out all
> the titles?
>
> Thanks, Dunx
>

# 2949. Re: HP Deskjet 820C

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <381fa6dd.91226903@news.ds.centuryinter.net>
Source record: 49115

On Tue, 2 Nov 1999 22:13 +0000 (GMT Standard Time),
ilaskeyremoveme@cix.co.uk (Iain Laskey) wrote:

>In article <382049a1.67355112@news.ds.centuryinter.net>,
>ssilicon@centuryinter.net (Jon Melbo) wrote:
>> Aren't a lot of the new breed of inkjet printers really Win-printers?
>> In other words, not fully intelligent and needing the computer to be
>> the "brains" for the printer?
>No, they tried it briefly then gave up. I think it was only Win3.x that
>supported the system anyway.

I happen to know for a fact that some model(s) are "Win" printers and
were developed with Win9x in mind.

What I do not know, is which models of which brands and how prevalent
they are.

## 2950. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3820a727.91300572@news.ds.centuryinter.net>
Source record: 49116

On 02 Nov 1999 21:04:59 GMT, dunxuk@aol.com (DunxUK) wrote:

>Does anyone know the names of all the Lucasfilm games released for the Atari?
>
>I remember Ballblazer and Eidolon etc, but is there a way of finding out all
>the titles?
>
>Thanks, Dunx

I know of four. You named two. The other two are Chronos Rift and
Rescue on Fractalus.

## 2951. Hard drives w/BB

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <7vo948$559$1@news.xmission.com>
Source record: 49117

I have the following SCSI drives I'm trying to use with my BB (Yes, I got it working again.. though I lost an 80meg Scsi HD):

Syquest EZ-135.. I can hit it and start a format, but almost every sector is reportedly bad

Conner CFA540S.. Can't hit it at all and I have three of them!

Micropolis 2217AV Scsi .. Cant hit it either.. and I have two of them

Seagate ST15230N.. Cant hit it either.. by itself.

All are pulled from old PC's and were functional on a PC.

I know someobody else out there is using a Syquest EZ135.. and I've used their specs. What program did you use to low level format (I've tried three different carts that were known as good on a PC).

Any help appreciated. For now, I'm just running on a Syquest 44mb removable SCSI.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 2952. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991102231232.24241.00001341@ng-fb1.aol.com>
Source record: 49118

>Lucasfilm games released for the Atari?

Jaggi Pilots & Rescue on Fractalus or were these 2 releases of the same....?

Above average intelligence has always run in my family. Ambition, however, has always walked with a slight limp....

## 2953. BBCS

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: Cabell Clarke <cabell@richmond.infi.net>
Message-ID: <7vogjc$lgs$1@nw001t.infi.net>
Source record: 49119

Anyone know where I can get a copy of BBCS?

--
Cabell Clarke
cabell@richmNOSPAMond.infi.net
http://www.geocities.com/~amf_band

# 2954. [FA eBay] Sega SC3000 Console, Carton and Styro.

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: Oznerol <antispamoznerol@ozemail.com.au>
Message-ID: <381FF282.1A13@ozemail.com.au>
Source record: 49120

View at:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=193104550

Thanks.

# 2955. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <jCST3.77$1C4.570@news1.online.no>
Source record: 49121

Wrong names, guys! Behind Jaggi Lines were the working title of Rescue on Fractalus. Koronis Rift was one of the later ones. As was The Eidolon. Ballblaster was the working title for Ballblazer.

I must say the music score on Ballblazer is absolutely brilliant! Jazzy and real cool

RHamiIton5 <rhamiiton5@aol.comedy.com> wrote in message news:19991102231232.24241.00001341@ng-fb1.aol.com...
> >Lucasfilm games released for the Atari?
>
> Jaggi Pilots & Rescue on Fractalus or were these 2 releases of the same....?
>
> Above average intelligence has always run in my family. Ambition, however, has
> always walked with a slight limp....

# 2956. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: Werner <cwh@solucoes.com.br>
Message-ID: <38200308.0@news.matrix.com.br>
Source record: 49122

Koronis Rift is another title.

Werner
Brazil

DunxUK <dunxuk@aol.com> wrote in message
news:19991102160459.10237.00000302@ng-cd1.aol.com...
> Does anyone know the names of all the Lucasfilm games released for the
Atari?
>
> I remember Ballblazer and Eidolon etc, but is there a way of finding out
all
> the titles?
>
> Thanks, Dunx
>

# 2957. Re: HP Deskjet 820C

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7vp21c$n4v@freenet-news.carleton.ca>
Source record: 49123

Robert S Ely (rely@ix.netcom.com) writes:
> Has anyone had any luck connecting and actually printed on an HP
> Deskjet 820C from an 8-bit system? I'm using a 256K MI/O as the
> interface and a rather old (circa 1982) Atari format printer cable. The
> 130XE doesn't seem to recognize that the printer is actually connected.
> I've even tried sending the PCL4 printer codes for various formatting
> and such to no avail. Any suggestions? BTW, It doesn't seem to work on
> Atari800Win or PC Xformer 95 emulators either. Hmmm...

Isnt the 820C a 'Win' Printer? If so you can forget about printing
directly to it from the Atari without some interface software like
the emulator, Ape98, etc since it does not recognize ASCII data like
a 'standard' printer.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 2958. Wanted: ASM/ED cart or image

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7vp2ip$na4@freenet-news.carleton.ca>
Source record: 49124

Can anyone out there sell/trade me an original atari
assembler/editor cart for a reasonable price, or send me an
image of the rom?

I have plenty of game type carts to trade for it if
you have a real cart.

Thanks

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 2959. Re: 130 XE Compy ramdisk ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7vp4rs$hjo$1@nets3.rz.RWTH-Aachen.DE>
Source record: 49125

In article <19991031090315.02781.00000583@ng-fy1.aol.com>, atari8man@aol.com says...
>
>
>I need info on what is the XE 320 Compy ramdisk?
>
>Thanks

Sound like the Compyshop upgrade. Try the ABBUC. The site is at (IIRC) www.atari-computer-de/abbuc. Maybe you should send the floppy doc an email. He can be reached via the ABBUC site.

CU Mathy van Nisselroy

## 2960. Supra Parallel Printer Adaptor (800 xl/xe) very cheap!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <7vp5jv$82p$1@nnrp03.primenet.com>
Source record: 49126

Please go to:

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=satcom2

for more info. Thanks! -Satcom2

# 2961. Re: XF551 Os and cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7vp5p6$hjo$2@nets3.rz.RWTH-Aachen.DE>
Source record: 49127

Hallo Torsten

Du hast nicht zufaellig einige GTIA's (ohne Graphics 9 Fehler) liegen?

Cu Mathy van Nisselroy

(Ja, ich bin der MMU typ)

# 2962. Wanted: Crystal Castles XE cart please see my trade list and cash offer!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <7vp61m$83f$1@nnrp03.primenet.com>
Source record: 49128

I have looked for Crystal Castles for the XE game system for too long now.
Here's my offer:

New $35

Boxed w/manual $30

Loose w/manual $25

Loose $20

or trade (at least boxed w/manual) for:
Atari 2600 James Bond 007 (loose)
Atari 2600 Laser Gates (loose)
Atari 2600 Star Wars:Arcade Game (loose)
Colecovision Star Wars:Arcade Game (loose)
Atari Lynx Lemmings (boxed, complete, like new)
Atari 2600 Fathom (like new, boxed, complete)
Atari Jaguar Defender 2000 (new in box!)

let me know if you have this game and are interested in my offer.
thanks! -Satcom2

# 2963. Re: 800, 800xl 256k memory expansion question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7vp674$hjo$3@nets3.rz.RWTH-Aachen.DE>
Source record: 49129

In article <ltQS3.10298$Q6.286822@news1.rdc2.tx.home.com>, jasonworley@home.com says...
>
>I have some text-only articles of the Byrd (800) and Buchholz (800xl) 256k
>memory upgrades. They make several references to "diagrams" or "drawings".
>
>Does anyone have pictures or schematics of these upgrades? I've got about
>10 8-bit Atari's I want to upgrade.
>
>Thanks.

Howdy Jason

If you have patients and 30 pin SIMMs, you might wanna wait untill I tested my upgrade on an 800XL. It will give you: Separate ANTIC and CPU access, No loss of data, no loss of BASIC, OSRAM or Selftest, no funky addresses to use.

CU Mathy van Nisselroy

# 2964. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <fRMgOKya8p0fKs6MC91sm2TYblwX@4ax.com>
Source record: 49130
Body handling: HTML body converted to readable text

The other Day Gary Martin wrote:

>
>
>DunxUK wrote:
>
Does anyone know the names of all the Lucasfilm games
>released for the Atari?
>
I remember Ballblazer and Eidolon etc, but is there a way of finding
>out all
>
the titles?
>
Thanks, Dunx

>
>

They also released Koronis Rift and Rescue on Fractalus.
>

Gary, please....No HTML..

A lot of folk in here read via REAL Atari's..and other use normal
newsreaders like Agent which don't display it as readable in any form as
default. :)
--
Paul Irvine ï¿½ Film Quote #3

"Not unless you have any powdered deer penis"

# 2965. Re: Hard drives w/BB

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7vp6na$hjo$4@nets3.rz.RWTH-Aachen.DE>
Source record: 49131

In article <7vo948$559$1@news.xmission.com>, jeking@NOSPAM.com says...
>
>I have the following SCSI drives I'm trying to use with my BB (Yes, I got
>it working again.. though I lost an 80meg Scsi HD):

Howdy James

I hope the following help:

On newer harddrives you are NOT allowed to fysically format the media. So
HDFMT will not work. Just use FMTDIR.

Some harddrives are formatted with FF instead of 00 (zero zero) as sector data.
FMTDIR thinks that this is an error.

Good luck with the disks.

CU Mathy van Nisselroy

# 2966. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <7vp9fo$5e$2@kohl.informatik.uni-bremen.de>
Source record: 49132

"Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
>Wrong names, guys! Behind Jaggi Lines were the working title of Rescue on
>Fractalus. Koronis Rift was one of the later ones. As was The Eidolon.
>Ballblaster was the working title for Ballblazer.

Koroni's Rift later title, not a later name for Rescue on Fractalus.

>I must say the music score on Ballblazer is absolutely brilliant! Jazzy and
>real cool

Indeed.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 2967. Re: BBCS

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <7vparn$h95$1@news.xmission.com>
Source record: 49133

Cabell Clarke <cabell@richmond.infi.net> wrote:
> Anyone know where I can get a copy of BBCS?

I have BBCS and Carina stuff.

Send me mail for specifics..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

## 2968. APE 1.18 ATR 16mb Drive & Backup from HD

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <7vpaue$h95$2@news.xmission.com>
Source record: 49134

Trying to backup a 16mb partition on my 44mb removable Syquest - to a 16mb ATR drive on a 486 DX2/66 running Ape 1.18..

It backups about 3 files, then stalls. Hitting break a few times nudges it along, but I can only get about 12 files total before it totally craps out.

Anybody else experience this kind of problem when writing to an APE ATR drive?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 2969. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <382030BF.26AA41AA@mail.uni-mainz.de>
Source record: 49135

DunxUK schrieb:
>
> Does anyone know the names of all the Lucasfilm games released for the Atari?
>
> I remember Ballblazer and Eidolon etc, but is there a way of finding out all
> the titles?
>
> Thanks, Dunx

Hello,
the other Lucasfilm titles on Atari 8Bit were "Koronis Rift", "Rescue on Fractalus" released on Disk and Tape. You can also mention the 3 Starwars games "Starwars - the Arcade game", "Starwars - the Empire strikes back" and "Starwars - Return of the Jedi". These were published by Parker on Cart (but you also find them on Tape or Disk !!).

Greetings - Andreas Magenheimer

P.S.: For the ST there were some more Lucasfilm games I guess, since I do not own any ST like computer, I am guessing that "Maniac Mansion", "Zack Mc Cracken" and other C64 Lucasfilm games appeared on ST also... (But I could be wrong with this !!)

# 2970. Re:PAL GTIA (was: XF551 OS)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38203646.BFA41540@mail.uni-mainz.de>
Source record: 49136

Mathy Van Nisselroy schrieb:
>
> Hallo Torsten
>
> Du hast nicht zufaellig einige GTIA's (ohne Graphics 9 Fehler) liegen?
>
> Cu Mathy van Nisselroy
>
> (Ja, ich bin der MMU typ)

Yes, of course Torsten has GTIA`s without these strange gr. 9/11 bugs.
All of these newer und buggy GTIA`s were built with the "eastern
european" XE computers. they were made in China. Although Atari knew
about this, they did not change them. so you have to replace them with
older XL/XE GTIA chips...

But one more thing to GTIA and Antic chips: All PAL versions of these
chips have a color bug, since gr. 11 produces 16 colors, but merely 15
different colors (one color: brown at the beginning and end of the
palette is absolutely the same; normally there should be a red tone here
!); with gr. 9 you will see 16 shades, but merely 15 different shades
(the same as gr. 11, one shade is doubled!).

Strange enough, I also found this color bug to appear in PAL Antic
chips, there is also the red tone missing (and the brown one doubled !).
This color bug appears in all PAL Antic and especially GTIA chips. Atari
never fixed it, so you find it inside any GTIA equipped PAL Atari 800
and also the later XL and XE models. Since PAL users have to live with
this bug, they sometimes do programs which look absolutely strange on
NTSC and vice versa (not to mention the different Herz frame 50/60 hz
and higher PAL line resolution/overscan).

Imagine the following: a PAL GTIA has 15 colors in gr. 11
a NTSC GTIA has 16 colors in gr. 11
a PAL GTIA has 15 shades in gr. 9
a NTSC GTIA has 16 shades in gr. 9

Thus, a combination of gr. 9 and 11 gives:
16x16 = 256 colors on NTSC
15x15 = 225 colors on PAL

And - as said before, the bug seems also to appear with Antic...
Bad luck, we PAL users... Greets - Andreas Magenheimer.

# 2971. FA: Lots of original Atari hardware, software, books (programming, technical) -- Ends 11/4

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-03 00:00:00 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <sBWT3.1323$UG2.13559@typhoon3.tampabay.rr.com>
Source record: 49137

One day left. Check them all out at:

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=hughfalk@mindspring.com

# 2972. Re: APE 1.18 ATR 16mb Drive & Backup from HD

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <7vqk08$6m5$1@news.xmission.com>
Source record: 48958

Russg <russg@en.com> wrote:
> Jim.
> I bet you're using Sparta X at high speed. Try turning off the high speed
> on the X cart. I forget how to do it.

Yep.. You pegged that one. I'm using SpartaDos X 4.22 on an XE. I'll have
to play around with speed settings. Are you talking about the high speed
on APE or on the XE?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 2973. Re: IRC server for Atari8 fans

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3821e41e.172456041@news.ds.centuryinter.net>
Source record: 48959

On Wed, 3 Nov 1999 16:57:29 -0500, rlcolli@ibm.net (Ryan Collins)
wrote:

>Jeffry Johnston <jeffryj@primenet.com> wrote:
>
>> Jon Melbo <ssilicon@centuryinter.net> wrote:
>> : Did it work out for you ok then otherwise? Yeah, like I said, as far
>> : as when is a good time or time(s) to meet... that's up to everyone to
>> : tell each other or decide and whatnot.
>>
>> works great! Talked to a cool person there today.. thanks ! :)
>> calamari
>
>I tried it today, and couldn't get connected. Is everything ok?

Server is IRC type. Standard port 6667. Address is
ssilicon.w1zard.net

Did you accidentally use an "i" instead of a "1" in w1zard? Also, the
resolving of that to my IP is done by a buddy of mine way down in
Austin. It is possible that his machine that does that resolving was
temporarily unavailable when you tried. My server has been up solid
for quite a while now. My direct IP is 209.206.149.190 if you have
further trouble.

# 2974. Re: HP Deskjet 820C

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3822e52b.172725240@news.ds.centuryinter.net>
Source record: 48960

On Tue, 2 Nov 1999 20:45:13 -0800, "John K. Picken"
<yg473@victoria.tc.ca> wrote:

>Please, jag in the html crap--not everyone logs on to usenet with
>graphical browsers.

I agree. In fact, HTML doesn't belong in news or mail at all. Usenet
is SOOOO massively huge with straight text, that we certainly don't
need to go making everything HTML.

# 2975. Re: Atari Chat session

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3820e188.171794231@news.ds.centuryinter.net>
Source record: 48961
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Tue, 2 Nov 1999 21:16:00 +0000, Lonny Pursell <atari@bright.net>
wrote:

>Why not use any one of the already setup networks? Like IRCNet for
>example. Already quite a few Atari users there, some 8-bit owners as well
>as ST.

Nothing wrong with that, but with my server you don't get netsplits,
rude teenagers, cybersex requests, spam, nick problems, etc. On the
other hand, since my server is on my personal machine, there are times
when I reboot or in some way disrupt the server. It doesn't happen
all that much but it does a little. A good friend of mine, who also
has a dedicated connection like I have, but also has a totally
dedicated Linux box for running his servers, has offered to host it
there. That machine of his almost is never taken down.

Like I said, it doesn't matter to me. I just think that it's nice we
have a place to meet for chat that's half way reliable. Does nothing
for me to be the one hosting.

# 2976. WTB: Action! programming language cart and manual

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: Jason Worley <jasonworley@home.com>
Message-ID: <LA5U3.40967$Q6.560160@news1.rdc2.tx.home.com>
Source record: 48962

If you have an O.S.S. Action! programming language cartridge (preferably with manual) for sale, please email me.

# 2977. Re: Retireing Moving Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <19991103205850.02620.00000939@ng-ck1.news.cs.com>
Source record: 48963

>10 ea Atari 130XE's used in a school district, either good or for parts
>you check them out. Price $15.00 ea shipping included.

Hi Bob-
I'd be interested in a couple of 130 XE's if
you have any left now. Let me know.
Thanks,
Larry White

# 2978. Re: APE 1.18 ATR 16mb Drive & Backup from HD

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3825eb4d.174295339@news.ds.centuryinter.net>
Source record: 48964

On 4 Nov 1999 00:28:56 GMT, jeking@NOSPAM.com wrote:

>Russg <russg@en.com> wrote:
>> Jim.
>> I bet you're using Sparta X at high speed. Try turning off the high speed
>> on the X cart. I forget how to do it.
>
>Yep.. You pegged that one. I'm using SpartaDos X 4.22 on an XE. I'll have
>to play around with speed settings. Are you talking about the high speed
>on APE or on the XE?

I think he meant on the XE. SDX has a config.sys file that you can
change to specify the speed setting.
Check the manual.

# 2979. Re: APE 1.18 ATR 16mb Drive & Backup from HD

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <7vr0pc$btq$1@news.xmission.com>
Source record: 48965

Jon Melbo <ssilicon@centuryinter.net> wrote:
> I think he meant on the XE. SDX has a config.sys file that you can
> change to specify the speed setting.
> Check the manual.

Actually, as it turns out, I had to force APE to not us APE+ or
Ultraspeed. Once I did that, I was able to back up to a 16mb partition on
my APE PC.

Thanks for the help, all!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 2980. WTB: Atari 8-bit items

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <382111a4@athene.hdm-stuttgart.de>
Source record: 48966

Looking to buy or trade for the following Atari 8-bit items.
Must be in very good working condition.

1. 1010 or other Atari Cassette drive.

2. Atari 850 Interface.

3. SpartaDos X cartridge.

I'm located in the USA, but would consider purchasing from
overseas. If you have any of these items for sale or trade,
then e-mail me the details with asking price.

Thanks,
phantomm@kih.net

## 2981. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <7vr4l8$an9$1@dailyplanet.wam.umd.edu>
Source record: 48967

Vidar \"Hawk\" Olavesen (olavese@online.no) wrote:

: I must say the music score on Ballblazer is absolutely brilliant! Jazzy and
: real cool

One of my favorite themes for a computer game, particularly the propulsive sounds. The name of the guy who wrote the music escapes me at the moment, but I remember him saying in an interview (circa 1984) that the improvisational jazzy interludes were added later to give the music some variation. He said that when he played the original music, people in the office danced to it. But when they stopped dancing, he realized it was too monotonous.

# 2982. Re: Hard drives w/BB

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-TuM2c4bOVkgd@localhost>
Source record: 48968

On Wed, 3 Nov 1999 03:11:04, jeking@NOSPAM.com wrote:

> I have the following SCSI drives I'm trying to use with my BB (Yes, I got
> it working again.. though I lost an 80meg Scsi HD):
>
> Syquest EZ-135.. I can hit it and start a format, but almost every sector
> is reportedly bad
>
> Conner CFA540S.. Can't hit it at all and I have three of them!
>
> Micropolis 2217AV Scsi .. Cant hit it either.. and I have two of them
>
> Seagate ST15230N.. Cant hit it either.. by itself.
>
> All are pulled from old PC's and were functional on a PC.
>
> I know someobody else out there is using a Syquest EZ135.. and I've used
> their specs. What program did you use to low level format (I've tried
> three different carts that were known as good on a PC).
>
> Any help appreciated. For now, I'm just running on a Syquest 44mb
> removable SCSI.

Do any/all these drives require parity??? you may haft to modify the
bb to generate parity.

James B

# 2983. Re: In Terminator 2, there was a Portfolio being used

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-3fc2dwpr80HZ@localhost>
Source record: 48969

On Tue, 2 Nov 1999 06:58:56, dunxuk@aol.com (DunxUK) wrote:

> Since we are on films at the moment, does anyone remember the film where, when
> getting ready to launch a spaceship (shuttle?), an Atari floppy disk loading
> noise is clearly heard?
>

There was a movie called flying high 2 i think it was. Had an 8bit by
the sound of it.

James B

# 2984. Re: APE 1.18 ATR 16mb Drive & Backup from HD

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-RPqTHpiRyMdI@di02-ks.cth.com.au>
Source record: 48970

On Wed, 3 Nov 1999 12:48:14, jeking@NOSPAM.com wrote:

> Trying to backup a 16mb partition on my 44mb removable Syquest - to a 16mb
> ATR drive on a 486 DX2/66 running Ape 1.18..
>
> It backups about 3 files, then stalls. Hitting break a few times nudges
> it along, but I can only get about 12 files total before it totally craps
> out.
>
> Anybody else experience this kind of problem when writing to an APE ATR
> drive?

I have this problem. I have tried to use the BB sector copyer
programme but it stops randomly and will not start again. It seems do
that only when writing to the serial port, ie Ape, 1050 etc. From one
harddrive to another or the floppy board, it is fine. Reading from
serial is fine as well. There must be a bug in it.
The only way I could do it was to write a custom sector copy proramme.
It was very simple. Read in 32K, write 32K etc till the whole hd was
backed up on ape.
Took ages when I had several to do.

James B

# 2985. Re: In Terminator 2, there was a Portfolio being used

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <iJaU3.1003$1C4.11026@news1.online.no>
Source record: 48971

Flying High 2 is the same as Airplane 2

<sup8pdct@mail.cth.com.au> wrote in message
news:olg28mVLDrMR-pn2-3fc2dwpr80HZ@localhost...
> On Tue, 2 Nov 1999 06:58:56, dunxuk@aol.com (DunxUK) wrote:
>
> > Since we are on films at the moment, does anyone remember the film
where, when
> > getting ready to launch a spaceship (shuttle?), an Atari floppy disk
loading
> > noise is clearly heard?
> >
>
> There was a movie called flying high 2 i think it was. Had an 8bit by
> the sound of it.
>
> James B
>

# 2986. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: jlodoen@server.thegrid.net
Message-ID: <CxbU3.1255$eJ4.45945@typhoon01.swbell.net>
Source record: 48972

In article <7vr4l8$an9$1@dailyplanet.wam.umd.edu>, eplicon@wam.umd.edu (Jack H. Lee) wrote:
>Vidar \"Hawk\" Olavesen (olavese@online.no) wrote:
>
>: I must say the music score on Ballblazer is absolutely brilliant! Jazzy and
>: real cool
>
>One of my favorite themes for a computer game, particularly the propulsive
>sounds. The name of the guy who wrote the music escapes me at the moment,
>but I remember him saying in an interview (circa 1984) that the
>improvisational jazzy interludes were added later to give the music some
>variation. He said that when he played the original music, people in the
>office danced to it. But when they stopped dancing, he realized it was
>too monotonous.
ANTIC VOL. 3, NO. 4 / AUGUST 1984 / PAGE 40

"The original concept of the game was to have two (or many) objects attracting in the realistic world, using invisible forces based on realistic models," explains game group leader PETER LANGSTON. "Although they may not be exactly what we experience in our word, the physical laws (in Ballbazer) are internally consistent and they make sense. And, as a result, when you play the game, you can predict what's going to happen in something that you've never tried before."
LANGSTON, whose extensive game-writing background includes experience with the multi-user Unix system, said "The computer should be a medium to connect people together to play games. The real fun comes from playing with other people."
Although a player can choose to play the computer in Ballblazer, the game is primarily designed for two people. Ballblazer forces the player to think about his or her opponent. "It's hard because it's a sport," LANGSTON said.
The realistic nature of Ballblazer rests on its internally consistent physics, its obvious relation to soccer or similar sports, and its familiar music-a fast-paced jazz score.
The sound for Ballblazer was produced by LANGSTON, a musician with experience arranging and performing jazz, rock and American folk music. "One reviewer, an eminent jazz player, said it sounded like John Coltrane did it. I think that's my best compliment so far."

# 2987. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <7vribo$le2$12@kohl.informatik.uni-bremen.de>
Source record: 48973

Peter Laing <snailboy1@earthlink.net> wrote:
>Those Lucasfilm games certainly showed off the capabilities of the 8-bits.
>The real-time fractal graphics were fairly awesome for the time.

I've read somewhere that the "fractals" in RoF were fake. But it sure
looked great. Anyone else fall from the seat when the green guy came up? ;)

The Amiga version of Ballblazer ("Master Blazer") had a rendition of
the Rescue on Fractalus graphics engine, but it was never completed
into a full game.

>How did the relative ports to the Commodore 64 compare to the Atari versions
>?

I only saw C64 Ballblazer once back then and it really wasn't as good as the
XL version. Incidently, I just acquired a Ballblazer XE cartridge and it
even has the cool intro that was only on the American Epyx version, not
on the European one that was released by Activision.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 2988. Re: Ballblazer (was: 'Lucasfilm' games for Atari)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <7vrht1$le2$11@kohl.informatik.uni-bremen.de>
Source record: 48974

Jeff Lodoen <jlodoen@server.thegrid.net> wrote:
> LANGSTON, whose extensive game-writing background includes experience with
>the multi-user Unix system, said "The computer should be a medium to connect
>people together to play games. The real fun comes from playing with other
>people."

Ballblazer over the 'Net... Man... *sigh* :)

The PlayStation version sadly didn't live up to my expectations because
it relied on it's 3D stadiums and the game was not as perfectly fluid
as the original 8-Bit version. Also, the RotoSnap(tm) feature, which
made much of the original game was removed for a free 360 degree
rotation. Bad idea.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 2989. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: velcro@pifwud.netunlimited.net.invalid
Message-ID: <7vrgtr$nch$1@news.netunlimited.net>
Source record: 48975

** To reply in e-mail, remove "pifwud." and ".invalid" from address **

On Wed, 03 Nov 1999 03:09:12 GMT, Jon Melbo wrote about Re: 'Lucasfilm' games for Atari:

> I know of four. You named two. The other two are Chronos Rift and
> Rescue on Fractalus.

Koronis Rift was my favorite. I remember the Pokemon-like
assortment of weapons you could discover. It seems to me like
the Lucasfilm games always had a high difficulty level.
Eidolon in particular was very hard. Eidolon had great
graphics but the gameplay of figuring out which fireballs to
lob at the dragons was really not much fun in my opinion and
I kept dying all the time. :(

VS

# 2990. Re: HP Deskjet 820C

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <38217291.9D9CBC12@ix.netcom.com>
Source record: 48976

Alan Sharkis wrote:
>
> Something nobody brought up is that most, if not all, of the deskjets
> require a bidirectional printer cable. I'm not sure that the Atari-style
> cable has enough lines to do the bidirectional thing.
>
> H-P has a ton of info on its Website, and a "moderated" tech Q&A forum. I
> recently d/l'd a maintenance hint that would have saved a lot of people a
> lot of money re: black streaking in the 600 series of Deskjets. Maybe they
> can answer this specific question for you.
>
> Take care.
>
> Alan
>
> Robert S Ely <rely@ix.netcom.com> wrote in message
> news:381F000C.415BE2BD@ix.netcom.com...
> > Has anyone had any luck connecting and actually printed on an HP
> > Deskjet 820C from an 8-bit system? I'm using a 256K MI/O as the
> > interface and a rather old (circa 1982) Atari format printer cable. The
> > 130XE doesn't seem to recognize that the printer is actually connected.
> > I've even tried sending the PCL4 printer codes for various formatting
> > and such to no avail. Any suggestions? BTW, It doesn't seem to work on
> > Atari800Win or PC Xformer 95 emulators either. Hmmm...
> > The weird part is the emulators do work with my networked (Banyan Vines
> > PCPrint (WIN98 too)) HP Laserjet 4+. I'm stumped. Hmmm...

Thanx Al! BTW, a user her at my work came up with an ingenious way to
fix the streaking problem. She ran one of those industrial strength
paper towels through the printer and it actually removed some debris
from the paper path. The funny part is that the picture she printed
looked pretty cool too.

Now, here's another question on the 820C topic. Has anyone ever built a
real bi-directional full Centronics parallel port for the 8-bits? If so
where can I get one or get the info to build one?
--
Robert S Ely
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

# 2991. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3821738D.B6790EFE@mail.uni-mainz.de>
Source record: 48977

[snip] ... Lucasfilm games...
Those Lucasfilm games certainly showed off the capabilities of the
8-bits.
> The real-time fractal graphics were fairly awesome for the time.
> How did the relative ports to the Commodore 64 compare to the Atari versions
> ?
> I remember at the time wondering how they got around the speed differences
> between
> then machines and converting to the more limited color palette of the 64.
>
> Cheers
> Peter

Hello Peter,
the Lucasfilm games were very sssllooowww on the C64 and had awful
graphics/colors, compared to the Atari versions. But since they were
originally programmed on an Atari system, this is no wonder. Look at
more "programmed on Atari" titles, such as Alternate Reality and others.
They are also very slow and do not have such nice graphics on other
platforms. Therefore you find many Atari titles, that were originally
not programmed on an Atari and thus look awful here... (think of those
many C64, CPC and Spectrum to Atari conversions in the UK ans USA !)
Greetings - Andreas

# 2992. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3821764B.6FDBC124@mail.uni-mainz.de>
Source record: 48978

Vidar \"Hawk\" Olavesen schrieb:
>
> > > Does anyone know the names of all the Lucasfilm games released for the
> Atari?
> > >
> > > I remember Ballblazer and Eidolon etc, but is there a way of finding out
> all
> > > the titles?
> > >
> > > Thanks, Dunx
> >
> > Hello,
> > the other Lucasfilm titles on Atari 8Bit were "Koronis Rift", "Rescue on
> > Fractalus" released on Disk and Tape.
> Also released on cartridge, I got it
>
Yes, you are right. RoF and Ballblazer were also released on carts,
since Atari had the rights/licences to both games. Unfortunately they
did never buy the rights/licences to Koronis Rift and The Eidolon, thus
they did never appear on carts... :( (very sad!) greetings -
Andreas Magenheimer

# 2993. Re: Hard drives w/BB

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7vs1be$e0j$2@nets3.rz.RWTH-Aachen.DE>
Source record: 48979

Howdy James, James and the rest of you folks

>Do any/all these drives require parity??? you may haft to modify the
>bb to generate parity.
>
>James B

Either via the Parity PAL which Bob Puff will sell you for 15 bucks or buy
74xx280. It won't be pin compatible, but it's cheap.

CU Mathy van Nisselroy

PS you'll have to solder them to the 74xx640

# 2994. Re: HP Deskjet 820C

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s238fvsl24263@corp.supernews.com>
Source record: 48980

Robert S Ely <rely@ix.netcom.com> wrote in message
news:38217291.9D9CBC12@ix.netcom.com...
> Now, here's another question on the 820C topic. Has anyone ever built a
> real bi-directional full Centronics parallel port for the 8-bits? If so
> where can I get one or get the info to build one?
It would have been bidirectional if I had chosen it to be. It was a really ugly hack in my case. I piggybacked two PIA chips and just soldered a ribbon cable directly to the pins of the 2nd PIA and a centronics type plug. You have a huge number of pins just bent out when you do it this way, something like 21 pins or so. For the !CS line of the 2nd PIA, I didn't even solder the connection to the MMU, I just stuck a piece of ww into the MMU socket and put the MMU back to lock it. I think I used the $D600 pin of the MMU, but it has been a long time so...

I never bothered to write a handler for it, just used a BASIC program to dump files to the printer.

# 2995. Re: APE 1.18 ATR 16mb Drive & Backup from HD

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <3821b591$0$29633@news.voyager.net>
Source record: 48981

Jim.
I don't remember a high speed setting on APE. I guess you're right, tho,
APE has a high speed setting. I was talking about the Sparta X cart
settings. Actually, I would suggest using Sparta 3.x, instead of Sparta X.
Sparta X is nice, but I get bad writes and mess up disks with it.
You can set APE as fast as it will go. Just try slowing both ends down
at first. Of course, you're backing up 16 megs of stuff and don't want
to slow it down.
Russg

# 2996. Re: HP Deskjet 820C

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <3821c228@news.usenetnews.org>
Source record: 48982

Cool, I have an OfficeJet 600 and I was wondering how in the hell to fix
that, so how do I do it?:). One thing I also discovered...If anyone has
this printer, don't you hate it when you try to scan something and you get
streaks through the image, well, a way I figured out how to fix this is
clean the scanner part w/ a Q-tip and alcohol and dry w/ a non-lint paper
towel.

Laters,

antbaker@arn.net
(No, I don't bake ants.)

Alan Sharkis wrote in message <7vpgv2$1p8$1@autumn.news.rcn.net>...
>Something nobody brought up is that most, if not all, of the deskjets
>require a bidirectional printer cable. I'm not sure that the Atari-style
>cable has enough lines to do the bidirectional thing.
>
>H-P has a ton of info on its Website, and a "moderated" tech Q&A forum. I
>recently d/l'd a maintenance hint that would have saved a lot of people a
>lot of money re: black streaking in the 600 series of Deskjets. Maybe they
>can answer this specific question for you.
>
>Take care.
>
>Alan
>
>
>
>
>Robert S Ely <rely@ix.netcom.com> wrote in message
>news:381F000C.415BE2BD@ix.netcom.com...
>> Has anyone had any luck connecting and actually printed on an HP
>> Deskjet 820C from an 8-bit system? I'm using a 256K MI/O as the
>> interface and a rather old (circa 1982) Atari format printer cable. The
>> 130XE doesn't seem to recognize that the printer is actually connected.
>> I've even tried sending the PCL4 printer codes for various formatting
>> and such to no avail. Any suggestions? BTW, It doesn't seem to work on
>> Atari800Win or PC Xformer 95 emulators either. Hmmm...
>> The weird part is the emulators do work with my networked (Banyan Vines
>> PCPrint (WIN98 too)) HP Laserjet 4+. I'm stumped. Hmmm...
>
>

## 2997. LucasFilm Games II

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: Anthony Baker <antbaker@arn.net>
Message-ID: <3821c418@news.usenetnews.org>
Source record: 48983

Hello,

Does anyone have the instructions to Eidolon either online or that can be
e-mailed to me?

Laters,

antbaker@arn.net
(No, I don't bake ants)

# 2998. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <2HEhOC+NpxBCJpZI3hrdTb09wHd6@4ax.com>
Source record: 48984

The other Day Thomas Meyer <i03a@zfn.uni-bremen.de> wrote:

>Peter Laing <snailboy1@earthlink.net> wrote:
>>Those Lucasfilm games certainly showed off the capabilities of the 8-bits.
>>The real-time fractal graphics were fairly awesome for the time.
>
>I've read somewhere that the "fractals" in RoF were fake. But it sure
>looked great. Anyone else fall from the seat when the green guy came up? ;)

Ha ha...unlike some I didn't fall off my seat but it sure did make me jump!
>
>The Amiga version of Ballblazer ("Master Blazer") had a rendition of
>the Rescue on Fractalus graphics engine, but it was never completed
>into a full game.

Factor 5 were to do a PSX version but Lucas canned it after the poor
BallBlazer upgrade sales. Rescue could have lived again.....
>
>>How did the relative ports to the Commodore 64 compare to the Atari versions
>>?
>I only saw C64 Ballblazer once back then and it really wasn't as good as the
>XL version.

The C64 version was pretty gritty compared..

>Incidently, I just acquired a Ballblazer XE cartridge and it
>even has the cool intro that was only on the American Epyx version, not
>on the European one that was released by Activision.

I presume it's the same intro I remember, a GR.9 pod shooting across the
screen a few times and then the cockpit opening and the pilot waving?

Trying to remember the Rescue intro, a GR.9 ship and starfield come to mind
although I could be mistaking this with the walking Robot and Ship demo
that was done around that time.
--
Paul Irvine ï¿½ Film Quote #4

"Some people have faults, mines in California"

## 2999. CinciClassic '99 Last Update

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: William Augustine <Augustine@c2is.com>
Message-ID: <7vsj37$8vp$1@chiapas.optimum.com>
Source record: 48985
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.programmer

Only one more day until Friday, November 6 (opening night of CinciClassic)!
Response has been overwhelming!

This will likely be the final update. Check the web site or email us if
there are any pressing questions.

Tentative Schedule (all times subject to change):

Convention hours:
Friday 7pm - 10pm
Saturday 9am - 10pm
Sunday 11am - 2pm

Extra late night gameplay likely for Friday and Saturday
Sunday is typically just packing up to go
Auction 4pm Saturday
Arcade tournament Saturday until the auction (mystery game)
Other tournaments 1pm - 4pm Saturday (Bomberman plus 1 or more mystery
games)

Official web site: http://ic.net/~craig/cinci/
Phone number: (513)272-4000 (do not call before 6pm Friday)

Things you might want to bring: Power strips, small televisions, folding
chairs. Classic games for playing, trading, demonstrating, and bragging.

Here are some of the latest news items.

News item: William Moeller has announced that he may be coming to the show
to demo the INTV2PC hand controller, as well as the Intellivision Keyboard
Component and the unreleased Colecovision game "Steamroller" (written by the
author of BeamRider, David Rolfe)

News item: Current new Lynx games (PONX, Lexis, Sokomania, SFX) from
Songbird Productions and others will be for sale at CinciClassic. Also,
upcoming Jaguar games (Protector, Skyhammer) from Songbird Productions will
be available for demonstration and play.

News item: Prizes and giveaways from Hasbro, Intellivision Productions, and
others will be featured at CinciClassic.

News item: William Cassidy will be on hand to demo the Odyssey 2 multi cart
on Saturday.

News item: Many issues of Classic Gamer magazine will be given away.

News item: Several hundreds of dollars worth of tournament prizes donated by popular video game companies and private collectors will be given away.

Cincinnati weather is going to be in the mid 60's all weekend and partly sunny.

Hope to see you there!

## 3000. Re: More cartridge port help?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7vsmst$ioh$1@gxsn.com>
Source record: 48986

Hi,

> It goes negative?

No, it's active LOW. Therefore it goes to 0V when asserted and is at +5V when
not asserted.

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 3001. Re: APE 1.18 ATR 16mb Drive & Backup from HD

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <7vspca$in7@freenet-news.carleton.ca>
Source record: 48987

(sup8pdct@mail.cth.com.au) writes:
> On Wed, 3 Nov 1999 12:48:14, jeking@NOSPAM.com wrote:
>
>> Trying to backup a 16mb partition on my 44mb removable Syquest - to a 16mb
>> ATR drive on a 486 DX2/66 running Ape 1.18..
>>
>> It backups about 3 files, then stalls. Hitting break a few times nudges
>> it along, but I can only get about 12 files total before it totally craps
>> out.
>>
>> Anybody else experience this kind of problem when writing to an APE ATR
>> drive?
>
> I have this problem. I have tried to use the BB sector copyer
> programme but it stops randomly and will not start again. It seems do
> that only when writing to the serial port, ie Ape, 1050 etc. From one
> harddrive to another or the floppy board, it is fine. Reading from
> serial is fine as well. There must be a bug in it.
> The only way I could do it was to write a custom sector copy proramme.
> It was very simple. Read in 32K, write 32K etc till the whole hd was
> backed up on ape.
> Took ages when I had several to do.

If this probem can back up one 16mb ATR to another for testing,
send it over and I will get it working w/ APE. If it absolutely requires
a black box then all I can suggest is you relax the APE timings a bit.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

## 3002. Re: LucasFilm Games II

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991104151551.13755.00001714@ng-fw1.aol.com>
Source record: 48988

> instructions to Eidolon

try here:
http://www.crestviewfl.com/~richard/atari-docs.htm

Ron

Above average intelligence has always run in my family. Ambition, however, has always walked with a slight limp....

## 3003. Homepage moved.....

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: Bernie <bernie@the.world.com>
Message-ID: <7vt2a5$ord$1@tesla.a2000.nl>
Source record: 49038

Hello ALL atari 8-bits freak,

The HomePage of Beco Tel BBS has moved ! ! !

http://people.a2000.nl/becotel

So if you like to take a look..... Go to this url ! ! !

SOON you can get your onw E-mail account at Beco Te; Homepage ! !

Gt.x. Sysop Bernard of Beco Tel BBS

# 3004. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: Julian Eggebrecht <julian@factor5.com>
Message-ID: <3822237e$0$227@nntp1.ba.best.com>
Source record: 49039

> >>Those Lucasfilm games certainly showed off the capabilities of the
8-bits.
> >>The real-time fractal graphics were fairly awesome for the time.

Yes they were - Loren Carpenter, who did the Star Trek 2 Genesis sequence sat down with the games group and came up with the idea AND! the code for the Fractal stuff on the 8-bit. It was very clever and nicely cheated/stripped down. I have the source code and man, it was really neat. Loren is one of the main gurus in CG and has been one of the founding fathers of Pixar. We had rather long sessions with him about the fractal stuff when the Amiga Fractalus was started.

> >The Amiga version of Ballblazer ("Master Blazer") had a rendition of
> >the Rescue on Fractalus graphics engine, but it was never completed
> >into a full game.

The Amiga was not powerful enough to get away with the same tricks as the 8-bit Atari. People exspected real 3D and not only 2D planes of fractal mountains. The Amiga could do more planes of mountains at higher resolutions, but that wasn't enough - at least we thought so.

> Factor 5 were to do a PSX version but Lucas canned it after the poor
> BallBlazer upgrade sales. Rescue could have lived again.....

That's not entirely true, Paul :). Return to Fractalus became Star Wars: Rogue Squadron for the N64. The landscape engine is without fractalisation, because - alas, the N64 once again was not powerful enough. But it finally seems to be there with Nintendo Dolphin and PlayStation 2....

> >Incidently, I just acquired a Ballblazer XE cartridge and it
> >even has the cool intro that was only on the American Epyx version, not
> >on the European one that was released by Activision.

The Intro versions of Rescue and Ballblazer (little "movies" during loading) are very rare.

You guys all forget Labyrinth and Battlehawks in the Lucasfilm Games Atari 8-Bit history. Both were never published, Labyrinth was actually finished but came out only on C64, whereas Battlehawks was a Prototype of a Helicopter-in-a-city against terrorists 3D shooter. Very cool but never finished.

Cheers,

Julian Eggebrecht

# 3005. FS: NEW Atari Power Supplies (USA)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7vtbfs$hdl$1@bgtnsc03.worldnet.att.net>
Source record: 49040

Gotta clear out my remaining stock of Atari Power Supplies. The following
are all NEW, most in original Atari box or plastic bag (as shipped to me by
either Atari or Best Electronics). Clearance prices INCLUDE Priority Mail
shipping within the continental USA only.

Part # For Atari System: Price Each:

CO17945 400/800/1050 $10 (6 available)
CX261 2600/XEP80/SX212 $ 6 (3 available)
CB10350 7800 $10 (2 available)
CO70099 520ST $12 (1 available)
CA026211-001 SH204 (internal) $10 (1 available)
CB102160 Falcon (internal) $25 (1 available)

I also have the following USED Power Supplies available. Prices INCLUDE
Priority Mail shipping, same as above:

C107945 400/800/1050 $ 8 (3 available)
CO61636 Printer $ 5 (1 available)
CO70099 520ST $ 8 (3 available)
CO70091-014 SF314/SF354 $10 (2 available)
CO14319 (unknown) $ 5 (1 available)
C103599-401 (unknown) $ 5 (1 available)
CO16353-101 2600/XEP80/SX212 $ 5 (1 available)

If interested, please reply by Email to s.winick@worldnet.att.net

Sheldon

# 3006. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <7vtbtg$l8h$1@holly.prod.itd.earthlink.net>
Source record: 49041

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in message
news:3821738D.B6790EFE@mail.uni-mainz.de...
> [snip] ... Lucasfilm games...
> Those Lucasfilm games certainly showed off the capabilities of the
> 8-bits.
> > The real-time fractal graphics were fairly awesome for the time.
> > How did the relative ports to the Commodore 64 compare to the Atari
versions
> > ?
> > I remember at the time wondering how they got around the speed
differences
> > between
> > then machines and converting to the more limited color palette of the
64.
> >
> > Cheers
> > Peter
>
> Hello Peter,
> the Lucasfilm games were very sssllooowww on the C64 and had awful
> graphics/colors, compared to the Atari versions. But since they were
> originally programmed on an Atari system, this is no wonder. Look at
> more "programmed on Atari" titles, such as Alternate Reality and others.
> They are also very slow and do not have such nice graphics on other
> platforms. Therefore you find many Atari titles, that were originally
> not programmed on an Atari and thus look awful here... (think of those
> many C64, CPC and Spectrum to Atari conversions in the UK ans USA !)
> Greetings - Andreas

I remember falling off my chair when playing ROF the first time one of the
green aliens popped up...
As for performance, this is much what I expected. I can imagine certain
benefits of the C64 versus
the Atari for the game I'm developing at the moment, but I can also see more
problems.
In particular I always thought the Atari was a superior target for doing 3D
type stuff. Some games
on the C64 certainly impressed me however. I was really impressed when I
saw 'The Last Ninja'
on a friends C64.

I think Atari was really ahead of it's time with the 8-bit's. If you
compare other systems capabilities
versus the original Atari-800 (Especially later ones with GTIA) and the
decent clock speed. (Most 6502

Systems ran at 1 Mhz back then).

The only system I know of with a faster 6502 was the GT edition of the OSI's which could be gotten
with a 3 Mhz 6502, I think they also had an OSI model with a 6800, a 6502 and a Z-80 (or 8085) an
early multiprocessor type thing.
The OSI's of this error had 64x32 character graphics (non redefinable), (graphics wasnt their strong point).

I remember seeing some of the ports from other systems to the Atari. They usually had terrible graphics
(compared to what the Atari was capable of). Does anyone remember reading the Micro magazine/books ?
they used to have some interesting hardware/software for 6502 based systems.

I've never actually played Alternate Reality. I'm planning on playing it sometime in the future however.
Anyway I just wanted to add my Support to Lucasfilm for the awesome games they wrote/write.

Cheers
Peter
snailboy1ATearthlinkDOTnet

# 3007. More Atari! Arcade Classic Nostalgia! Friendly Service! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7vu2n1$rbk$1@user2.teleport.com>
Source record: 49042
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

(Update: 11/04/99) I've just added a bunch of Titles to my Atari 8 Bit SoftWare Catalogs. All Games!!! A number of them are UnOpened! Many for only $5 a pop! And I went through my Catalog and did some adjusting of prices. Right now my 8 Bit SoftWare Catalog has a bigger Byte count than ever.

Atarians Unite! Are you pining for the days of a simpler Computer? Do you miss Arcade Classics like Asteroids, BattleZone, Joust, Missile Command, Robotron 2084 and my favourite Star Raiders! Well Bravo Sierra Computers has them. Are you wandering, wandering in the desert of violent video games. Games too violent for children? With Blood & gore? Two companions of youth nowadays. Especially those you hear about in the news who kill fellow students at school. If your preferences for games lean more towards family friendly. Like it used to be. Try some of my Atari Arcade classics. I have oodles of Atari SoftWare! As well as truckloads of Atari HardWare. And Libraries of Atari Books. Reference material and things you thought you'd never find! So come check it out. The best of Classic Atari 8 Bit & Atari ST. E-Mail me at

e-mail: atari@benjamin.net

Or call me anytime at (503)256-9974 to talk to a warm, friendly, people person! Your more likely to reach me from 3 PM-3 AM Pacific Standard time. And thats most likely the times I can return calls. I'm perfectly willing to call you, on my own dime to answer your questions. I'm a people person and those who have dealt with me will find me patient, a good listener and even a good teacher. So if you can't call me Today? Call me Tomorrow!

Click for WebSite!

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. In Fact check it regularly as my Catalogs are updated regularly. I have 6 different Catalogs, and my SoftWare Catalogs are my largest. They have the biggest Byte Count. And remember if you can't come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

***FREE*** Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-
Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at
http://www.atari.benjamin.net And Jump to my FTP site linked to my Web
Site so you can Download Free Catalogs or FTP directly to my site at:
ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way,
Feel free to Request catalogs through E-Mail. Really, it's not an
inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both!
Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail.
Please let me know if I can attach text files to your E-Mail. Catalogs
are just regular ASCII text files so you can download them into your
text editor and view them, edit them or print them out! It would make
things easier for me if you take my Catalogs, load them into your text
editor, delete what you don't want and E-Mail me the rest! To expedite
things, include your complete Mailing address so I can figure your
Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity,
you are cordially invited to attend a Meeting of the Portland Atari
Club. You don't have to be a member to attend. We meet the 2nd Tuesday
of each Month. Our Next meeting will be Tuesday, November 9th, 7 pm
at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get
together with other Atarians. Make friends, meet new people, maybe find
an old friend. Eat Pizza, drink Pop & Beer in a decorative atmosphere.
Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 3008. Re: S-Video for an 400/800/1200?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <941769665mnewsX_velcro_X@netunlimited.net>
Source record: 49043

> Also, is S-video still a standard? Can you buy DVD players and the like
> with that output? I live in the stone ages, and have been waiting for

S-Video is still a standard for mid to high level video equipment. Bottom level DVD players do not have S-Video. They work off the old RCA type composite plugs.

VS

To email me just remove the X's and underline marks from my address.

## 3009. Supra Parallel Printer Interface for Atari 800 xl 1 penny!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-04 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <800pi3$plf$1@nnrp02.primenet.com>
Source record: 49044

3 days left!

Please go to:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=192051642

for more info. Thanks! -Satcom2

# 3010. Re: Why did Hasbro bother II

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7vtake$jgf$4@gxsn.com>
Source record: 49045

Hi Curt,

> Looks like we need to talk off-line a bit, send me a private email....

OK, I have your e-mail and will respond in due course.

I can't honestly say when though since my mother is in hospital and my
stepfather is convalescing at home, so I have little free time just now.

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 3011. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <7vtakc$jgf$3@gxsn.com>
Source record: 49046

Hi,

>>> All PAL 800's had the 6502c. they predate the 5200.
>>
>> Are you sure about that?
>>
> 100%. I have 3 800s here. all have the 6502c chip.

Interesting, I know for a fact that at least one of my 800s has a straight 6502 in it since, as I said, I've had a 65c02 running in it - same 65c02 wouldn't work in my BBC micro but that's another story.

Also two of my friends had 65c02s in their 800s.

Note that all three of these machines were early 800s on which the rear cover is held down with those little swivel clips....

I think my late model 800 also has a 6502A in it. I've only glanced at the CPU board but it looked the same as the one in the early model - but I could be mistaken. I don't have time to dig it out and check at the moment though....both my parents are rather ill. :-(

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 3012. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <bSsiOO3ayYqcMVKVaUuYsOM1vP4I@4ax.com>
Source record: 49047

The other Day "Julian Eggebrecht" <julian@factor5.com> wrote:

>> Factor 5 were to do a PSX version but Lucas canned it after the poor
>> BallBlazer upgrade sales. Rescue could have lived again.....
>
>Thatï¿½s not entirely true, Paul :). Return to Fractalus became Star Wars:
>Rogue Squadron for the N64. The landscape engine is without fractalisation,
>because - alas, the N64 once again was not powerful enough. But it finally
>seems to be there with Nintendo Dolphin and PlayStation 2....

Oops, I stand corrected, we did indeed have a long conversation re this
in Jan. I think I need a memory upgrade :)

Btw, slightly OT but how did ECTS go for you and again I ask for Turrican
for the PS 2 :)

>The Intro versions of Rescue and Ballblazer (little "movies" during loading)
>are very rare.

True, in the need to fit them on Multiboots these were hacked off so, and
that's what is mostly left on the web or in people's collections.
>
>You guys all forget Labyrinth and Battlehawks in the Lucasfilm Games Atari
>8-Bit history. Both were never published, Labyrinth was actually finished
>but came out only on C64, whereas Battlehawks was a Prototype of a
>Helicopter-in-a-city against terrorists 3D shooter. Very cool but never
>finished.

And these still exist Julian...hint...hint ;)
--
Paul Irvine ï¿½ Film Quote #4

"Some people have faults, mines in California"

# 3013. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: velcro@kacbec.netunlimited.net.invalid
Message-ID: <7vtbtd$ls8$1@news.netunlimited.net>
Source record: 49048

** To reply in e-mail, remove "kacbec." and ".invalid" from address **

On Thu, 04 Nov 1999 12:52:45 +0100, Andreas Magenheimer wrote about Re: 'Lucasfilm' games for Atari:

> originally programmed on an Atari system, this is no wonder. Look at
> more "programmed on Atari" titles, such as Alternate Reality and others.
> They are also very slow and do not have such nice graphics on other
> platforms. Therefore you find many Atari titles, that were originally
> not programmed on an Atari and thus look awful here... (think of those

Alternate Reality was ported to a then next generation computer, the
IBM PC. Even with the greater capabilities of the hardware, AR for
the PC is utterly soulless, graphically bad, and awful all around.

VS

## 3014. Need an ANTIC chip!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-04119919402200001@dt086n19.san.rr.com>
Source record: 49049

I just bought an older 800, and while it seemed to act ok most of the time, it was having some glitches. As an example, it wouldn't play Galaxain right; it had intermittent garbage for the aliens and the player. It seemed to have trouble because of the "wide screen" graphics.

Anyway, after some swapping it turns out that the ANTIC (C012296D-03, '81 week 22, with an "S" Signetics?) was at fault. Is this a normal thing to have die? Can I get a "new" one? Is it possible the the chip is ok, but that Galaxian didn't run on all systems? I remember it did run on my old 16k 800.

Thanks for any tips!
-Rhett

# 3015. Need 800 Memory Cartridges (Again!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-04119919464700001@dt086n19.san.rr.com>
Source record: 49050

I know this was just gone over before, but now I need help too...

I just E-bought an older 800 that has the user-servicable memory cartridges. Unfortunately, all of the RAM carts have no "cart," they are just naked PCB cards rattling around in there (there's no room for a brace like in the 48k 800's, because the ROM IS actually a cart).

Does anyone of the previous posters still have any 16k memory carts left? Actually, I probably don't even need them to be working, I just need the cases, as the cards themselves seem to be Atari.

Thanks for any help!!!
-Rhett

# 3016. Atari 1200 Video Fix

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-0411992000460001@dt086n19.san.rr.com>
Source record: 49051

Because I don't own any RF boxes now, and would like to use a monitor anyway, I'd like to get my Atari 1200 fixed so that I can use the composite video output. I used to run it through a VCR, which seemed to clean up the voltage levels. But that's a bit of a pain, and I'd like to fix it on the board.

I've seen a couple postings/sites describing on-board modifications, but I've also seen at least one complaint about the final quality. Is there and concensus about what is the best set of modifications to get the 1200 looking nice? I want to find out before I start messing with the board!

Thanks for any tips!
-Rhett

# 3017. S-Video for an 400/800/1200?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-04119919562300001@dt086n19.san.rr.com>
Source record: 49052

I don't know the first thing about S-Video, but I understood that it was based on transfering the chroma information separately.

But then I saw a posting implying that the composite chroma coming out of the Atari could be used for S-video, which makes a lot of sense (I just never thought about it). Are the signals coming out of the 5-pin DIN on the Atari usable for S-Video? Which signals are used (chroma&comp-vid or chroma&comp-lum)? Does it actually make any difference in screen quality (eg, are the 1/2 pixel graphics 8 color artifacts still there)?

Also, is S-video still a standard? Can you buy DVD players and the like with that output? I live in the stone ages, and have been waiting for HDTV, so I don't own any S-video equipment to test it on. I already watch enough TV... But maybe I could bust into my old monitor and splice in after they are separated?

Thanks for any info!
-Rhett

# 3018. Custom/Customized Ataris Out There? (1200 with a green power LED?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-0411992009290001@dt086n19.san.rr.com>
Source record: 49053

Atari 1400/1450's pre-releases aside, I was wondering if anyone out there had any Ataris that came custom from the factory or were customized by the user, and what modifications had been done to them. I know that a lot of people did a lot of custom electronics, but I'm wondering more about external looks.

For example, I remember seeing a news article on Atari and they had a purple-cased 800 sitting in one of the labs. It was pretty neat looking, I always wanted to do it myself with some spray paint.

Also, when I was 12, I replaced the red power LED on my new 1200 with a green one. So it had a green for the power and two reds for L1 and L2. OK, it wasn't that different, but I'm guessing there aren't that many 1200's out there like that.

Just curious.
-Rhett

## 3019. Anyone have a dead 1200XL they'd sell for parts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-04119920241800001@dt086n19.san.rr.com>
Source record: 49054

My 1200XL is pretty beat up and I'd like to stick it into a new case.
Plus it's really acting up, so I'd like to have spare parts to swap
(what's the DEAL with the keyboards? this is the second one that's died).

Anyone out there have a dead 1200 they'd sell for cheap? I guess I could
just buy a better working one, and then use mine for parts, but I can't
find one locally, and I don't really trust E-shopping for that type of
thing...

Anyway, just checking...
-Rhett

# 3020. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38227afb.4694125@news.ds.centuryinter.net>
Source record: 49055

On 5 Nov 1999 01:29:17 GMT, velcro@kacbec.netunlimited.net.invalid
(Velcro SPY) wrote:

>** To reply in e-mail, remove "kacbec." and ".invalid" from address **
>
>On Thu, 04 Nov 1999 12:52:45 +0100, Andreas Magenheimer wrote about Re: 'Lucasfilm' games
for Atari:
>
>> originally programmed on an Atari system, this is no wonder. Look at
>> more "programmed on Atari" titles, such as Alternate Reality and others.
>> They are also very slow and do not have such nice graphics on other
>> platforms. Therefore you find many Atari titles, that were originally
>> not programmed on an Atari and thus look awful here... (think of those
>
>Alternate Reality was ported to a then next generation computer, the
>IBM PC. Even with the greater capabilities of the hardware, AR for
>the PC is utterly soulless, graphically bad, and awful all around.

Yes but at that time, console speakers and CGA graphics were all a PC
had. It wasn't until at least the original Soundblaster and EGA
graphics that the Atari was exceded. The PC was originally designed
to be a no nonsense business class computer. As such, for it's time,
it excelled at that. It could have 1MB total addressable memory, with
640K of it being RAM. It ran an i8088 16-bit processor at around
4MHz. Had a good 80 column mono display (MDA) and did word
processing, databases and spreadsheets better than anything out at the
time of it's introduction (discounting mini or mainframes). But when
it came to games.... it plain sucked.

# 3021. Re: Fried 1050?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: Bill Carlen <billcarlen@worldnet.att.net>
Message-ID: <7vu1ge$2un$1@bgtnsc01.worldnet.att.net>
Source record: 49056

Hi,

I could use the rest. Let me know if we can work something out. Thanks guys!

Bill

RHamiIton5 <rhamiiton5@aol.comedy.com> wrote in message
news:19991029204911.02909.00000150@ng-ft1.aol.com...
> >someone who needs
> >Atari equipment.
>
> Great equip, sounds like you did some really neat computing in the 80's.
>
> I REALLY want the drives and would be
> willing to share the rest with someone. Please stay away from that
dumpster.
>
> Ron
>
> Above average intelligence has always run in my family. Ambition, however,
has
> always walked with a slight limp....

# 3022. ATTN: Atari Meeting in Portland, Oregon. USA

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7vu3bm$17$1@user2.teleport.com>
Source record: 49057
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale
Body handling: HTML body converted to readable text

Please direct all replies through E-Mail at bensmith@teleport.com or atari@benjamin.net instead of NewsGroups as I don't regularly check NewsGroups.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. We meet the 2nd Tuesday of each Month. Our Next meeting will be Tuesday, November 9th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop or Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974 DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST! http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 3023. Re: APE 1.18 ATR 16mb Drive & Backup from HD

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-8ry5TT5sNbBg@di10-ks.cth.com.au>
Source record: 49058

On Thu, 4 Nov 1999 20:12:58, ai123@FreeNet.Carleton.CA (Steven J.
Tucker) wrote:

> 
> (sup8pdct@mail.cth.com.au) writes:
> > On Wed, 3 Nov 1999 12:48:14, jeking@NOSPAM.com wrote:
> > 
> >> Trying to backup a 16mb partition on my 44mb removable Syquest - to a 16mb
> >> ATR drive on a 486 DX2/66 running Ape 1.18..
> >>
> >> It backups about 3 files, then stalls. Hitting break a few times nudges
> >> it along, but I can only get about 12 files total before it totally craps
> >> out.
> >>
> >> Anybody else experience this kind of problem when writing to an APE ATR
> >> drive?
> > 
> > I have this problem. I have tried to use the BB sector copyer
> > programme but it stops randomly and will not start again. It seems do
> > that only when writing to the serial port, ie Ape, 1050 etc. From one
> > harddrive to another or the floppy board, it is fine. Reading from
> > serial is fine as well. There must be a bug in it.
> > The only way I could do it was to write a custom sector copy proramme.
> > It was very simple. Read in 32K, write 32K etc till the whole hd was
> > backed up on ape.
> > Took ages when I had several to do.
> 
> If this probem can back up one 16mb ATR to another for testing,
> send it over and I will get it working w/ APE. If it absolutely requires
> a black box then all I can suggest is you relax the APE timings a bit.

arrrrrm ok. I was talking about the disk editor programme built into
the BB. It has a sector copy section. It can handle upto 65536 sectors
and use all avilable ram. This sector copy part seams to have a bug in
it but only when writing to the sio port. It doesn't matter what is
connected to the sio. the bug still shows up.
The custom Sectorcopy programme I wrote still uses the BB sio
routines but it doesn't freeze up. Like I said it is very simple and
has very crude (read none) error handling. But it did the job I wanted
it to do. sector copy my 8bit HD's to my pc using APE.

James B

# 3024. Re: 6510/6502

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-dbF2q2uDw0qe@di10-ks.cth.com.au>
Source record: 49059

On Fri, 5 Nov 1999 01:01:43, "Peter Pachla"
<my.name@wintermute.org.uk> wrote:

> Hi,
>
> >>> All PAL 800's had the 6502c. they predate the 5200.
> >>
> >> Are you sure about that?
> >>
> > 100%. I have 3 800s here. all have the 6502c chip.
>
> Interesting, I know for a fact that at least one of my 800s has a straight
> 6502 in it since, as I said, I've had a 65c02 running in it - same 65c02
> wouldn't work in my BBC micro but that's another story.
>
> Also two of my friends had 65c02s in their 800s.
>
> Note that all three of these machines were early 800s on which the rear cover
> is held down with those little swivel clips....
>
>
> I think my late model 800 also has a 6502A in it. I've only glanced at the CPU
> board but it looked the same as the one in the early model - but I could be
> mistaken. I don't have time to dig it out and check at the moment
> though....both my parents are rather ill. :-(
>
I can tell you that latter NTSC 800's had a 6502c chip as well. I
ordered an NTSC processor board from best for the express reason of
installing a 65C02. I was dissapointed that the board I got would only
take a 6502c. It was the same board as in my PAL 800's except all the
PAL colour clock bits where missing.

James B

# 3025. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <7vu9k6$2hn$13@kohl.informatik.uni-bremen.de>
Source record: 49060

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:
>Yes, you are right. RoF and Ballblazer were also released on carts,
>since Atari had the rights/licences to both games. Unfortunately they
>did never buy the rights/licences to Koronis Rift and The Eidolon, thus
>they did never appear on carts... :( (very sad!) greetings -
>Andreas Magenheimer

Could have "The Eidolon" been fitted on a cart, anyway? It was loading each
level from disk...

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 3026. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <7vu9nl$2hn$14@kohl.informatik.uni-bremen.de>
Source record: 49061

Paul Irvine <mclane.dellos@cwcom.net > wrote:
>Ha ha...unlike some I didn't fall off my seat but it sure did make me jump!

Well, actually I only jumped, too, but I lost the game. :/

>>Incidently, I just acquired a Ballblazer XE cartridge and it
>>even has the cool intro that was only on the American Epyx version, not
>>on the European one that was released by Activision.

>I presume it's the same intro I remember, a GR.9 pod shooting across the
>screen a few times and then the cockpit opening and the pilot waving?

Yes, exactly. But you can skip it by pressing "Start".

>Trying to remember the Rescue intro, a GR.9 ship and starfield come to mind
>although I could be mistaking this with the walking Robot and Ship demo
>that was done around that time.

You're right, the RoF intro (the US disk version) had that huge ship.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 3027. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <7vua1g$2hn$15@kohl.informatik.uni-bremen.de>
Source record: 49062

Julian Eggebrecht <julian@factor5.com> wrote:
>I have the source code and man, it was really neat.

Okay, post it here, please. ;)

>The Amiga was not powerful enough to get away with the same tricks as the
>8-bit Atari. People exspected real 3D and not only 2D planes of fractal
>mountains. The Amiga could do more planes of mountains at higher
>resolutions, but that wasnï¿½t enough - at least we thought so.

Shouldn't a PC with a good 3D card be capable of this? Stuff those
consoles.

>The Intro versions of Rescue and Ballblazer (little "movies" during loading)
>are very rare.

They are? I thought they were the common versions of the games released
in the US? Here in Europe we only got a sucky Activision logo in front
of the games that also took forever to load. (I still have the Ballblazer
and RoF originals, but about 10 years ago I lent the BB disk to someone
and never got it back.)

The "Happy Computer Spiele Sonderheft Nr. 1" also had a screenshot
from the Ballblazer intro sequence.

>You guys all forget Labyrinth and Battlehawks in the Lucasfilm Games Atari
>8-Bit history.

Because they were never out!

>Both were never published, Labyrinth was actually finished

Yikes! I was SO disappointed back then that the game was not available
for the Atari.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 3028. How good or bad are graphics/text on C128

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <7vuiq0$dvo$1@nets3.rz.RWTH-Aachen.DE>
Source record: 49063

Howdy folks

How good or bad is the display of a C128 in Graphics or Textmode when it is using the 8563 VDC chip?

Before you start flamming me, I wanna know if it's worth getting a 8563 to work on the 8 bit ATARI.

CU Mathy van Nisselroy

# 3029. Syquest-135 on BB

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <7vuj74$n3v$1@news.xmission.com>
Source record: 49064

Got my Syquest EZ-135 working on my black box last night.. Whoever said, dont try to low level, just use FMTDIR, it worked!

Now, the question is, based on 1 Head and 3195 sectors and a total of 135mb of capacity, how do I determine the last sector - so I know how many partitions I can create?

I already know that 135/16=8.34 or something close..

While I could simply create 8 x 16mb partitions, I'd really just like to know how to determine that amount of sectors totally available. I'm assuming there's an easy forumla?

Thaks..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 3030. Re: HP Deskjet 820C

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3822D1F8.60E53DA3@ix.netcom.com>
Source record: 49065

Richard Cortese wrote:
>
> Robert S Ely <rely@ix.netcom.com> wrote in message
> news:38217291.9D9CBC12@ix.netcom.com...
> > Now, here's another question on the 820C topic. Has anyone ever built a
> > real bi-directional full Centronics parallel port for the 8-bits? If so
> > where can I get one or get the info to build one?
> It would have been bidirectional if I had chosen it to be. It was a really
> ugly hack in my case. I piggybacked two PIA chips and just soldered a ribbon
> cable directly to the pins of the 2nd PIA and a centronics type plug. You
> have a huge number of pins just bent out when you do it this way, something
> like 21 pins or so. For the !CS line of the 2nd PIA, I didn't even solder
> the connection to the MMU, I just stuck a piece of ww into the MMU socket
> and put the MMU back to lock it. I think I used the $D600 pin of the MMU,
> but it has been a long time so...
>
> I never bothered to write a handler for it, just used a BASIC program to
> dump files to the printer.

Richard,
Its probably asking a lot, but do you think you might be able to
document this and maybe e-mail it to me? I'd really appreciate it. I'm
not much for designing circuits, but I can build 'em. BTW, I guess I'd
need it to do the bi-directional thing too. Thanx in advance.
--
Robert S Ely
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

# 3031. Re: BUG/65

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <3822CBF1.F8C60EC6@bigfoot.com>
Source record: 49066

What is extended ddt?

nir

Jon Melbo wrote:

> On Sat, 23 Oct 1999 18:06:18 -0400, "Richard Heldmann"
> <heldmann@ix.netcom.com> wrote:
>
> >BUG/65 was a debugger supplied with the MAC/65 disk version. My file is
> >corrupt. The program does not load. Can someone email me a copy of this
> >program?
> >
> >Thank you,
> >
> >Richard Heldmann
>
> How about I send you Bug/65, Extended DDT, and Debug by Berry Kolbe &
> Brian Shappel? (forgive if I have those names wrong). Would that be
> okay?

# 3032. Looking for 2 items.

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <RroiOCPollyXomf7Zhg019hVog3X@4ax.com>
Source record: 49067

Has any kind soul got images of Ballblazer and Rescue on Fractulas in
their full intro included form. There are many many intro removed 'rips'
but I can't get hold of a full version of either.

At the moment my 130XE is conked out so would really prefer atr's if
that's possible.

I certainly know they did get hacked with their intro's intact and if
anyone has them then I know for sure others would be keen to see the full
version as well as myself.

Anyways, a very rare request from me..

Cheers.
--
Paul Irvine ï¿½ Film Quote #4

"Some people have faults, mines in California"

## 3033. More games for sale!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: Mighty YO <yoyo@socket.net>
Message-ID: <s2675m9hpc48@corp.supernews.com>
Source record: 49068
Cross-posted to:
alt.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari

I've add more games to my auction list, and will be adding more later today.
I have well over 100 games that I will be selling over the next few weeks.
You might want to add the page to your favorites. Check them out.

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=mighty-yo

# 3034. Re: BUG/65

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <s0FU3.2203$1C4.23514@news1.online.no>
Source record: 49069

It's the debugger in Mac/65 cartridge version. It is Dunions Debugging Tool
or something like that.

Kinda nice, tracing through the programs step by step.

Nir Dary <ndary@bigfoot.com> wrote in message
news:3822CBF1.F8C60EC6@bigfoot.com...
> What is extended ddt?
>
> nir
>
> Jon Melbo wrote:
>
> > On Sat, 23 Oct 1999 18:06:18 -0400, "Richard Heldmann"
> > <heldmann@ix.netcom.com> wrote:
> >
> > >BUG/65 was a debugger supplied with the MAC/65 disk version. My file
is
> > >corrupt. The program does not load. Can someone email me a copy of
this
> > >program?
> > >
> > >Thank you,
> > >
> > >Richard Heldmann
> >
> > How about I send you Bug/65, Extended DDT, and Debug by Berry Kolbe &
> > Brian Shappel? (forgive if I have those names wrong). Would that be
> > okay?
>

# 3035. Attn: Steven Tucker re Assembler ed.

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <NhojOKXISeMjArfBEHm=77gpMRuz@4ax.com>
Source record: 49070

The other day you were after an Assembler edit cart or image.

If you didn't get one then I have a dump on atr which works nicely.
--
Paul Irvine ï¿½ Film Quote #4

"Some people have faults, mines in California"

# 3036. FA: Atari 800xl with games

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: "Enrique (Rick) Gonzalez" <enrique@adelphia.net>
Message-ID: <ANFU3.64$_k.8262@server2.news.adelphia.net>
Source record: 49071

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=194394759

--
Enrique (Rick) Gonzalez

## 3037. Games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: Mighty YO <yoyo@socket.net>
Message-ID: <s26jdtokhpc78@corp.supernews.com>
Source record: 49072
Cross-posted to:
alt.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari

I've got well over 100 games that I'll be selling over the next coulpe of weeks. Some are rare, and some are not. You might want to add the page to your favorites cause I'll be adding games weekly. Check it out.

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=mighty-yo

# 3038. Re: ATR8000 info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9911051844180.16820-100000@moose.erie.net>
Source record: 49073

Isn't the Z-Tec board actually a SASI interface? What are the
limitations on hard disks that it can access? Anyone know where I can find
one???

On Wed, 29 Sep 1999, Jim Smith wrote:

> I have an ATR8000 with a Z-Tec SCSI interface plugged into the Z80 socket.
> It goes to a SCSI to MFM Adaptec / Konan card. I use CP/M utilities to low
> level format the hard drive. I'm not sure if they would work on yours
> unless the interface was the same.
>
> Curtis H. Wilbar Jr. <curtis@cw.ici.net> wrote in message
> news:37ED9193.4B624020@cw.ici.net...
> > I've resurected my Atari's again... it's been a few years.... and I'm
> > still looking for
> > anyone who knows how to low level format and setup a hard disk using an
> > ATR8000
> > and a XEBEC bridgeboard to a MFM hard disk. I have everything I need
> > except a way
> > to low level format on the XEBEC.... otherwise I'd have a hard disk on
> > my Atari...
> >
> > Sooo... anyone out there have a clue, or know someone that may ?
> >
> > Thanks again,
> >
> > -- Curt
> >
> > NOTE: Please reply via e-mail, as I don't get to check usenet often....
> > ALSO: Remove the xxx. from the reply to address..... I get enough SPAM
> > and
> > hate to resort to that... but....
> >
> >
>
>
>
>

# 3039. Re: HP Deskjet 820C

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s26tt9ukhpc68@corp.supernews.com>
Source record: 49074

When I replied to Robert via email I noticed a mistake with my original post on the topic of adding a 2nd PIA I thought I should correct. I said I ran a jumper to the MMU, but this is an error, the actual decoded $D6xx page is on the 74LS138.

Robert S Ely <rely@ix.netcom.com> wrote in message news:3822D1F8.60E53DA3@ix.netcom.com...
> Richard Cortese wrote:

# 3040. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <7vvuc8$no3$1@kc.trail.com>
Source record: 49075

Hi Julian,

In article <3822237e$0$227@nntp1.ba.best.com>,
Julian Eggebrecht <julian@factor5.com> wrote:
>
>Yes they were - Loren Carpenter, who did the Star Trek 2 Genesis sequence
>sat down with the games group and came up with the idea AND! the code for
>the Fractal stuff on the 8-bit. It was very clever and nicely
>cheated/stripped down. I have the source code and man, it was really neat.

Would you share the code? I have only read summaries of the algorithm.
I'd be happy to put the source into the fridge.

>> >The Amiga version of Ballblazer ("Master Blazer") had a rendition of
>> >the Rescue on Fractalus graphics engine, but it was never completed
>> >into a full game.
>
>The Amiga was not powerful enough to get away with the same tricks as the
>8-bit Atari. People exspected real 3D and not only 2D planes of fractal
>mountains. The Amiga could do more planes of mountains at higher
>resolutions, but that wasn't enough - at least we thought so.

I don't understand -- how was it "not powerful enough"? And how
was fractalus not "real 3D"? It sounds like rather that there were
higher expectations for the Amiga version, which it perhaps couldn't
meet -- but based on my understanding of the fractal algorithm, I guess
I don't see why that should be so.

Thanks,

-S
--

# 3041. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <8000ma$240$1@oak.prod.itd.earthlink.net>
Source record: 49076

Jon Melbo <ssilicon@centuryinter.net> wrote in message
news:38227afb.4694125@news.ds.centuryinter.net...
> On 5 Nov 1999 01:29:17 GMT, velcro@kacbec.netunlimited.net.invalid
> (Velcro SPY) wrote:
>
> >** To reply in e-mail, remove "kacbec." and ".invalid" from address **
> >
> >On Thu, 04 Nov 1999 12:52:45 +0100, Andreas Magenheimer wrote about Re:
'Lucasfilm' games for Atari:
> >
> >> originally programmed on an Atari system, this is no wonder. Look at
> >> more "programmed on Atari" titles, such as Alternate Reality and
others.
> >> They are also very slow and do not have such nice graphics on other
> >> platforms. Therefore you find many Atari titles, that were originally
> >> not programmed on an Atari and thus look awful here... (think of those
> >
> >Alternate Reality was ported to a then next generation computer, the
> >IBM PC. Even with the greater capabilities of the hardware, AR for
> >the PC is utterly soulless, graphically bad, and awful all around.
>
> Yes but at that time, console speakers and CGA graphics were all a PC
> had. It wasn't until at least the original Soundblaster and EGA
> graphics that the Atari was exceded. The PC was originally designed
> to be a no nonsense business class computer. As such, for it's time,
> it excelled at that. It could have 1MB total addressable memory, with
> 640K of it being RAM. It ran an i8088 16-bit processor at around
> 4MHz. Had a good 80 column mono display (MDA) and did word
> processing, databases and spreadsheets better than anything out at the
> time of it's introduction (discounting mini or mainframes). But when
> it came to games.... it plain sucked.
>
I dont really think the IBM-PC was best at anything compared with
other offerings of the time. I think its more a case of IBM's name and
the droid IT managers getting a computer made by IBM. We have to
remember that back in the late 70's early 80's you had two choices
for computer deployment in business. IBM and the Others (sometimes
called the seven dwarfs for the mainframe sector). I worked for several
years with a guy who used to be a systems programmer for IBM mainframes.
He worked on several large projects and always had great storys of the
technically inferior system being bought because it was backed by the
larger company (IBM). If you even look at IBM mainframe hardware
it was the same. When other companies making 360/370 clones were
using medium scale integration, IBM was just thinking about moving

to it. Another guy I worked with worked on CDC and then Hitachi
mainframes. He told me that by the time he got out of the game (In
the early 80's) that you could buy a Hitachi mainframe that was
able to run 4 equivalent copies of a similar priced IBM system.
(It actually performed the virtual machine switches in Microcode).
I think it was Hitachi. It was some Japanese company.

Getting back to the PC, if you look at the components chosen for
it's design, they are very conservative. The 8088 instead of an 8086
so they could use all the existing 8 bit interfacing chips, the CRTC
which was the tried and true 6845 <- I forget the number but it was
a really common CRT controller back then. Look at the BUS, it
was similar to Multibus a bus designed by intel way back in the
70's.

Can you imagine what sort of machine the Atari 800 designers would have
come up with if they had the exact same budget ?

One of the biggest pitys for the IBM-PC is that they went with the 8088.
If they had gone with the 68000, the computers we use now may have easily
been years ahead from the current systems.

I've got two very good IBM-PC clones here (Compaq Portable, and Portable
plus)
earlier this year I spent some time programming them. I was amazed at just
how
slow the things are. The 4.77 mhz 8088 has cycle times like 24 clock
cycles.
It's a little like the people who developed Micro's in the late 70's
I had another workmate who had fond memories of getting his first 6800 based
system and discovering that in real world tests for his problem, it was
faster
than the 16 bit mini he had been using.

I wouldnt mind betting that an 8 bit 6809 (it can do some 16 bit stuff) with
bank switched
memory would give an 8088 running at the same clock speed a run for it's
money.
With all the screwing about with segment pointers on the x86 real-mode and
the long
cycle times of the 8088, I think you could write some good code on a 6809
that
could switch banks that took the same time to execute.

All that said, those people who wrote games for the original CGA IBM-PC's
certainly
shouldnt be hassled. They did the best they could with a horrible system.
I was really
impressed with how fast some of those old CGA games run on my two Luggables,
ESPECIALLY after spending some time programming them myself.

Now, if Lucasfilm had managed to port Rescue on Fractalus to an IBM-PC with CGA, and it's speaker, AND make it a decent game, that would have been worth a real PRIZE...

Peter
snailboy1ATearthlinkDOTnet

# 3042. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <800142$nsn$1@kc.trail.com>
Source record: 49077

Hi Peter, all,

In article <7vtbtg$l8h$1@holly.prod.itd.earthlink.net>,
Peter Laing <snailboy1@earthlink.netREMOVECAPTIALS> wrote:
>Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in message
>news:3821738D.B6790EFE@mail.uni-mainz.de...
>> >
>> > How did the relative ports to the Commodore 64 compare to the Atari
>versions
>> > ?
>> > I remember at the time wondering how they got around the speed
>differences
>> > between
>> > then machines and converting to the more limited color palette of the
>64.
>>
>> Hello Peter,
>> the Lucasfilm games were very sssllooowww on the C64 and had awful
>> graphics/colors, compared to the Atari versions. But since they were
>> originally programmed on an Atari system, this is no wonder. Look at
>
>In particular I always thought the Atari was a superior target for doing 3D
>type stuff. Some games

There are several issues to keep in mind.

Regarding the speed difference, keep in mind that Antic uses a lot of
the CPU cycles for DMA -- someone here suggested around 33%, which
takes 1.8MHz down to 1.2MHz or so (seems a tad low to me, though).
While it is a non-trivial speed difference, neither is it an overwhelming
difference.

Regarding colors, the Atari's large palette is unfortunately slaved to
four (or two) color registers; the 64, on the other hand, has 1000
color registers -- it gets the colors from RAM, and hence all graphics
modes are essentially 16-color modes. Thus while the Atari has more
colors, the 64 is in general more colorful.

You can see this in screenshots, but a striking example is the winning
picture "Might & Magic" from Symmek99, which you can get at
http://www.ffd2.com/fridge/misc/symgfx-ntsc.zip (and elsewhere).
It is just plain 64 multicolor mode, without any special graphics
tricks, and is very impressive.

Regarding the 64 ports, Ballblazer is nice, The Eidolon is a bit
slow (but a real treat with a SuperCPU!), I've never seen Koronos Rift,

and Fractalus is really pretty bad. I think it is partly due to the MHz difference -- in Fractalus, every bit helps! -- and largely due to what Andreas mentions: it is a port, and not a very good one. Note that it was released by Epyx on the 64, not LucasFilm; my recollection is that LucasFilm originally designed the games with the Atari specifically in mind, and did not plan on porting them -- Fractalus took years to make it to the 64.

What's not good about the port? Plenty. The Atari and 64 bitmap layouts are different, and I don't think the algorithm was redone with this in mind (kinda fuzzy on this one, though). What's worse is that some things, like updating the game world, are done in the interrupt, while the screen update is outside. What this means is that where you are in the world is not matched to what you see on the screen -- you might move several times before the screen updates -- so it is very difficult to navigate, to line up on targets, etc. (The opposite effect happens with a SuperCPU -- the calculations are done so fast that the screen begins to update before it's been drawn!). The various game constants -- turn rate, velocity, etc. -- were not adjusted, either. And finally, the bunkers are in the main loop, not the interrupt, and hence almost never fire a shot/pose any threat or challenge. In short, it's your basic bad port leading to a game where it's frustrating to play and yet very difficult to die.

All this was fixed in the SuperCPU version though ;-).

Finally, regarding 3D, I would be happy to put up my 3D routines on the 64 against any Atari 3D program. I think I will win -- not because the 64 is better at 3D graphics, but because the algorithms are better. My moral is that programs often say more about the programmer than the hardware.

>I've never actually played Alternate Reality. I'm planning on playing it
>sometime in the future however.

It is neat.

>Anyway I just wanted to add my Support to Lucasfilm for the awesome games
>they wrote/write.

Totally!

-S
--

# 3043. Re: Custom/Customized Ataris Out There? (1200 with a green power LED?)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <8002af$ke5$1@gxsn.com>
Source record: 49078

Hi,

>....I was wondering if anyone out there had any Ataris that
>came custom from the factory or were customized by the
>user, and what modifications had been done to them....

I made a bunch of modifications to my first Atari 400.

The first of these was to replace the touch keyboard with a real one, produced by "Inhome". Later I replaced the power LED with a green one and later still added audio and composite video outputs. All in addition to the obligatory 48K upgrade.

I modified both of my 810s with green power LEDs (left the red one in for "BUSY") which also entailed changing the series resistor - otherwise the drive wouldn't work properly. I sort of did this to indicate that I'd upgraded the drive with an "Archiver" chip, but mainly because it looked good.

When I got my 800XL I fitted internal serial and parallel ports (connectors added above the PBI port). Of course this was after I'd first modified the operating system....I used the OS from my 400 as a starting point (for compatibility), stripped out the cassette code, and added handlers for the "P:" and "R:" devices as well as many other hacks including programmable function keys (like on the BBC micro), new font, Happy warp speed I/O etc etc etc

Spent AGES on that one.

The 800XL got sold years ago for some reason, still have the 400 (as well as a spare parts 400 and a pair of 800s).

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 3044. Galactic map question for new game.

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <8002jn$5bs$1@oak.prod.itd.earthlink.net>
Source record: 49079

Hi People,

As some of you may know I am working on a new game for the Atari 8-bit line of computers.
Development is going well, but I have a question I would like to ask the masses.
In the game I have 3 Quadrants, with about 5 systems per quadrant.
Each system has a number of planets/spacestations/other things (theres a total of 37).

I initially planned on using GTIA character mode graphics for the galactic map,
my preference being for a fairly big map (It's 110 characters wide by 72 lines)
which I have nice shaded planets on (Mode 9).

I would hack up a website and post some screenshots if it was on an Atari, but it's actually an emulated Atari GTIA visual from a development tool I've hacked up for a PC.

The thing about the Map is it is quite BIG. So when you hit G for galactic map
its going to give you a big map centerd on you, that you will have to scroll about
on to find a destination system (I could add a hotkey easily so you type the first
3 characters of the destination systems name and it would zap you there or something
similar).

I've been thinking lately that the real reason for a map is to display information in
a nice easy to handle size, so technically having this huge finescrolling map might
be a bad idea. (I like the look myself). So I have been thinking about a much more plain Antic
mode 4 (BASIC GR.12 or 13 cant remember which) map that is say 80x48

I'm happy to go either way with what users think, so either post or email me your answer.

Again I am sorry I cant post screenshots. If users really need them I can probably
hack up some code to save the screenshots as TGA's and then convert them to JPG's...

In case your wondering about memory issues, dont worry. I am planning on generating
the map and a display list to access it each time the user hits G in the memory reserved
for the traditional bitmap screen fast enough (1/10th of a second) that it wont be a problem.

Any comments/questions are welcome

Thanks
Peter Laing
snailboy1ATearthlinkDOTnet [replace AT with @ and DOT with .] to reply

# 3045. Re: Galactic map question for new game.

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <941807555mnewsX_velcro_X@netunlimited.net>
Source record: 49080

Peter Laing wrote:

> a nice easy to handle size, so technically having this huge finescrolling
> map might
> be a bad idea. (I like the look myself). So I have been thinking about a
> much more plain Antic
> mode 4 (BASIC GR.12 or 13 cant remember which) map that is say 80x48
>
> I'm happy to go either way with what users think, so either post or email me
> your answer.

Keep the big fancy map! And put your work-in-progress on the Web!

VS

To email me just remove the X's and underline marks from my address.

# 3046. Re: GTIA clones?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-05 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <941808081mnewsX_velcro_X@netunlimited.net>
Source record: 49081

> Any chance of ANYONE updating the graphics/sound and central processing
> h/w of A8/7800 and particularly the lynx and JAG to modern standards, i
> say, never say never

> Carmel A

The Atari 7800 was no masterpiece of a system. It had good graphics. It had poor sound. It had poor clumsy controllers prone to breakage. It had a proprietary power supply prone to burnout.

But worstly it had bad games. The Gauntlet clone Dark Caverns or whatever had poor play value. Galaga seemed to be unfinished. Asteroids was not as fun as the 2600 version. Ice Hockey was a nightmare with zero play value.

The XE game system was a good idea on the other hand...

VS

To email me just remove the X's and underline marks from my address.

# 3047. Re: BUG/65

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-06 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.991106023628.5767A-100000@vtn1>
Source record: 48989

On Sat, 6 Nov 1999, Jon Melbo wrote:

> Have you heard of DDT? DDT is the debugger included with the cart
> version of Mac/65. It's by James Dunion and is called Dunion's
> Debugging Tool, or DDT for short. Anyway, Extended DDT is a binary
> file version of an enhanced and even more capable version of DDT.
>
Except... the cartridge version allows you to switch off the OS without
crashing (under SpartaDOS). Unfortunately, the more capable disk version
does not.

jkp

# 3048. Plastic Case Discoloration

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-06 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-0611990328390001@dt086n19.san.rr.com>
Source record: 48990

I've been having a lot of trouble with the plastic cases on these old early-eighties computers turning yellow in places. It's really bad for the "XL" style cases, but I can also see it on the 400/800 series stuff as well.

Does anyone have any experience with this? I'd like to figure out how to prevent this happening to the stuff I already have, and maybe find a way to recover the original color on things that are already damaged.

I do know that I live in a relatively damp/salty place, so maybe most people don't have this problem. But I've seen it to some degree from many manufacturers (most of whom tended to make beige cases back then). It kills me because this has already happened to my Apple Lisa, which seems to be worth bucks right now.

Let me know if you've had any luck! Thanks.
-Rhett

# 3049. Atari 8-Bit Computers: Frequently Asked Questions

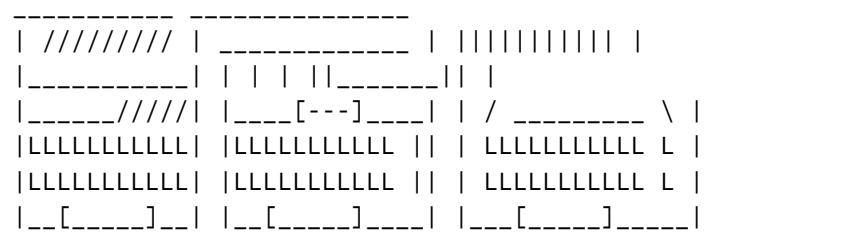
Newsgroup: comp.sys.atari.8bit
Date: 1999-11-06 00:00:00 UTC
From: Michael Current <mccurrent@carleton.edu>
Message-ID: <atari-8-bit/faq_941889255@rtfm.mit.edu>
Source record: 48991
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: November 1, 1999

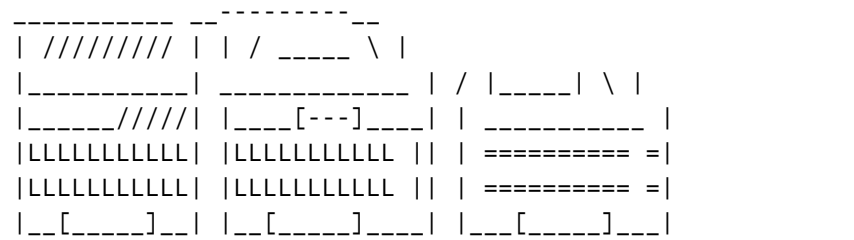
Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

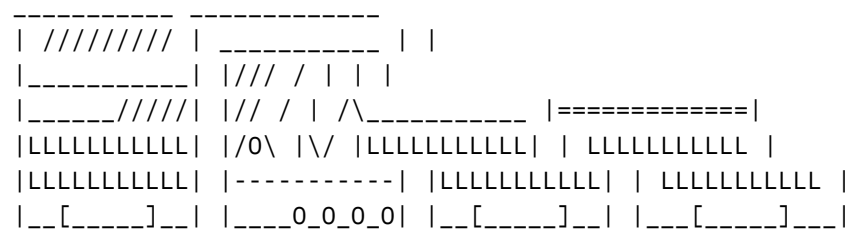
Frequently Asked Questions List



130XE 800XL 800



65XE 600XL 400



800XE XE Game System 1200XL

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu

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This FAQ list is in a constant state of development and comes with no guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible! Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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0.1) Table of contents

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Reader-suggested topics, unwritten as yet: (volunteers?!)
How fast of a modem can my Atari display keep up with?
-with UltraSpeed roms?
-with XEP-80
-with any particular terminal program

What is APE?

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Subject: 1.1) What is an Atari 8-bit computer?

400 800 1200XL 600XL 800XL 65XE 130XE 800XE XE Game System

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27. Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), later known as the 2600, giving birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor. The Atari 800 was code-named "Colleen"; the 400, "Candy."

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan, mailto:finneganj@delphi.com )
Jerry Jessop, mailto:jjessop@ix3.ix.netcom.com
Scott Emmons, mailto:scotte@center.uscs.com

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design

Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

OS PROGRAMMERS:
Larry Kaplan
David Crane
Bob Whitehead
Al Miller

1979
The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop, mailto:jjessop1@home.com writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirment had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were 400's to Sears followed very shortly by 800's."

These MOS Technology 6502-based systems run at a clock speed of 1.79 MHz, offering 128 colors displayable simultaneously, up to 320x192 graphics resolution and up to 40x24 text resolution in 8 graphics modes and 6 text modes. Video may be displayed either on a composite video monitor in the case of the 800, or on a standard television for both systems. 4 independent sound voices are available through the audio output of the television or monitor, each with a 3 1/2 octave range, plus there is a built-in speaker for key-click and other programmable sounds. The 800 has a second cartridge port and a full-stroke keyboard, while the 400 has a single cartridge port and a membrane keyboard. Each has 4 serial controller ports and an Atari Serial Input/Output port. Originally, both the 400 and 800 were sold with 8K RAM, but later most 800's were sold with 48K and 400's with 16K. Each includes the 10K Atari Operating System in ROM.

The 800 can be fitted with 1-3 of the following two RAM modules:
CX852 8K RAM module, CX853 16K RAM module
and must be fitted with a ROM module:
CX801 10K ROM, CX801-P 10K ROM for PAL machines

[WHEN WAS THE 400/800 REVISION B OS INTRODUCED????]

1981
November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop, mailto:jjessop1@home.com adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The

GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system. The 1200XL runs most software and hardware designed for the 800 and 400, but now runs a slightly more advanced 6502C microprocessor, and includes a full 64K RAM. The single cartridge and monitor ports remain, along with 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL. These new machines include most of the features of the 1200XL minus the Function keys and the demo program. But now both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Buss Interface (PBI), providing fast parallel access to the heart of the computer. The 800XL contains 64K RAM while the 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the 1064 Atari Memory Module.

1984
Warner Communications sells Consumer Electronics and Home Computer divisions of Atari Inc. to Tramiel Technologies on Monday, July 2.

Atari Corporation is formed by Tramiel Technologies and its products marketed under the Atari brand.

(
Atari Games Corporation is also formed from the former coin-op division and markets coin-op games under the Atari Games brand.

Atari Games Corporation is a developer, marketer, licensor and publisher of coin-operated video games, having created such classics as Pong, Asteroids, Centipede, Missile Command, Gauntlet, Area 51, and San Francisco Rush Extreme Racing. Atari Games Corporation is a subsidiary of Midway Games Inc. (NYSE:MWY). The Atari Games Corporations home page is at http://www.atarigames.com.
)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985. The 65XE is nearly identical to the 800XL in features, minus the PBI. The 130XE, however, offers 128K RAM, plus the FREDDY chip, supporting the unique (but rarely used) ability for the 6502C and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface (ECI), continuing the powerful feature of a fast parallel port. European 65XE's include the ECI port.

Only by the final production run of the 130XE (when was this???) was the XL/XE OS revised to include a "keyboard test mode" that matched the XE keyboard, and a RAM test that tests the full 128K of RAM.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game (hold down Select at startup), while offering 64K RAM and full compatibility with the 65XE.

The 800XE, a 130XE with just 64K, was released at some point in eastern Europe. [WHEN???]

1992
Atari officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

1996
On July 31, 1996, Atari Corp. became a JTS subsidiary. JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.

1998
On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-owned subsidiary of Hasbro Interactive, Inc., which is a subsidiary of Hasbro, Inc., for $5 million in cash.

1999
Hasbro is a worldwide leader in the design, manufacture and marketing of toys, games, interactive software, puzzles and infant products. Both internationally and in the U.S., its Playskool, Kenner, Tonka, OddzOn, Super Soaker, Milton Bradley, Parker Brothers, Tiger, Galoob and Hasbro Interactive products, provide children and families with the highest quality and most recognizable toys and games in the world.

Hasbro Interactive, Inc. is a leading all-family interactive games publisher, formed in 1995 to bring to life on the computer the deep library of toy and board games of parent company, Hasbro, Inc. Hasbro Interactive has expanded its charter to include original and licensed games for the PC, the PlayStation and Nintendo 64 game consoles and for multi-player gaming over the Internet. Headquartered in Beverly, Massachusetts, Hasbro Interactive has offices in the U.K., France, Germany, Japan and Canada. For additional information, visit Hasbro Interactive's web site at: http://www.hasbro-interactive.com .

Atari Interactive, Inc. is a Hasbro affiliate, online at http://www.atari.com/

Atari currently markets Centipede, Frogger, Glover, and H.E.D.Z. - Head Extreme Destruction Zone.

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Subject: 1.2) What can I do with an 8-bit Atari?

What can you do with an 8-bit Atari computer system? Virtually anything you can do with any other type of computer!

Programming? Pascal, C, BASIC, Logo, Pilot, Forth, Lisp, 6502 assembler... Plus powerful unique languages like Action! and QUICK...

Word Processing? Try AtariWriter, Letter Perfect, Paperclip, TextPro, Bank Street Writer, 1st EXLent, TurboWord, Cut & Paste, Letter Wizard, Panther, Superscript...

Database? Try TurboBase, TurboFile, Synfile, Data Perfect, MicroFiler, MegaFiler, Homebase, Super Data Base 1-2-3, Small Business System...

Speadsheet? Look at Syncalc, Visicalc, TurboBase, Calc Magic, Turbo-Calc, SAM Budget...

Communications? There's Express!, BobTerm, Kermit-65, Omnicom, VT850, Chameleon, Ice-T, FlickerTerm 80, Term80...

Graphics? Print Shop, Newsroom, Blazing Paddles, Video Title Shop, Virtuoso, Movie Maker, News Station, Publishing Pro, Awardware, Page Designer, ChromaCAD, Rambrandt...

Music? Virtuoso, Music Studio, Music Construction Set, Songwriter, Electronic Drummer, Music Painter, Music Composer, AtariMusic, MIDI-Track, Digital Music System, Chaos Music Composer... The ATARI 8-bit could also be made to speak using SAM (Software Automated Mouth) by Don't Ask Software. It can speak without the use of any hardware modification.

Alternate Operating Systems? There's the Diamond Graphic Operating System; SpartaDOS X, the 64K DOS on a "supercartridge"; the S.A.M. (Screen Aided Management) 80 column Desktop System; the Ultra Speed Plus OS; the TurBoss! High Speed O/S...

Hardware? A plethora of upgrades and add-ons are available, realizing improvements in speed, memory, sound, graphics, storage media...you name it!

Education? Colorful graphics, exciting sounds and full-screen editing give rise to hundreds of quality educational software titles.

Entertainment? The 8-bit Atari has long been famous for thousands of great games.

If you want to do something with a computer, chances are you can do it on an 8-bit Atari computer. While slower than today's PC's, the 8-bit Atari is far less costly than any of these, is easier to program at the machine level or alter at the hardware level, and has been documented more thoroughly than any of the newer computing platforms. The relative simplicity in design of the 8-bit Atari also means that many people find the systems more reliable than their modern counterparts.

The software for the 8-bit Atari is sometimes more powerful than on any other platform. For example, some Bulliten Board Systems are still run on 8-bit Ataris specifically because the BBS software available can be better than that for any other type of computer. There is a reason for the relative quality of

software on the 8-bit Atari. People program commercially for the latest PC's to make money; people program the 8-bit Atari because they want to -- they enjoy producing good software. It takes a team of specialized programmers to develop a major piece of software for those other systems; with the 8-bit Atari, a single person has the chance to learn the entire system, thereby developing greater pride in his programming abilities and his final product. The character of the programmer can shine through.

The 8-bit Atari owner can take pride that his/her computer platform was developed years before the IBM PC or Apple Macintosh were even on the drawing boards, but remains as useful today as it was in 1979.

For these reasons and more, the 8-bit Atari remains a popular alternative in today's home computer marketplace.

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Subject: 1.3) What are the some of the performance features of the 8-bit Atari?

Some of this text by mailto:bill@newbreedsoftware.com (Bill Kendrick).

CLOCK SPEED:
NTSC machines: 1.7897725 MHz
PAL machines: 1.773447 MHz

SCREEN REFRESH RATE:
59.94 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

ANTIC AND THE DISPLAY LIST:

| ANTIC Mode # | CIO/BASIC Graphics # | Display Type | Resolution (full screen) | Number of Colors |
|---|---|---|---|---|
| 2 | 0 | Char | 40 x 24 | 1 * |
| 3 | - | Char | 40 x 19 | 1 * |
| 4 | 12 | ++ Char | 40 x 24 | 5 |
| 5 | 13 | ++ Char | 40 x 12 | 5 |
| 6 | 1 | Char | 20 x 24 | 5 |
| 7 | 2 | Char | 20 x 12 | 5 |
| 8 | 3 | Map | 40 x 24 | 4 |
| 9 | 4 | Map | 80 x 48 | 2 |
| A | 5 | Map | 80 x 48 | 4 |
| B | 6 | Map | 160 x 96 | 2 |
| C | 14 | ++ Map | 160 x 192 | 2 |
| D | 7 | Map | 160 x 96 | 4 |
| E | 15 | ++ Map | 160 x 192 | 4 |
| F | 8 | Map | 320 x 192 | 1 * |
| F | 9 | + Map | 80 x 192 | 1 ** |
| F | 10 | + Map | 80 x 192 | 9 |
| F | 11 | + Map | 80 x 192 | 16 *** |

* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance

+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16 luminances x 16 hues = 256 colors. (Four registers are for player-missile graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video incarnation, are totally redefinable.

PLAYER-MISSLE GRAPHICS:
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available. A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display List - a program which is executed by the ANTIC graphics chip every screen refresh:

All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

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Subject: 1.4) What is the internal layout of the 8-bit Atari?

The following four paragraphs were written by Chris Crawford and appear in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. The text been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a (PIA). However, it also has three special-purpose (LSI) chips

known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

CTIA ("Color Television Interface Adapter") / GTIA ("George's Television Interface Adapter") is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

While the 400/800 models contain a generic 6502 CPU, all of the XL/XE models contain Atari's customized 6502C chip. Alan Manuel K. Gloria, mailto:mani@pworld.net.ph writes:

The difference goes something like this: On the Atari, there are two microprocessors, ANTIC and the 6502 or 6502c. To allow them to coexist, ANTIC must shut off the 6502/6502c, a process called DMA. The 6502 supports DMA, but in Atari's implementation, it required 4 chips. The 6502c has this additional circuitry built-in.

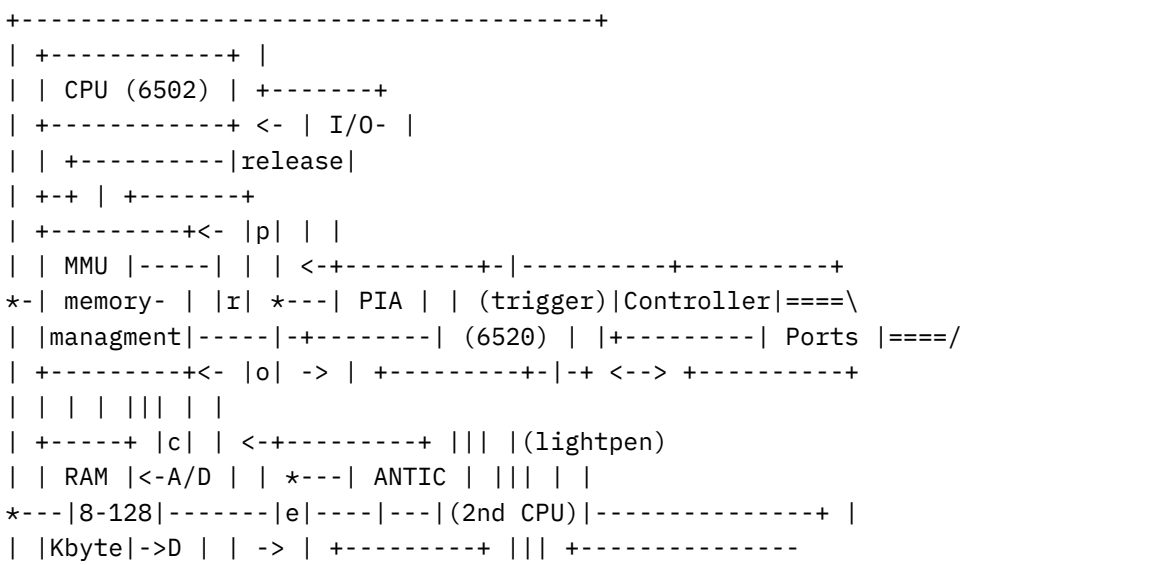
More on this from James Bradford, mailto:sup8pdct@mail.cth.com.au :
The 6502c in all PAL atari's, late 400/800, XL, XE NTSC atari's have A special 6502. This 6502 has an extra line called HALT. It is controlled by ANTIC which it uses whenever it needs the data/address bus. The HALT line is on pin 35 of

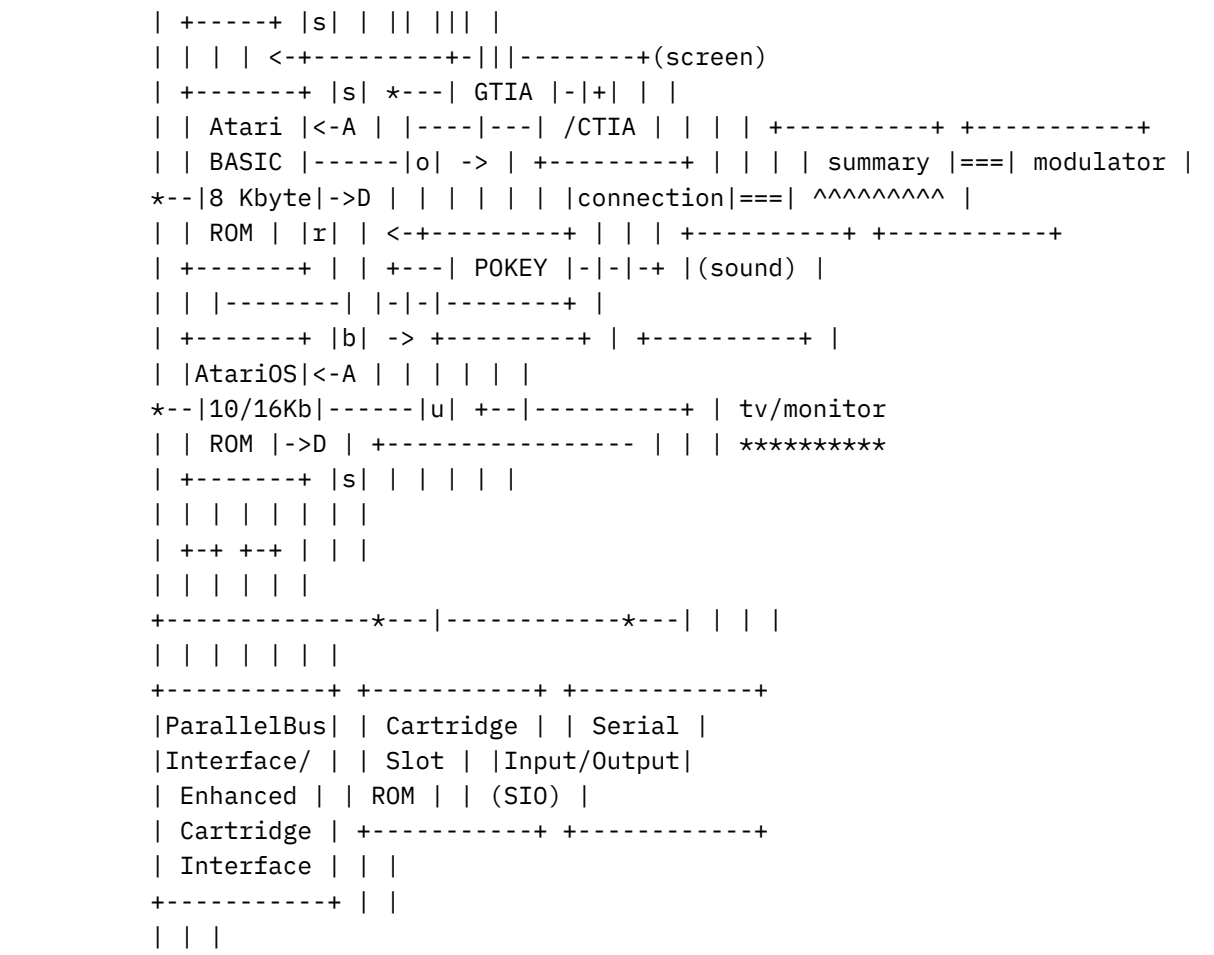
the atari 6502 and must be pulled high for the chip to work (I think) . Early 400/800 NTSC atari's used a standard 6502 and a couple of chips to stop the processor when antic needed the busses

The 130XE and XEGS contain a small additional LSI called FREDDY, a RAM address multiplexer. According to mailto:sup8pdct@mail.cth.com.au (James Bradford), "FREDDY is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDY also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDY but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDY, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDY for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDY does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDY) and an extra 8 RAM chips."

And more recently James Bradford has written:
Freddy is just a memory decoder and timer. It replaces several chips in the 800xl The small chip near freddy does all the bank selection. CO25953. One line from freddy , Ras (or is it cas?) goes to this chip, Halt and the bank /processor select lines go into this same chip and ras (cas?) comes out. a pin for each bank. If i remember correctly, refresh also goes into this small chip. It would be quite easy to make an 800xl work just like a 130xe with this chip since Ras (Cas?) is required by ALL dynamic ram.

Hardware Arrangement (With thanks to mailto:twh@bigfoot.de (Thomas Havemeister))





- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos ) - modem

NOTES
* RAM: 400/800: 8K, 16K or 48K standard
600XL:16K standard
1200XL/800XL/65XE/800XE/XEGS: 64K standard
130XE:128K standard
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE only

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Subject: 1.5) How did Atari get it's name?

Graham Thornton, mailto:dangermouse@prodigy.nospam.net types:

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official

mouthpiece of Atari UK. The article was not attributed to any one person. The words are thiers, not mine.

How Atari Got It's Name
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The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong(r).

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an

acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

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Subject: 2.1) What is comp.sys.atari.8bit?

news:comp.sys.atari.8bit is the unmoderated Usenet newsgroup for discussion about the Atari 8-bit family of computers, including the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE and the XE Game System!

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st.

Large binary posts do not belong in unmoderated discussion groups like comp.sys.atari.8bit. If you wish to share PD/freeware/shareware, use alt.binaries.atari and alt.binaries.atari.d or upload the software to the University of Michigan Atari Archive.

To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

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Subject: 2.2) What other Usenet newsgroups cover the 8-bit Atari?

news:comp.sys.atari.advocacy
Attacking and defending Atari computers. Unmoderated.

news:comp.sys.atari.announce
Announcements of Atari-related hardware and software, Web sites and other Internet resources, and events
Moderated by Kevin Savetz, mailto:savetz@northcoast.com
Archived at http://www.savetz.com/csaa/

news:comp.sys.atari.programmer
Programming on the Atari computer. Unmoderated.

news:rec.games.video.classic
Orphan home video game systems. Unmoderated.

news:comp.emulators.misc
Emulating one kind of computer on another. Unmoderated.

news:comp.emulators.announce
Announcements related to computer emulators.
Moderated by Qualcomm, mailto:emulators-request@qualcomm.com

news:alt.binaries.atari
uuencoded software for Atari computers. Unmoderated.

news:alt.binaries.atari.d
Descriptions/discussions on software posted on alt.binaries.atari. Unmoderated.

news:alt.binaries.comp.atari8bit
uuencoded software just for the 8-bit Atari. Not widely available.

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Subject: 3.3) What is ATARIPL?

From: Wojciech Hartman <harti@waw.pdi.net>
Date: Saturday, March 15, 1997 3:51 AM

I am proud to announce that there is a mailing list "ataripl" for all
polish-speaking Atari users and enthusiasts.

To subscribe the lists you have to send an email to
mailto:majordomo@piwo.bl.pg.gda.pl containing a line "subscribe ataripl".

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Subject: 3.4) What is ATARI8-L?

maciej grzeszczuk, mailto:krap@zwieracz.ideefixe.nom.pl writes:

i'd like to invite all of you to atari8-l mailing list.

it's probably the biggest atari 8 bit related mailing list in the world -
- connected bidirectionally to old list at MARIST, and gatewayed to the
FidoNet(tm) international ATARI8-L echo.

for now it has about a 100 subscribers, from all around the world. the list
is free from all the F/S messages, and other off-topic discussions, so
you can find there pure atari8 related stuff... all the messages comes right
to your email account, so there is no need to contact a newsserver, there
is no old-messages deleting, and so on... my wish is that every atari user
would be subscribed, so the atari community stay together and grow in
strenght.

to subscribe, please send the message to majordomo@zwieracz.ideefixe.nom.pl
with the following line in the body (not the subject) of your message:

subscribe atari8-l

the language we use is, of course, english. the list is fast, reliable,
regularly maintained.

there is also mail2news gateway that translates all postings on the list to
easy to read usenet articles, available read-only to everyone at:
news://zwieracz.ideefixe.nom.pl/listserv.atari8-l

the atari8-l mailing list is available as well as a newsgroup listserv.atari8-l on public newsserver zwieracz.ideefixe.nom.pl .

there is also archive of all postings that appeared on the list (well, in fact almost all - about first hundred is missing).

(There's an old list called INFO-ATARI8 which is actually still alive. But knowing about it is no longer necessary, as 100% of its postings are cross-posted with atari8-l.)

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Subject: 3.5) What is ATARI8PL-L?

any atari 8bit related threads are welcome. Polish language only.

to subscribe, please mail a message to
mailto:majordomo@zwieracz.ideefixe.nom.pl

containing a line:

subscribe atari8pl-l <mailing address you'd like to receive the list to>

in the body (not the subject) of your message

if you get any problems, please report to
maciej grzeszczuk, mailto:krap@zwieracz.ideefixe.nom.pl

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Subject: 4.0) What is XL Search?

XL Search is a new and growing search engine created and maintained by mailto:bill@newbreedsoftware.com (Bill Kendrick), designed to provide much-improved access to the various PD/freeware/shareware Atari 8-bit software archives available on the Internet.

XL Search is located at: http://www.newbreedsoftware.com/xlsearch/

You can also access XL Search via e-mail! Send a blank e-mail to:
mailto:xlsearch@newbreedsoftware.com

XL Search now contains an index of 7 sites, totalling over 17,000 Atari 8-bit programs and files!

(By the way, the UMich site is also indexed at http://shareware.com/.)

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Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of files for many computing platforms, including the Atari 8-bit computers. For more information:

Bill Kendrick, mailto:bill@newbreedsoftware.com (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading
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There are numerous methods available for downloading files from the UMich
Archive. The Archivists request you use these mechanisms in this order of
preference:

1) The number one way to get into the UMich archives is via AFS. If you have
AFS, all our files are kept in the directory
"/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT!
Specifically, use:

file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software
Archives" choice. Specifically, use:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/
Specifically, use:

http://www.umich.edu/~archive/atari/8bit/

Mirror web sites:
http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
http://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory.
Specifically, use:

ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are
several mirror sites which are all updated from the home site regularly:
ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
ftp://barnone.citi.umich.edu/atari/8bit/
ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
ftp://pmftp.cs.vu.nl/pub/atari8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How do
I access Usenet, FTP, Gopher, and WWW by e-mail?

Uploading
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General uploading tips:

- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You might also suggest what permanent 8bit subdirectory you'd like your file to end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files (.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file and mail it to mailto:bill@newbreedsoftware.com (Bill Kendrick).

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Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by mailto:eyvind@stud.unit.no (Eyvind Bernhardsen). PVV stands for ProgramVareVerstedet, or The Software Workshop, a student society at the University of Trondheim, Norway.

ftp://ftp.pvv.unit.no/pub/atari/8bit/ (129.241.210.232)

Uploads go to /incoming/atari/8bit; Eyvind will move them to the appropriate directory. Please include a readme file with each upload, so people know what they're downloading.

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Subject: 4.4) What is the ClarkNet Archive?

A mirror of Kevin Atkinson;s ClarkNet Archive, kept by Jason Duerstock: ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

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Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari 8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

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Subject: 4.6) What is the Polish Demo Archive?

It's a place when you can get all Polish (not only) demos (not only)
on a Atari 8-bit.
If You have any comments, write to:
mailto:LukSoft@hipokrates.am.lublin.pl

ftp://hipokrates.am.lublin.pl/sys/pub/atari8/

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Subject: 4.7) What is the Atari 8bit FTP Archive in Slovakia?

This FTP site contains demos, games, utilities, zines and other useful stuff
from all the world. Also, you can download big amount of slovak and czech
programs for 8bit Atari only from this archive. And finally, because this
site is created and supported by slovak computer group GMG, most of our
products can be found right here.

If you want to place here your program, just send it to me (with some
comment) by e-mail and I will do the rest.

If you have some problems or questions, please contact me at this address:

mailto:mchorvat@econ.umb.sk (Marek Augustin Chorvat)

ftp://svs.scsss.sk/pub/atari

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Subject: 5.1) What is the National Capital FreeNet Atari Users SIG?

Internet access to the National Capital FreeNet (Ottawa, Ontario, Canada):

telnet://telnet.ncf.carleton.ca (Type "go atari" at any menu) or
gopher://gopher.ncf.carleton.ca or
http://www.ncf.carleton.ca/

Contact:
mailto:ac382@freenet.carleton.ca (Jack Kitowicz) or
mailto:aa728@freenet.carleton.ca (Blair Dea)

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Subject: 5.2) What is the Victoria Telecommunity Network Atari Users SIG?

Internet access to the Victoria Telecommunity Network (Victoria, British
Columbia, Canada):

telnet://freenet.victoria.bc.ca (Type "go atari" at any menu)

Contact:
mailto:ua558@freenet.victoria.bc.ca (Gordon Hooper) or
mailto:ud264@freenet.victoria.bc.ca (Ted Skrecky)

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Subject: 6.1) What is FidoNet?

[We're not quite sure of the source of the following two paragraphs, but they may have been orginally written by Alan Sharkis.]

FidoNet is a system not unlike the Internet in that it consists of BBSs linked together. Each discussion group (there are nearly a thousand) may or may not be carried by an individual BBS as the sysop chooses. Discussion groups are called echoes, and each echo must be moderated. There is an Atari National Echo which is 8-bit, and several (I believe) ST echoes. BBSs are also free to have local discussion groups that may or may not be echoed nationally.

To access FidoNet, you need to find a FidoNet BBS that carries the echo or echoes you wish to read, and then abide by the rules of both that BBS and the echo. Some of these BBSs require annual membership fees. Some are supported by voluntary donations. One such that can also be reached by telnet is Doc's Place BBS. I'm not even sure of its location, but I think it's Clearwater, FL. If you're coming in via an ordinary ISP and either Netscape or IE, you simply type:

telnet://bbs.docsplace.org

mailto:krap@zwieracz.ideefixe.nom.pl (maciej grzeszczuk) adds:

all fidonet backbone echoes are carried by zwieracz.ideefixe.nom.pl, and they are available read-only via any newsreader. zwieracz itself (2:480/70, 2:48/70, 2:48/700, 2:2/3009) is the main polish fidonet-internet gateway. i gateway many usenet groups onto fidonet echoamil bidirectionally, so fidonet users here in poland can easily read and post articles. this group is also available at my system via EMSI over TCP or standard modem dial-up connection (emsi over tcp ports are 60177 - for telnet, and 60179 for raw socket).

try url: news://zwieracz.ideefixe.nom.pl/fido.atari and you'll reach national ATARI group.

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Subject: 7.1) What is the Atari 8-bit Computer Web Ring?

A WebRing is a set of web pages that have been linked to each other. Basically the first page in the ring has a link to the second one, the second one to the third, the third to the fourth... with the last page linking back to the first. This is all done by adding a small piece of HTML code to your page, which will automatically keep track of where your page lies in the WebRing. In this way pages from all over the world dealing with similar subjects can be linked together. In our case the subject is Atari 8-bit computers, so all pages in this WebRing are about the Atari 8-bit.

The home page of the Atari 8-bit Computer Web Ring is at:

http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html

and the ring is maintained by Raphael Espino, mailto:rje@co.umist.ac.uk

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Subject: 7.2) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

VENDORS/DEVELOPERS/PUBLISHERS:
See my companion vendor/developer list

USER GROUPS:

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Wolfgang Burger, mailto:wburger@cityweb.de
http://www.atari-computer.de/abbuc/

Atari Boise User Group (ABUG)
Ron Whittam, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus (ACEC)
Michael Steve, mailto:steve.2@osu.edu
http://hcgl1.eng.ohio-state.edu/~steve/ATARI/acec.html

The Atari Exchange of Louisville (AEL)
http://ourworld.compuserve.com/homepages/rlink/

Central Atari Information Network (CAIN)
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Edmonton Atari Computer Hobbyists (EACH)
Leslie Hartmier, mailto:leslieh@tibalt.supernet.ab.ca
http://www.compdirect.com/each/

Long Island Atari User Group (LIAUG)
Mark Glicksman, mailto:mglicksm@suffolk.lib.ny.us
http://liaug.com

Queensland Atari Computer Enthusiasts (QACE)
mailto:qace@closer.brisnet.org.au
http://www.closer.brisnet.org.au/atari/atari.html

St. Paul Atari Computer Enthusiasts (SPACE)
Michael Current, mailto:mcurrent@carleton.edu
http://www.library.carleton.edu/space/

Toronto Atari Federation (TAF)
Stephen Christian, mailto:schrist@interlog.com
http://www.interlog.com/~schrist/taf/

Atari Users of North Texas (AUNT)
http://www.atariusers.com/aunt/

TWAUG (Tyne & Wear Atari User Group)
http://www.twaug.freeserve.co.uk/

BBS HOME PAGES:

Beco Tel
Bernard Kok, mailto:webmaster@becotel.demon.nl

http://www.becotel.demon.nl/

Atari Inside
Marius Diepenhorst, mailto:pokey@dds.nl
http://huizen.dds.nl/~pokey/

The Last Hope
Ryan Goolevitch, mailto:ryang@trideja.com
http://www.trideja.com/lasthope/

Closer To Home
Tom Hunt, mailto:tomhunt@bright.net
http://cth.tzo.com/ ; telnet://cth.tzo.com/

ALTERNATE REALITY PAGES:

Original 8-bit Alternate Reality Homepage
Robert Hagenstrom, mailto:robert.hagenstrom@ebox.tninet.se
http://user.tninet.se/~lan318o/alternate-reality/

Alternate Reality The Classic Role Playing Game
Matt Roller, kirk.webb@m.cc.utah.edu
http://myst.slcc.edu/~AR/

Alternate Reality on the Web
Sean Noble, mailto:seaner@exo.com
http://www.pacificone.com/sean/

Alternate Reality - The Star Wizard's Guild
mailto:halifax1@usa.net
http://www.geocities.com/SiliconValley/Haven/1438

OTHER HOME PAGES:

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html
http://www.atari-computer.de/resort/ (mirror)

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Atari XL/XE-System
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

ATARI XL/XE - Homepage
Stefan Lausberg, mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/atari.html

Sacha's Homepage
Sacha Hofer, mailto:hofer@iam.unibe.ch
http://www.iam.unibe.ch/~hofer/

Beyond...The Black Stump Atari Page
Peter Garriga, mailto:lions@mira.net
http://www.blackstump.com.au/atari.htm

Reminiscing: 8-Bit Atari Games
John V. Goodman, mailto:jgoodman@tiac.net
http://www.tiac.net/users/jgoodman/atari/atarienter.html

Classic Home Video Games Museum
Dennis Brown, mailto:dgb@owlnet.rice.edu
http://www.owlnet.rice.edu/~dgb/museum/

La cueva de los 8 bits
Mariano Domnguez Molina, mailto:mariano@ce.fciencias.unam.mx
http://www.geocities.com/TelevisionCity/Set/4826/atari.html

Atari 8-bit Emulator Page
Tony Smolar, mailto:asmolar@ma.ultranet.com
http://www.ultranet.com/~asmolar/atari8/

Atari 8-bit Utilities (emulators/SIO2PC/APE)
Preston Crow, mailto:crow@cs.dartmouth.edu
http://www.cs.dartmouth.edu/~crow/atari/

BRiTiSH Underground Atari 8bit
Craig Lisowski, mailto:clisowsk@mcs.kent.edu
http://aegis.mcs.kent.edu/~clisowsk/8bit.html

Homepage Nyman: Atari 8 bit
Peter Nyman, mailto:N94PetNy@Midgard.Liu.Se
http://www.geocities.com/SiliconValley/2741/8bit.html

Atari 8-bit Emulator utilities
Ivan Mackintosh, mailto:ivan@dales.rmplc.co.uk
http://dales.rmplc.co.uk/ivan/atari/

Draco's Atari area
Konrad M. Kokoszkiewicz, mailto:draco@mi.com.pl
http://www.orient.uw.edu.pl/~conradus/atarieng.html

8-Bit Atari Emulation and Games
David Grieve, mailto:DavidG@bagend.otago.ac.nz
http://www.otago.ac.nz/Web_menus/User_Homepages/david/

Cartridge List for the Classic Atari 800/XL/XE Computers
Andrew Krieg, mailto:krieg@execpc.com
http://www.execpc.com/~krieg/VidGames.htm

The M*U*L*E Web
David L. Tucker, mailto:dtucker@dtucker.ultranet.com
http://www.ultranet.com/~dtucker/

The Digital ANTIC Project
Kevin Savetz, mailto:savetz@northcoast.com
http://www.atarimagazines.com/

Exploring the Arabic Atari 65 XE
Kevin Savetz, mailto:savetz@northcoast.com
http://www.savetz.com/vintagecomputers/arabic65xe/

TIGHT group - Atari 8-bit stuff
Michal Franczak, mailto:mfranczak@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~mfranczak/atari/

The Atari 400/800 and OSS
Paul Laughton, mailto:paul@laughton.com
http://www.laughton.com/paul/abps/oss/oss.html

Atari Planet
Trevor Holyoak, mailto:infoman@poboxes.com
http://www.holyoak.com/atari/

BKproductions 8bit Power!
Will Fisher, mailto:blackat@direct.ca
http://www.ogopogo.com/blackat/8bit/

Atari Gaming Headquarters
Keita Iida, John Hardie & Les Caron, mailto:editor@atarihq.com
http://www.atarihq.com/

Phoenix Atari Connection
John Collins, mailto:bosco@inficad.com
http://www.inficad.com/~bosco/

ATARI XL/XE Computer - Welcome / Willkommen / Bienvenue
Ulf Petersen, mailto:ulf@antic.cls.de
http://members.aol.com/upetersen/atari.htm

Nordic Atari Show (NAS) and Convention
Rolf Johansson, mailto:rojo@tripnet.se
http://www.tripnet.se/sak/nas/

Atari 8-Bit
Marcus Phillips, mailto:marcusphillips@geocities.com.
http://www.geocities.com/RainForest/4677/Atari8.html

Computer Trading Zone
Sean Noble, mailto:trader@pacificone.com
http://www.pacificone.com/trader/

FM Atari 8bit Info
Fred Meijer, mailto:webmaster@meijer.demon.nl
http://www.meijer.demon.nl/

Unfinished Projects Page
David Wyn Davies, mailto:ansawdd@compuserve.com
http://ourworld.compuserve.com/homepages/Ansawdd

Planet Irata...World of Atari
Tony Cervo, mailto:tcervo@slip.net
http://www.geocities.com/SiliconValley/Vista/3015/

Atari XL/XE Demos Page
Sven Gleich / CubE, mailto:sven.gleich@mb1.tu-chemnitz.de
http://www.tu-chemnitz.de/~sgl/atari/demosind.htm

HeAvEn's Demo-Homepage
mailto:k_nadj@s-direktnet.de
http://www.s-direktnet.de/homepages/k_nadj/main.html

The Video Game High Score Page
Sam Hartmann, mailto:pbjurman@aol.com
http://members.aol.com/pbjurman/highscores.html

Atari 8-bit Projects & Stuff
Sidney Cadot, mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/

Atari Historical Society
Curt Vendel, mailto:webmaster@atari-history.com
http://www.atari-history.com/

Atari Preservation Society (APS)
mailto:ShelShock@aol.com (Dave Bell)
http://www.geocities.com/SiliconValley/Vista/1863/main.html

Atari 8-bit & Linux
mailto:pavel@atrey.karlin.mff.cuni.cz (Pavel Machek)
http://atrey.karlin.mff.cuni.cz/~pavel/atari/

Atari Pub / Masters of Electric City official page
Dhor, mailto:Dhor@iko.zakopane.top.pl
http://dhor.zakopane.top.pl/

Atari Technical Information
mailto:trevin@xmission.com (Trevin Beattie)
http://www.xmission.com/~trevin/atari/atari.html

Chris's Home Page (Cobra Team)
Krzysztof Sieniawski, mailto:chris@se.com.pl
http://chris.se.com.pl/

"Break Movie" Warehouse (ATASCII movies)
Tom D'Ambrosio, mailto:ambrosia@flash.net
http://atascii.atari.org/

Atari B.A.S.I.C. Emulation
http://free.prohosting.com/~atari/

Atari Reference Desk
Terry Ross, mailto:tross3@hamtel.tds.net
http://personalpages.tds.net/~tross3/ard/atari001.htm

I.C. When - The Chronology of Video Games and Computers
Donald A. Thomas, Jr., mailto:curator@icwhen.com
http://www.icwhen.com/

Giant List of Classic Game Programmers
James Hague, mailto:jhague@dadgum.com
http://www.dadgum.com/giantlist.html

Toute la Collection Atari
Patrice Muller, mailto:pamuller@imaginet.fr
http://wwwusers.imaginet.fr/~pamuller/

Undead Games: Classic Video Games and Classic Computers
Gregory L. Miller, mailto:gmiller@iswt.com
http://www.classic-games.com

Kilka slow o komputerze Atari...
Waldi, mailto:wbolesta@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~wbolesta/atari/atari.pl.index.html

Atari Internet Magazyn
http://www.cuprum.com.pl/~service/atari

Tomasz Pecko - ATARI
http://bossx.boss.com.pl/~pecus/atari.html

Project: ATARI
Andy Leininger, mailto:akablinky@msn.com
http://www.geocities.com/SiliconValley/Pines/8493/

Atari Hardware Showcase
Eric Parent, mailto:eparent@shaysnet.com
http://equinox.shaysnet.com/~eparent/atari/

Atari-Computer
Matthias Faust, mailto:matzi@atari-computer.de
http://www.atari-computer.de/

Star Raiders Tribute Page
Bill Kendrick, mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/star-raiders/

Atari 8-bit Docs, Hints and Solutions
Larry Richardson, mailto:larryr@cyou.com
http://www.cyou.com/~richard/atari-docs.htm

Eric's Atari Stuff
Eric Cron, mailto:ericcron@pcc.net
http://www.pcc.net/dzone/atari8.htm

Mac/Atari Fusion
Mark Simonson, mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/

Steve's handy Atari vs. C64 comparison chart
Stephen L. Judd, mailto:judd@stratus.esam.nwu.edu
http://stratus.esam.nwu.edu/~judd/fridge/atari.compare

Russ Gilbert's Home Page
Russ Gilbert, mailto:russg@en.com
http://www.en.com/users/russg/

Clarence's Atari 8bit page
Clarence Dyson, cdyson@redshift.com
http://www.redshift.com/~cdyson/atari.html

Rate Atari Products and Prototypes
Glenn Bruner, mailto:brunergs@pcisys.net
http://www.pcisys.net/~brunergs/Atari/

Fujiman's Atari Homepage
Rory McMahon, mailto:mcmahom@inil.com
http://www.fujiman.com/

Rick Cortese's Atari Page
mailto:ricortes@netmagic.net
http://www.netmagic.net/~ricortes/

Atari 2000
(also the site for the Phoenix web browser project)
mailto:Morloc@acd.net
http://members.tripod.com/~morloc/

The Atari-to-PC joysticks interface
Emmanuel Fernandes, mailto:fernandes@agel.ucl.ac.be
http://gauss.math.ucl.ac.be/~manu/Atari/joystick.html

A simple monitor cable for Atari computers
Emmanuel Fernandes, mailto:fernandes@agel.ucl.ac.be
http://gauss.math.ucl.ac.be/~manu/Atari/monitor.html

ATARI XL/XE and MIDI (also:Music in Chaos Music Composer,Upgrade 130XE->320XE)
Ireneusz Kuczek, mailto:ixkuczek@kki.net.pl
http://friko6.onet.pl/lu/ixkuczek/

Atari 8-bit Page (includes Turbo 2000 description, File Formats, File Systems,
Atari DOSes, SIO, 6502 Opcodes)
Jindrich Kubec, mailto:kubecj@asw.cz
http://www.asw.cz/~kubecj

www.6502.org
Mike Naberezny, mailto:mnaberez@nyx.net
http://www.6502.org/

CK Computer Kontakt CD-ROM page
Rene Achter, mailto:rachter@rhein-zeitung.de
http://www.atari-computer.de/rachter

Twin Galaxies Atari Scoreboards
Ron Corcoran, mailto:sniper75@mindspring.com
http://www.snipercade.com/atari/

Raf's Atari 8-bit page
Raphael Espino, mailto:rje@co.umist.ac.uk
http://www.geocities.com/SiliconValley/Lakes/7953/atari.html

Digital ANALOG Archive
CyberRoach, mailto:reutter@w-link.net
http://www.cyberroach.com/analog/

Atari 8-bit developers page
Freddy Offenga, mailto:F.Offenga@student.kun.nl
http://www.student.kun.nl/f.offenga/atari.htm

Atari related homepage
Thomas Havemeister, mailto:twh@bigfoot.de
http://members.tripod.de/twh1st

Wes Newell, mailto:wnewell@ticnet.com
http://users.ticnet.com/newell/

TRY2EMU Atari Area
mailto:dely@atari.org mailto:jap@qumak.com.pl
http://www.atari-area.w.pl

Atari 8-Bit Pages (original Turbo-Basic XL articles from Happy Computing mag)
Thomas Meyer, mailto:i03a@zfn.uni-bremen.de
http://www.informatik.uni-bremen.de/~mnemo/atari/

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Subject: 8.1) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

Paul Clark offers this tip:

I think Dalnet carries #atari8, do the following;

telnet://telnet.dal.net

At the login prompt, type;

dalnet

If prompted for a password, just hit enter. You should
be able to navigate to #atari8 from there.......

==> #rgvc - Classic Games and Systems Collectors. "Rec.Games.Video.Classic"

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by typing irc at your shell prompt and jumping on an EFnet server (irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there, and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if they have gotten that far -- are familiar with IRC, :) and select one of the servers and join #atari8. There is many IRC servers on EFnet, chances are the one your on is on EFnet.

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Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

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Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that is common in the MS-DOS world. This is done to make the file shorter, so it takes up less space on your disk and it takes less time to transfer between computers. The archives contains several 8-bit Atari archivers fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

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Subject: 9.3) What are the .DCM, .ATR, and .XFD file formats?

These are all filename extensions used to name files containing entire 8-bit Atari floppy disk images.

DCM - Disk Communicator format. Invented by Bob Puff,
mailto:audioguy@cheerful.com for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.

ATR - Atari disk image format. Invented by Nick Kennedy,
mailto:nkennedy@cswnet.com for his SIO2PC project.
Used when working with non-Atari hardware.

XFD - Xformer disk image format. Invented by Emulators Inc,
mailto:emulators@msn.com for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used when working with non-Atari hardware.

PRO - APE ProSystem format. Invented by Steven Tucker,
mailto:classics@nacs.net for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

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Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load
files. Like .xmo, use of .bin is discouraged.

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Subject: 9.5) How can I make my commercial boot disk (tape, cart) into a load
file or disk image?

Russ Gilbert, mailto:russg@en.com writes:

The disk image part is a matter of taking a copyable boot
disk and making an atr, xfd, dcm or other disk image type
file out of it, usually for use with an emulator. Before
emulators, the Bob Puff .dcm format was used to
store/archive/retrieve boot disk images.

Almost all commercial software for the A8 is/was copy
protected. For boot disks, this usually involved a large
number of special formatting that couldn't be copied using
ordinary sector copiers. Usually the boot process involved
checking to see if a certain sector error occurred, then
proceeding. If the error did not occur, the disk was a copy
and would not work.

For carts, usually the method of protection was to write to
the cart area of memory and see if the value changed. If the
value changed, the cart program was in RAM, not ROM and
would fail to operate.

For tapes, again a fair number of schemes were used. Some varied the speed at which the tape loaded. I'm not familiar with tape protection schemes.

With all software media (cart, tape, disk), there may be program encryption, which must be decrypted before the program can run. This to make more difficult disassembly of the program.

There were/are a number of products to defeat copy protection/allow copying of protected software for the A8. The most common way to defeat copy protection was to disassemble the software and revise sections of code so that the copy protection was defeated. A software with defeated copy protection is called a 'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original commercial A8 software because it has already been defeated and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk, including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are a sector editor and disassembler. Carts are usually most easily dumped using a special OS, like Omnimon, to interrupt the cart and dump memory to disk. There are a few pd cart copiers that have the user plug the cart in when the program is running, I don't believe these pd cart copiers are very good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy protected commercial software' is don't bother. Find it on the net.

There is one exception, in that this 'solution' involves a
minimum of effort and is relatively safe. I refer to
'Chipmunk' and 'Black Patch' software to make cracked boot
disk copy of commercial disks. HOWEVER, even if you use
these two commercial archival tools, be sure you write
protect your originals, and be careful not to accidentally
write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product.
The APE Pro system, by Steven Tucker, in the registered
version of this shareware allows making disk images called
'Pro' images. APE (Atari Peripheral Emulator) requires a
cable, called the SIO2PC cable, that connects the A8 13 pin
serial port to a serial port on the IBM PC clone. To make
'Pro' images, a special adapter cable is needed, not just
the 'standard' SIO2PC cable. The 'Pro' image can 'capture'
the copy protection of an original commercial disk. The
'Pro' image can then be loaded into an A8 using the APE
registered version software, thus backing up your original
disk software. Note the 'Pro' image will only be of use to
person(s) owning registered APE software and 'Pro' adapter
cable.

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Subject: 9.6) How can I convert my commercial boot tape into a cassette
image file?

mailto:ernest@pi.net (Ernest R. Schreurs) writes:

For those of you that like ALL classic Atari software, there is now a
way to store all software that has been recorded on cassette tapes on
the hard disk of your PC. I have written a program that is similar to
the SIO2PC utility written by Nick Kennedy. But this one is intended
for use with cassette software. You will need the following items:

Any PC equipped with a sound card and about 50 to 100 Megs of free
disk space to work with. The sound card should be able to sample sound
at a sample rate of 44.100 Hz mono. The sample must be recorded into
a .wav file.
You need the wav2cas program to convert the .wav file to a .cas file.
The .cas file is a digital cassette image file that only contains the
data that is on the cassette tape. Once you have that, you can throw
away the .wav file. The .cas files are typically 16 to 64K, so they
are relatively small.

To load cassette files into your Atari (i.e. boot a digital cassette
image) you do not need a sound card. You do need a SIO2PC cable or
similar device. You also need the cas2sio program.

The wav2cas and cas2sio programs should be available from the archives
of Umich by now. They have been put together in one zip file
wav2cas.zip, along with the documentation and the 'C' source code.
You can download it through the web interface at the URL

http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
Note the capital in Emulators and in Peripherals.
Thanks to William Kendrick for helping me get it uploaded there!
You can also try the gopher stuff:
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Emulators/Peripherals/

Steven Tucker, the author of APE, has added support for this file
format as of version 1.15 of APE. It looks real neat, so try that out
too! Thanks to Steven for adding a nice user interface for these
cassette images. He did a nice job. I am hoping other using are
willing to write some programs to get more enjoyment out of this
underrated storage medium.

My stuff is available totally free for personal use, so I hope you
enjoy it. Read the docs about the conditions.

Keep those XL's/XE's humming.
If you have any questions feel free to E-mail me: mailto:ernest@pi.net

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Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel, mailto:itayc@hotmail.com
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)
Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
http://www.sitcom.co.il/users/itayc/

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No

Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

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Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz, mailto:draco@mi.com.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,

and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo, mailto:ssilicon@lax.net sums it up this way:
So a basic rule of themb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Apparently 2.07 is buggy.
Anadisk 2.06 is available at: http://ch.twi.tudelft.nl/~sidney/atari/

Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:crow@cs.dartmouth.edu (Preston Crow),
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

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Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 11.5), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to read

720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software Services (see the companion vendor/developer list), allows both low density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard floppy drives to be used on the Atari. A utility is included to read/write MS-DOS formatted floppies in all supported densities.

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Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (Russ Gilbert)

Q: How do I connect two cmputers using a null modem cable?

A: You need a term program and RS 232 ports on both computers. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 baud, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25 pin port. 25 pin #2 goes to Atari #4 (XMT to RCV), 25 pin #3 goes to #3 on Atari (RCV to XMT) and #5 of 850 goes to #7 of 25 pin (GND to GND).

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go to the left 1 to 13 then #14 is under #1 and left again so that #25 is under #13.

Most term programs allow a null connection, without a carrier detect. Notably, 'Express 850' does not. I have only used 'Procomm 2.4.3' (the last shareware version of Procomm) on the PC and Bob Term on the Atari, but other term programs may work.

To check your null modem connection, start both PC and Atari term programs, set baud to 2400 or 4800 on both computers. No parity, 8 data bits, 1 stop bit on the PC. Be sure to use the correct COM port on the PC. Go to 'terminal' mode and you should now be able to type on either computer and see it on the other screen. To accomplish a file transfer, use Y-modem probably from Bob Term, rather than X-modem. X-modem will often append bytes to a file transfer, an undesirable event. There is also a very nice Z-modem recieve program for the Atari, called AtarZmodem by Larry Black for the Atari.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors (Radio Shack) some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modems and plugging in the null modem cable into the two modem cables. This also avoids the confusion of variations in the computer ports. Most computers connect into the modem end via a standard RS232 DB25 connection. With this both ends 25 pin cable, you would cross pins 2 and 3 and connect the #7s together to make a null modem cable.

The SIO port on the Atari cannot be used directly. An 850, P:R: connection, MIO, Black Box or similar device that provides an RS232 port must be used.

Following are pin assignments for a DB25 pin RS 232 C port.
1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

For higher speed connections, above 4800 or 9600, you need the flow control lines and Atari term software that has flow control built in. You also need an MIO or Black Box, which uses the PBI (parallel bus). A high speed cable would need not only XMT, RCV, and GND, but also flow control lines. I suggest a commercial null modem from computer store to ensure correct lines. A null modem is a small adapter with the correct lines already crossed. I don't know how to correctly connect the CTS, RTS, DTR, DSR, CRX lines for a high speed null modem. With a null modem, you just plug it into the 25 pin connectors of the two modem cables you might already have connected to your Atari and PC or Mac. You may need a straight thru 25 pin gender changer also.

Following is in this FAQ elsewhere, but I summarize here: (Figure out or look for pin numbers on the ports.) Note that these are pin assignments, and NOT null modem connections with the XMT, RCV crossed and GND straight thru.

Atari 8-bit PC AT 25 PC AT 9 pin
---
1. DTR 20 4*
2. CRX 8 1*
3. XMT 2 3

4. RCV 3 2*
5. GND 7 5
6. DSR 6 6
7. RTS 4 7
8. CTS 5 8
9. No connect? shield RI
22 RI

Note: * above indicates the difference between an AT 9 pin
and a Atari 8-bit 9 pin cable connector. eg. If you check
continuity from pin 3 of 25 pin end and it goes to pin
4 of nine pin end, you have an Atari serial cable. If pin
3 of 25 pin goes to pin 2 of 9 pin end, you have a PC
serial cable.
(updated 3/1/99)
(DTE = Data Terminal Equipment ie. your computer.
DCE = Data Communications Equipment ie. your modem.)

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Subject: 11.5) What is SIO2PC?

From the SIO2PC home page, written by Nick Kennedy:

SIO2PC is a hardware & software package interfacing the 8-bit Atari to PC
compatible computers.

The original idea was to have the PC emulate Atari disk drives so Atari
programs could be stored on the PC's hard (or floppy) drives. It turned out to
be quite successful. About 95% of my work was in the software, but a hardware
device to convert logic levels was also necessary. This device is now commonly
referred to as an SIO2PC cable.

Features:

Emulates 1 to 4 Atari disk drives

Store your Atari files on PC hard or floppy drives

Boot from the PC, real drive not needed to start-up

No software or drivers required for the Atari;
no conflicts: use your favorite DOS

Twice as fast as an Atari 810 drive and more reliable

Co-exists with real drives in the Atari daisy chain

Compatible down to the hardware level: use sector copiers, etc.

Print-Thru captures Atari print-out and routes to PC's printer

Convert Atari files to PC files and vice versa

1050-2-PC version connects PC directly to Atari disk drive

Nick Kennedy
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/

Another source for building SIO2PC cables is Clarence Dyson's page at
http://www.redshift.com/~cdyson/atari.html

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Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:sup8pdct@mail.cth.com.au (James Bradford)
mailto:draco@mi.com.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed 52k

==> Micro MainFrame - made by a company in Rancho Cordova, CA
?????

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> 1050 US Doubler Created by ICD, now sold by K-Products
SS SD/ED/DD UltraSpeed 52k.

==> Happy 1050
SS SD/ED/DD Warp speed 52k ; track buffering

==> Cheer-Up 1050 Clone of "Happy" 1050

==> Super Archiver 1050
SS SD/ED/DD UltraSpeed 50+K

==> Speedy 1050
SS SD/ED/DD 55-57k bps

==> Super Speedy 1050
SS SD/ED/DD Like the Speedy 1050, but enough RAM on board to
hold the contents of an entire disk

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k UltraSpeed
by Super Products. Compatiable with SuperDOS and K-Products US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ K-Products
US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38400 burst mode usable only with SpartaDOS X,

SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now considered "standard".

More data on the XF551 compiled by Marco Antonio Checa Funcke, mailto:mcheca@li.urp.edu.pe :

Processor: 8040/8050AH at 8.3333MHz (docs say 18.33, but it's a mistake)
Disk controller: WD 1772 02-02 (I opened my drives and looked at the complete code)
SIO data rate: normal: 19040bps (NTSC)/18866bps (PAL)
high speed: 38908bps(NTSC)/38553bps (PAL)
Rotaton rate: 300RPM
Power source: external power adapter, 9V AC, 31VA, 60Hz (NTSC)/50Hz (PAL)

Operating modes: Single Dual Double Density
Number of sides 1 1 2
Total tracks 40 40 80
Sectors per track 18 26 18
Bytes per sector 128 128 256
Total bytes 92160 133120 368640
Encoding method FM MFM MFM
Transfer rate 125000bps 250000bps 250000bps
Acces time: (maximum)
track to track 40ms 40ms 40ms
motor start 1000ms 1000ms 1000ms

And even more info, from Andreas Magenheimer:
There are two versions - one from Mitsumi and one from another creator . The mitsumi Xf drive can read and write to a single/dual/double density backside of a 5,25" disk (side b) if it is already formatted. The other drive cannot read nor write nor format the backside because it always looks for the timing hole !! (If you insert a B-side of a disk without a timing hole, it does not stop spinning around...even if this disk is formatted) Therefore the other drive has a flop-mechanism and a sort of automatic-density detection (which is not supported by the OS !!). If you put in a disk, the drive motor starts, trying to read that disk...

For better understanding: a mitsumi drive may need a flop mechanism (so a disk "flops" out, when opening the switch), a density detection (to know the correct density - like a 1050 does !!) and a timing hole redirection (thus not needing a timing hole). The other drive would merely need a timing hole redirection. Both drives then should have a new OS that uses the capabilities to automatically detect the density...

==> CSS XF551
SS/DS SD/ED/DD K-Products US Doubler compatible. Updates drive to work better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit

y=2 -> a dual-drive unit

Master and slave models

All Percom RFD drives support double density.

==> Percom AT-88
SS SD

==> Percom AT88 S1 PD
SS SD/DD, plus built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOS XL only. 72k under SpartaDOS X, 37k bps under DOS XL.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- UltraSpeed - 70000 bps

Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- UltraSpeed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 67000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2001 "California Access"
SS SD/ED/DD 19200 bps or 38400 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2002 "California Access"
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European
Sysop Fox-1 writes:

The HDI drive is, like all other I mentioned, connected to the atari 8-bit
SIO-bus. It's a PCB on where you can connect up to 4 PC-mechanics, no matter
it's 360, 720, or 1440Kb, nor 3.5" or 5.25". It's (partial?) developed by
Erhard Puetz (aka Floppy-Doc, aka Sysop Atreju), but is not available anymore
due the lack of the hard-to-get high-speed floppy-controller.

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: MYDOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
What's Top Drive? Konrad M.Kokoszkiewicz, mailto:draco@mi.com.pl writes:
the command is sent as 19200, but all other communication (acknowledge,
data block, completion) is done at 72000 (IIRC).
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatible with the SDX)
- UltraSpeed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF551.

288 RPM

==> XFD-602B
The two XFD-601B drives in the one unit.

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Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades (CSS)
- Floppy Board (CSS)
- Percom drive upgrades

==> Atari XF351 or XC35
3.5" system Unreleased

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Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need to obtain one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Rare.
Fast but still relatively slow I/O, kludge through joystick ports for 800.

==> KPI Hard Disk Drive Interface (formerly Supra)
from K-Products (bobkla19@mail.tcd.net - Bob Klaas)
Some limitations on drive type and size and total number of drives in sys.

==> Multi I/O (MIO) (formerly from ICD)
from Fine Tooned Engineering (FTe) (ftooned@crl.com - Mike Hohman)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2K bps

==> Black Box
from Computer Software Services (CSS) (mailto:audioguy@cheerful.com - Bob Puff)
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the
only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface
from Konrad M. Kokoszkiewicz and Jacek Zuk
(see http://www.orient.uw.edu.pl/~conradus/docs/ide_eng.html )
o Maximum drive capacity: 16777215 physical blocks on each device.
o Maximum number of partitions: 16
o Maximum capacity of a partition: 16777215 logical sectors

o Logical sector length: 256 or 512 bytes
o Average speed (in kilobytes per second, WDC 130AB drive):
- Native mode, sequence of sectors (R): 75
- Emulation mode, sequence of sectors (R): 43
- Emulation mode, back sequence (R): 28
- Emulation mode, random sectors (R): 13
- Emulation mode, same sector (R): 29
- Emulation mode, DOS file (W): 7
- Emulation mode, DOS file (R): 36
o Booting from any partition (on the standard XL OS)
o Write protection capability
o 8 jumpers to set the device number for the operating system
o Sweet 16 compatibility

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

==> MSC IDE-Harddisk-Controller
created by Steve Birmanns and Matthias Belitz in Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
* real device for the parallel-port of the Atari XL-Series
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at
one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* access of ATAPI-CDROM with additional software

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Subject: 12.4) What kinds of monitors can I use with my Atari?

In general, you either need a Composite Video monitor, or a standard TV.

Television:
You'll need a video cable (not detachable on the 400/800), and a TV Switch
Box. Used with VHF Channel 2 or 3.

Monitor:
The 8-bit Atari produces a color Composite Video signal, plus
separate chroma (color) and luminance (brightness) signals which the best
composite video monitors can take advantage of. Popular examples of such
monitors include the family of monitors produced by Commodore.

Gotcha's:

-the 400 and North American 600XL lack a monitor port entirely. They can only
be used with a TV.

-the XE Game System provides an RCA-style jack in place of the Monitor port; so it provides Composite Video but lacks separate chroma\luma signals

-the 600XL, 800XL and 1200XL lack separate chroma signal (can be added via hardware modification)

-the XEP80 Interface Module produces a monochrome Composite Video signal via an RCA-style jack. This higher-resolution signal produces crisp, clear 80 column text on 80-column monochrome composite video monitors.

The pinout of the Monitor port is in the pinout section of this FAQ list. The monitor connector on the back of the Atari can be utilized using a 4-pin DIN to RCA converter. You don't need to build a separate cable.

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

"The best monitor for an Atari 8 bit that is readily available today would be a television with an S-video input---these tend to be large and high-quality, so the s-video input is the deciding factor there. You'll have to build the cable yourself, and if you have an XL you'll want to do the Super Video upgrade that Ben Poehland published in Atari Classics a few years ago---this puts the chroma signal back on the pin that it should be and cleans up the video signal enormously. It's really more of a fix than an upgrade.

I use a commodore split-video monitor. They work great and are cheap-to-reasonable when you can find them."

mailto:bryede@emi.net (Bryan Edewaard) writes:

"Yes, the best choices are monitors that support "Separated Video" (sometimes called Commodore video on Commodore monitors), or S-Video. These monitors have separate color and luminance video inputs, which give a sharper picture without cross-color artifacts - such as the colored fringes on text when viewed on a TV (although some games use these artifacts to get additional colors). If you have an XL computer, then it needs an upgrade to support these monitors due to the omission of chroma from the monitor port. the 800 and XE computers don't have this problem.

The 2nd best choice is a TV or monitor that has a "Composite Video" (usually called just "Video" or "Aux") input. This is a signal that has the color and luminance information combined into one signal. The picture will be a little less sharp, but still much better than using the "Channel 3" output.

>Where might I find one?

I've seen them a flea markets, garage sales, swap meets, ham fests, and in newsgroups like this one. Plus, many new TV's support S-Video and Composite video inputs.

>What are the advantages of using one of these rather than a TV?

Well, it's all a matter of how many stages the signal must go through.

1. The Atari generates video as a color signal and a brightness (luminance) signal. These are passed to the monitor port as Chroma and Luma signals (XL's have no Chroma output from the factory).

2. The signals are mixed together to make a standard video signal which is also passed to the monitor port as Composite Video.

3. Then the mixed video signal (along with audio) goes through the process of being "modulated" into a TV radio signal (channel 3 or 4). This step involves removing high frequencies from the video (blurring it) and sending it to the TV in a fragile broadcast form that's suseptable to all kinds of interference. Then the TV must (1) extract the video signal from the radio signal, (2) separate the Chroma and Luma components as best it can, then (3) divide the Chroma in R, G, and B. Any of these steps that you can eliminate will help your picture.

>Are there any other composite video monitors that anyone would recommend
>(and where might I find one)?

Maybe the 8-bit FAQ mentions these monitors. The most common one is probably the Commodore 1702 which has a very good picture and is quite reliable.

If you plan to use an XL (which I do), upgrading the video circuitry makes as big a difference as what monitor you choose. Ben Poehland has some excellent articles in Atari Classics magazines for improving the quality of the XL's video, as well as restoring the missing Chroma output."

Lonnie McClure mailto:lmcclure@ibm.net has the last word on Commodore monitors:

Comodore models: 1701, 1702, 1802, CM-141, 1080, 2002, 1902, 1902A*, 1084**, 1084S**.

* The 1902A used a DIN connector for chroma/luma, which makes cabling a bit more of a problem. The composite and audio connectors are standard RCA jacks, however.

** The 1084 and 1084S had more than one version. Some used the a DIN connector for chroma/luma connections, like the 1902A, while some used standard RCA jacks.

The 1902 and 1902A are very different in appearance. The original 1902 shares the same slightly rounded front case design as the 1080 and 2002, while the 1902A is has a rather square case design, and was manufactured by Magnavox (as were some of the 1084 and 1084S versions).

Jerry Jessop, mailto:jjessop1@home.com explains why French Ataris produce fewer colors:

"I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has

nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible."

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Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8 drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum. Complete documentation about the disk formats and commands, as well as the source code, is available.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g and 3.2gx are disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS 3.3a and 3.3b were rewritten by Stephen J. Carden for use with BBS Express PRO!. SpartaDOS 3.3c is produced on a 16K ROM cartridge from Video 61.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2g)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek.
BW-DOS 1.30 and all other versions are available via:
http://atari.boss.com.pl/files

Carolyn Hoglin, mailto:choglin@usa.net adds:
I didn't see TOP-DOS mentioned anywhere. This superior DOS was written by R. K. Bennett of Eclipse Software in Sunnyvale, CA. It was based on Atari DOS, but with many, many more features. It fully supports my double-density, double-sided Astra drives, automatically sensing the proper density and sidedness of both drives 1 and 2. (MYDOS only seemed to do that on drive 1.) Also supported are large ramdisks for Axlon, Mosaic, etc. The latest version was TOP-DOS 1.5+, which came with an

excellent manual explaining how to use its powerful capabilities.

Any other versions of DOS all 8-bit Atari users should be aware of??

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Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Home Computer (1979) 8/16K, membrane keyboard, 400/800 OS
800 Home Computer (1979) 8/16/48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI (Europe: includes ECI)
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missile Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions. 410a - Taiwan
version
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 40-Column Printer -
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, w/ Telelink I. =Novation 'CAT'
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige &
black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
mailto:rrs0059@ibm.net (Frank McKenney) writes:
The printer/plotter mechanism for the Atari 1020 is
(I believe) the same one used in the Tandy/Radio
Shack CGP series and the Commodore 1520(?), and
was
made by a company named ALPS.
1025 80-Column Printer -7-pin dot matrix. =Okidata ML80. 40cps
1027 Letter-Quality Printer-80 col letter quality =Mann-Tally Riteman LQ. 20cps
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software. 2 SIO ports
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, w/ XE Term software. Permanent SIO cable
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package.

SIO & DB25 RS232 serial ports.external power supply

For definitive information on unreleased Atari products, see:

Atari Historical Society, http://www.atari-history.com/
(Curt Vendel, mailto:webmaster@atari-history.com )

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
600 early 600XL, all black case, joyports on the left, missing PBI
800XL brown prototype
800XLF late 800XL with a redesigned motherboard, plus the FREDDY chip
800XLD low-cost 1450XLD, no modem&speech, include disk drive
controller&FREDDY
1250XLD Earlier name for the 1450XLD
1400XL brown prototype
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" drives (controller not included)
1450XLD 1400XL plus 5.25" floppy drive (Epson SD521 360K disk drives)
1600XL Amiga/Amiga-like.Now appears that 1850XLD was the model name for this
1650XLD to use 1450XLD case and 1200XL keyboard
1850XLD "Mickey" Atari clone of the Amiga Lorraine
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE/AMY sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
816 ????
1053 -looks like a 1050, but supports DS/DD 360K format
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -"SweetPea" Z-80 CPU, 64K RAM, CP/M 2.2, 80 col display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -XE Thermal Color Printer

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Subject: 13.3) What are the power-supply requirements for my Atari
components?

Thanks to Matthias Belitz, mailto:matz@kawo2.rwth-aachen.de for the European
data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this
information conflicts with the units you have.

The most important information is the voltage (in volts) required, and
whether you need a transformer (AC output) or an adapter (DC output). The
power (in watts) and current (in amperes) specifications of the original
equipment as presented here should be regarded as minimum values.
Higher-than-specified power and current capacities are entirely usable,
and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)
VA=VoltAmps

N O R T H A M E R I C A: INPUT = 115-120 V AC, 50/60Hz
========================
9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030
9 V AC 4.5 VA (500 mA) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027,1090XL
20 V AC 7 VA (330 mA) Atari#CO60479/CA060535 transformer:
835
24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
600XL,65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814 adapter:
600XL,800XL,65XE,130XE,XE Game System
6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P" (vaporware)
9 V DC 200 mA (1.8 W) adapter:
MPP1000C (the modem from MPP, interfaces via a joystick port)
9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CO10472/CX261 adapter:
XEP80,SX212,2600 (center positive)
9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200
5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450 adapter:

1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220 V AC, 50 Hz, 26 VA
==========
5 V DC 1,8 A, #CO61763-107: 800XL
5 V DC 1,5 A (7,5 W) #CO61763-34 : 800XL (U.K., 240 V AC in)
5 V DC 1.5 A (7.5 W) #CO61763-11 : 65XE,800XL,800XE (Germany)
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA
9 V AC 27 VA (3.0 A) CO60592-34/TM 7498 : 1050 (UK)
9V AC 0,5 A, CO#61516/34 : 1010 (UK)
9,3V AC, 1,66 A CO# (not printed), FW 6799: 800

These draw their power from the SIO +5 V:
XM301 (60 mA),XC11,XC12,ICD/FTe P:R:Connection,Wizztronics MidiMax,RVerter

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

---

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 12
o o o o o o
o o o o o o o
1 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7

7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
CX22 trackball meanings from Steve
Wallace:
1. (Joystick) Forward Input X Direction
2. (Joystick) Back Input X Motion

3. (Joystick) Left Input Y Direction
4. (Joystick) Right Input Y Motion
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port DB9P (850 Interface Module):
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module) DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data

10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

---

Subject: 13.5) What BBS software can be used on the Atari?

This section mostly by mailto:winston@merk.com (Winston Smith)
Credit for AMIS to MACE by Steven Sturza, mailto:cordata@ameritech.net

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
The AMIS BBS was written in BASIC by people from the
Michigan Atari Computer Enthusiasts. It included designs for a ring-detector.
You needed a sector editor and had to allocate message space by hand, hex byte
by hex byte.

Steven Sturza adds:
The AMIS BBS was written by people from the Michigan Atari Computer
Enthusiasts.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that
performs networking. There was an OASIS network between Boston,
Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word
of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank
Walters wrote it.

o Carina BBS -- a shareware product of Shadow Software.

o BBS Express! Professional -- a product of K-Products. See Vendor List.

o OASIS IV -- a product of ???

o Forem-XE Pro -- by Len Spencer. http://members.aol.com/lenspencer/

---

Subject: 13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?

Atari BASIC:

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Freddy Offenga, mailto:F.Offenga@student.kun.nl adds:

there's another good answer (IMO):

You can also take a look at the part numbers on the IC's
inside your Atari and compare them with the numbers from
the following table:

Part# Version
~~~~~~~~~~~~~~~~~~~~ ~~~~~~~~
CO12402 + CO14502 A
CO60302A B
CO24947A C

CTIA or GTIA installed?

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the
GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Clay Halliwell, mailto:earl.halliwell@dyess.af.mil provides this tidbit:

A bit of trivia: CTIA 400/800s artifacted in blue/green, GTIA 400/800s
artifacted in green/blue, and all XL/XEs artifact in red/blue.

---

Subject: 13.7) Which versions of the Operating System (OS) are there?

This section also kept at http://www.student.kun.nl/f.offenga/osroms.txt

Atari 8-bit Operating Systems
~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Version 3.3, 6/27/1999.
By Freddy Offenga (mailto:F.Offenga@student.kun.nl)

400/800 10kB OS roms
~~~~~~~~~~~~~~~~~~~

Rev. TV Date CRC-32 Part Nr(s)
~~~~ ~~~~~ ~~~~~~~~~~~ ~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~

A NTSC (?) (?) (?)
A PAL (?) 0x72b3fed4 CO15199, CO15299, CO12399B
B NTSC (?) 0x0e86d61d CO12499B, CO14599B, 12399B
B PAL (?) (?) (?)

XL/XE 16kB OS roms
~~~~~~~~~~~~~~~~~~

| Rev. | System | Date | CRC-32 | Part Nr(s) |
|---|---|---|---|---|
| 10 | 1200XL | 10/26/1982 | 0xc5c11546 | CO60616A, CO60617A |
| 11 | 1200XL | 12/23/1982 | (?) | CO60616B, CO60617B |
| 1 | 600XL | 03/11/1983 | 0x643bcc98 | CO62024 |
| 2 | XL/XE | 05/10/1983 | 0x1f9cd270 | CO61598B |
| 3 | 800XE | 03/01/1985 | 0x29f133f7 | C300717 |
| 4 | XEGS | 05/07/1987 | 0x1eaf4002 | C101687 |

(?) This information is missing. If someone can supply this info,
please write me an e-mail.

NOTES:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).
The 1200XL contains two ROMs for the OS (8k each), XL/XE's use a single
16k ROM and the 16k XEGS OS is stored in a 32k ROM (together with 8k
BASIC and 8k for Missile Command).

Origins of ROM information
~~~~~~~~~~~~~~~~~~~~~~~~~~
400/800 rev.A NTSC Could exist, since the PAL version exists and
rev.A is mentioned in the rev.B source code.
400/800 rev.A PAL All info found in two Atari 400's and Atari 800
ROM module CX801.P
400/800 rev.B NTSC Information from a ROM dump and the rev.B source
listing. The part numbers were listed in the
catalog from 'Best Electronics'. According to
'Mapping the Atari' rev.B ROMs have a 'B' at the
end of the part number, therefore I figure these
part numbers are from rev.B.
400/800 rev.B PAL Could exist, since the NTSC version exists and
there's some conditional PAL/NTSC assembly in
the rev.B source code
1200XL rev.10 PAL/NTSC All info found in an Atari 1200XL. The XL/XE
rev.2 source code refers to it as rev.10.
'Best Electronics' calls it rev.A.
1200XL rev.11 PAL/NTSC Refered to rev.11 by the XL/XE source code.
'Best Electronics' calls it rev.B.
XL/XE rev.1 All info found in an Atari 600XL
XL/XE rev.2 All info found in an Atari 800XL
XL/XE rev.3 All info found in an 800XE
XL/XE rev.4 All info found in an Atari XE Game System

O.S. Authors and dates
~~~~~~~~~~~~~~~~~~~~~
The following info is from the Atari XL/XE rev.2 source code.

Revision A (400/800)
D.Crane / A.Miller / L.Kaplan / R.Whitehead

Revision B (400/800)
Fix several problems.
M.Mahar / R.S.Scheiman

Revision 10 (1200XL)
Support 1200XL, add new features.
H.Stewart / L.Winner / R.S.Scheiman /
Y.M.Chen / M.W.Colburn 10/26/82

Revision 11 (1200XL)
Fix several problems.
R.S.Scheiman 12/23/82

Revision 1 (600XL/800XL)
Support PBI and on-board BASIC.
R.S.Scheiman / R.K.Nordin / Y.M.Chen 03/11/83

Revision 2 (600XL/800XL)
Fix several problems.
R.S.Scheiman 05/10/83
Bring closer to coding standard (object unchanged)
R.K.Nordin 11/01/83

Vapour-ware
~~~~~~~~~~~
The following OS roms originate from rare Atari 8-bit systems.
Since I don't own any of these (unfortunately), I don't have much
information about these roms. Who can help me?

I've got two 16K rom dumps from the 1450XLD. Both ID's are rev.3.
The first dated 3/23/1984 comes from the 'Pooldisk Too' CD-ROM
(filename: 1540os3.v0) and the second dated 6/21/1984 was send to
me by Nir Dary (filename: os1450.128). Main differences between
these two are in the first 3K ($C000 - $CBFF).

The XL/XE OS rev.3B is from an Atari from Arabia. It's probably based
on rev.3. There are changes in the fonts (Arab characters) and several
patches in the code. More info at:
http://www.savetz.com/vintagecomputers/arabic65xe/

Rev. Found in Size CRC-32 Date
~~~~ ~~~~~~~~ ~~~~~ ~~~~~~~~~~ ~~~~~~~~~~
3 1450XLD 16kB 0x0d477aa1 3/23/1984
3 1450XLD 16kB 0xd425a9cf 6/21/1984
3B 65XE 16kB 0xf0a236d3 7/21/1984

References
~~~~~~~~~~

- The modified september Atari 400/800 computer operating system
listing, revision B, (c)1982 Atari.
- The Atari O.S. source code rev.2, (c)1984 Atari.
- Atari XL addendum Atari home computer system operating system
manual: supplement to Atari 400/800 technical reference notes.
- Best Electronics, catalog of Atari 8-bit parts.
- Mapping the Atari, revised edition, Ian Chadwick, Compute! books
publication, 1985.

Credits
~~~~~~~
Special thanks to Nir Dary for the rev.2 source code, rom dumps and
the 1200XL. It's in good hands.

------------------------------

Subject: 13.8) What games support 4 simultaneous players on the 400/800?

contributors to this section:
mailto:jlodoen@shell.portal.com (Jeff M Lodoen)
mailto:olavese@online.no (Vidar \"Hawk\" Olavesen)
mailto:pmulvey@erols.com (Pat Mulvey)
mailto:stevenposey@usa.net (Steven E. Posey) (Party Quiz controllers descr)

The following games support 4 player head-to-head play. Remember, only the
400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor,
Thorn EMI Soccer, Major League Hockey

The following support 8 players on the 400/800 or 4 on the other computer
models, using the 2 controllers-per-port CX30 Paddle controllers:

Super Breakout, Worms?

The following supports 4 players on all machines, using special 4-button keypad
controllers linked together with RJ-11 jacks (standard phone jacks) to a box
with 2 joystick port connectors.

Party Quiz by Suncom

------------------------------

Subject: 13.9) Why should I disconnect the 810/1050 power supply before
connecting or disconnecting SIO cables?

Rich Mier writes:

You've been plugging and unplugging the SIO cable with the 1050 power pack
plugged in, right? That's a no-no. Most of the time it's Okay, but about 1
in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right,
rear of the main board. A 14 pin DIL chip. Actually it is an array of 5
transistors.
~~~~~~~

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be ON on the CPU. The problem has to do with the secondary winding of the Power Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it 'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

---

Subject: 13.10) What is Omnimon?

--This section was written by Scott Charles, mailto:scharles@blast.net

Omnimon is a add in board for the Atari 400/800 series of computers and a replacement OS chip for the xl/xe series of computers. The original Omnimon board fit onto the OS board in the 800 series and had a switch attached to it to disable the board. The 400 series required you to bend the circuit board into a right angle for it to fit inside the 400's case. (It was designed to do this.). The Xl/Xe version replaces the OS Rom chip inside the computer with one that contains the Omnimon code, and a revised OS to make the XL more compatible (no translator disks needed).

Omnimon itself is a machine language monitor residing from $C000-$CFFF, with a few variations. It was designed in 1981 by David C. Young (who also wrote Cartcopy, a copier for the right slot of the 800) of CDY Consulting in Texas. The first software revision of Omnimon had a few basic commands and was only 4K long, only for the 400/800. The second revision required the addition of a bank select switch, and was 8K long. Since it was addressed by the 400/800 as 4K, when you needed to use the code in the other bank, all the text on the screen flips upside down, you flip the switch and hit any key. The Xl and Xe versions of Omnimon do their bank selecting through the normal XL port for this function, so it is seamless.

So what can you use Omnimon for? Its main claim to fame is its ability to interupt any running program by pressing and holding the SELECT-OPTION-RESET keys. Depending on the sequence you press determines what kind of warm boot the Atari does. SELECT+RESET does NO warm boot, preserving the stack and flag values of the 6502. OPTION+RESET allows a warm boot (as if you had just pressed RESET) and interupts the vector at $C (initialation vector).

I think you can see where we are going with this - Omnimon was developed as a machine language developer's tool, much in the same way that the Happy modification was developed for legitimate backups. I.E. far more people use both products for software piracy. If you have an Omnimon! in your machine and you try to boot up an Electronic Arts program, for example, you will get a message that says "REMOVE ROM AT $C000", and the program hangs. (Hence,the need for the disable switch on the 400/800 version. There is no way to disable the xl/xe version, just switch it to an alternative OS.) The 400/800 version, since the disable switch just deselects the mapping of Omnimon to $c000 area, can be switched on and off at will.

I myself did not know what Omnimon was used for until I was using a sector editor on a program called Pharaoh's Pyramid, from Master Control Software. On it is a sector that reads, "REMOVE OMNIMON YOU DIRTY PIRATE". This got me to thinking, what does that mean? After about 5 months of playing around with the Omnimon board, I figured out how to use it to pirate software. In fact, it can be used to make most boot disks into binary files, and remove copy protection from countless more.

At the risk of sounding melodramatic, I can safely say that Omnimon hastened the demise of the Atari 8 bit computer by 2-3 years, because of its power.

---

Subject: 13.11) What is the difference between NTSC and PAL machines?

Software written for NTSC (North America) will always work on PAL machines, but software designed on PAL machines (Europe) won't necessarily work on NTSC machines.

Wayne Booth, mailto:trek@ihgp15.ih.att.com writes:

The differences with PAL and NTSC have to do with the number of lines displayed on the screen and whether they are using 50 or 60 Hertz.

If I remember correctly, I believe PAL has 625 lines/screen and they refresh the screen 50 times a second doing 1/2 the lines each refresh so they effectively repaint the screen 25 times a second. NTSC is 525 lines/screen with a 60 times a second refresh - again only half the lines each refresh so a 30 times a second frame rate. This would change the amount of time available during vertical sync pulse, and the number of lines that need to be redrawn each time.

Graham Thornton, mailto:nero@chicagonet.net adds:

I use both a real PAL Atari 800 and a PAL-ANTIC 1200XL here in the US.

Replacing the ANTIC chip with a PAL version changes the screen refresh rate to 50Hz which allows most of the PAL-only European software to run. Your system will still report itself as a NTSC machine, unless you change the ROM (see the Nir Dary upgrade), but most software doesn't care.

The one problem you might run into is your monitor. Replacing the ANTIC will mean your North-American Atari is now generating an NTSC signal at 50Hz, instead of the usual 60Hz. Some people will tell you that modern TVs and monitors don't care but that isn't actually true. My brand-new Sony Trinitron 15" colour TV/monitor goes bezerk with the upgraded 1200XL, but my 15-year old 10" Texas Instruments color monitor (designed for the TI-99/4A) is fine.

You can also use real European equipment here in North America, provided that you have a PAL-compatible TV/monitor. The frequency of the power system is irrelevant, as I use my 800 with a 110V/60Hz 1050 power supply.

---

Subject: 13.12) Is the software for the Atari 8-bit computers "TV-standard dependent?"

{some PAL demos flicker, or won't run at all on NTSC machines}

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

This is because PAL machines have a vertical refresh frequency of 50hz (NTSC use 60hz) which translates into more vertical blanking time for demos and other computation-intensive graphics software. So PAL demos that won't work on NTSC machines are usually returning from a VBI (vertical blanking interrupt) too late. Some also attempt to use more vertical resolution ("longer" display lists) than an NTSC display can handle.

mailto:thor@math.tu-berlin.de (Thomas Richter) adds:

Yes, it is. Mostly because the frequency of the vertical blank interrupt is different (60Hz for NTSC, 50Hz for PAL). The old OS A was not clever enough to notice the difference, so all system timings like the keyboard auto-repeat function depend on the TV system. These parts of the OS have been corrected with OSB and the XL versions of the OS. However, as most games install a VBI, their timing does still depend on the frequency -> they will run slightly slower for PAL versions.

Another point is that the popular pseudo-colors used in the Antic-F (Graphics 8) mode are not colorful at all when displayed on a PAL TV, because of differences in the color encoding for the TV. The schematics of the Xl computers include however a hack how to change the PAL version to the NTSC version (the PAL versions include two crystals, one with 5/4th of the frequency of the other. One is used for the system clock, the other for the color clock), but I never dared to apply it.

---

Subject: 13.13) What programming languages are available for the Atari?

This section also kept at http://www.student.kun.nl/f.offenga/lang13.txt

Revision : 1.3
Date.... : 4/19/1999

==========
!!!! This section is under construction - HELP WANTED !!!!
----------
The goal is to give information about all available languages
for the Atari 8-bit computer. This information will include:
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Freddy Offenga, mailto: F.Offenga@student.kun.nl
==========

There are quite a lot! To get some structure in this section it's
divided into the following categories;

a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

The following format is used:

- Language titel (medium)
version, year : version, year
author/company : author/company
available..... : where/how to get it
package..... : programs, documentation
features..... : main features
Description.

The question marks (?) indicate that more information is
required about that topic.

Definitions:
umich University of Michigan Atari archive

Some resources:
- The Multi-lingual Atari, Analog magazine 45, August 1986
- A bunch of manuals
- Some copy-pasted lines from the Atari 8-bit newsgroup

a) ASSEMBLER

- 130XE+ Makro Assembler (disk)
version, year : 2.2, 1992
author/company : Torsten Karwoth
available..... : freeware, ?
package..... : assembler, editor, menu, monitor,
batch enhancement, linker/packer
features..... : macros
Two pass 6502 assembler with integrated menu, editor
and monitor shell. Needs extra RAM banks. Source
format is derived from Atmas Makroassembler.

- A65 (disk)
version, year : ?, 1989
author/company : Charles Marslett, WORDMARK Systems
available..... : freeware, ?
package..... : assembler, manual
features..... : source include
Two pass 6502 assembler. Source format is based on the

Atari Macro Assembler. Assembler source included.

- Alfasm, Turbo-Assembler/16 (disk)
version, year : 1.0, 1990
author/company : Jeff Williams, DataQue Software
available..... : ?
package....... : assembler, docs
features...... : source include
Two pass 6502/65816 assembler.

- Atari Assembler/Editor (cart)
version, year : ?, 1981
author/company : Atari
available..... : ?
package....... : assembler, editor, monitor, manual
features...... : -
Two pass 6502 assembler with integrated editor/monitor

- Atari Macro Assembler (disk)
version, year : 1.0C, 1981
author/company : Atari, APX
available..... : ?
package....... : assembler, editor, debugger, manual
features...... : macros, source include
Two pass 6502 assembler.

- Atmas Makroassembler (disk)
version, year : 2, 1985
author/company : Peter Finzel, Hofacker
available..... : ?
package....... : assembler, editor, monitor, manual
features...... : macros
Two pass 6502 assembler with integrated editor/monitor.

- Bibo Assembler (disk)
version, year : ?, 1986
author/company : Compy-shop
available..... : ?
package....... : assembler, editor, monitor
features...... : source include, data include
Two pass 6502/65c02 assembler with integrated editor/
monitor.

- Datasm/65 assembler (disk)
version, year : 2.0, 1981
author/company : DataSoft Inc.
available..... : ?
package....... : assembler, editor, menu, manual
features...... : -
Two pass 6502 assembler.

- EASMD (disk)
version, year : 1.0, 1981
author/company : OSS
available..... : ?
package..... : assembler, editor, monitor
features..... : ?
Two pass 6502 assembler with integrated editor/monitor.

- Fast Assembler (disk)
version, year : 1.5, 1995
author/company : MMMG Soft
available..... : ?
package..... : assembler, editor, disassembler
features..... : ?

- Kasm65 (disk)
version, year : 2.41, 1994
author/company : Ken Siders
available..... : shareware, umich
package..... : assembler, editor, linker, docs
features..... : macros, relocation, source include,
conditional assembly
Two pass 6502 assembler. Relocatable object files are
compatible with ra65. Source format is derived from
the Atari Macro Assembler.

- MAC/65 Macro Assembler (disk|cart)
version, year : 2.00, 1982
author/company : Stephen D. Lawrow, OSS
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : macros, source include
Two pass 6502 assembler with integrated editor/monitor.
Mac/65 is a direct descendant of the Atari Assembler/
Editor (via EASMD).

- MAE (disk)
version, year : .96, 1996
author/company : John Harris
available..... : umich
package..... : assembler, menu, editor, monitor, docs
features..... : macros, source include, data include,
conditional assembly
Two pass 6502/65816 assembler with integrated editor/
monitor. Extra RAM supported.

- NASM65 (disk)
version, year : ?, 1992
author/company : Nat!
available..... : ?
package..... : assembler, linker, librarian
features..... : macros, relocation, source include
One pass 6502 portable cross assembler (initially for

the ST). Highly compatible with MAC/65.

- PC-65 (disk)
version, year : 1.0 beta, 1996
author/company : Jan Feenstra & Freddy Offenga
available..... : mailto: F.Offenga@student.kun.nl
package....... : assembler
features...... : macros, source include, data include,
boundary directive
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.

- Quick Assembler (disk)
version, year : 1.0, 1990?
author/company : JBW, Avalon?
available..... : ?
package....... : assembler, editor, menu, debugger
features...... : source include
Two pass 6502 cross assembler with integrated editor.
Very user friendly menu environment.

- Ra65 (disk)
version, year : 1.0, 1989
author/company : John R. Dunning
available..... : public domain, umich
package....... : assembler, linker, librarian
part of cc65 (c-compiler)
features...... : ?

- Synassembler (disk|cart)
version, year : ?, 1982
author/company : Steve Hales, Synapse Soft
available..... : ?
package....... : assembler, editor, monitor, manual
features...... : source include
Two pass 6502 assembler.

- ST-65 (disk)
version, year : ?, 1991
author/company : A. Stauffenberg, F. Offenga
available..... : mailto: F.Offenga@student.kun.nl
package....... : assembler, menu shell, manual
features...... : macros, conditional assembly,
source include, data include,
boundary directive
Two pass 6502/65c02 cross assembler for the Atari ST
written in 68000 assembly. As far as I know this is
the first assembler with the boundary directive.

b) BASIC

```
- A BASIC Compiler (?)
version, year : 1.03, ?
author/company : Monarch Data Systems
available..... : ?
package....... : BASIC compiler
features...... : ?

- Advan BASIC (disk)
version, year : ?, ?
author/company : Advan Language Designs
available..... : ?
package....... : BASIC compiler
features...... : ?

- Atari 800 Basic (disk)
version, year : 1.0, 1981
author/company : Microsoft
available..... : ?
package....... : ?
features...... : ?

- Atari BASIC (cart)
version, year : Rev.C, 1983
author/company : Atari
available..... : standard ROM in Atari XL/XE
package....... : BASIC interpreter, manual
features...... : pretty plain BASIC implementation

- Atari Microsoft BASIC II (cart)
version, year : ?, 1991
author/company : Atari
available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC A+ (disk)
version, year : 3.05, 1981
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC XL (cart)
version, year : ?, ?
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC XE (cart)
version, year : ?, 1985
author/company : OSS
available..... : ?
```

package..... : BASIC interpreter
features..... : ?

- Turbo Basic XL (disk)
version, year : 1.5, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package..... : BASIC interpreter, compiler (V1.1)
features..... : ?
Published in the German magazine "Happy Computer".

c) C

- ACE C (disk)
version, year : ?
author/company : John Palevich & Ralph Walden
available..... : ?
package..... : ?
features..... : ?
This is a newer version of 'Deep Blue C'.

- C/65 (?)
version, year : ?
author/company : OSS
available..... : ?
package..... : ?
features..... : ?
Probably derived from Dr.Dobbs "Small C". Compiles to 6502
code which emulates the 8080 instruction set.

- C65 (?)
version, year : ?
author/company : Keith Ledbetter
available..... : ?
package..... : ?
features..... : good macro assembler
This compiler does not support structs.

- CC65 (disk)
version, year : 1989
author/company : John R. Dunning
available..... : ?
package..... : compiler, linker, assembler, librarian
features..... : ?
Public domain compiler. Also used as cross compiler.
Relocatable object linkage files, and the most thorough
K&R C for the 8-bit. Comes with an relocatable assembler.

- CC8 (disk)
version, year : 2.3
author/company : John Palevich & Steve Kennedy
available..... : ?

package..... : Compiler
features..... : ?
ACE C with more "real" C support (e.g. arrays of pointers
to structs). Requires ACE C runtime libs and linker.

- Deep Blue C (disk)
version, year : 1.2, 1982
author/company : John Palevich, APX
available..... : ?
package..... : Compiler, Linker
features..... : ?
Deep Blue C was originally an independent product, but it
then became available from APX. It converts C to pseudo-
code and then interprets the pseudo code (8080 instruction
set emulation).
Drawn from Ron Cain's public domain C-compiler (Small-C).

- DVC C (disk)
version, year : 1.05, 1985
author/company : Ralph E. Walden
available..... : ?
package..... : Editor, Compiler, Optimizer, Linker
features..... : Quite user friendly program
The compiler generates special object files (.CCC)
which can be optimized and linked. The package uses a
special DOS called DVC DOS which contains runtime stuff.

- LightSpeed C (disk)
version, year : 1.08, 1986
author/company : Clearstar Softechnology
available..... : ?
package..... : Compiler, Optimizer, Linker
features..... : ?
Runs under CLI DOS's and MENU DOS's.

- Tiny-C
version, year : ?
author/company : OSS
available..... : ?
package..... : ?
features..... : ?
First sold C compiler by OSS. This compiler was used to
compile itself! First true language "bootstrap" on any
8-bit machine (it was also available for Apple and CP/M
machines). Derived from Dr.Dobbs "Small C". Compiles to
6502 code which emulates the 8080 instruction set.

d) PASCAL

- Atari Pascal (disk)
version, year : 1.0, 1982
author/company : APX

available..... : APX-20102
package....... : ?
features...... : ?

- Draper Pascal (disk)
version, year : 2.1, 1989
author/company : Norm Draper
available..... : ?
package....... : ?
features...... : ?

- Kyan Pascal (disk)
version, year : 1986
author/company : Kyan Software, APX
available..... : ?
package....... : editor, compiler, linker, macro-assembler
and manual
features...... : ?
Kyan Pascal would run off a single floppy. The Atari (APX)
version needs two drives. A version which runs entirely in
128k should be available too.

e) LISP

- INTER-LISP/65 (disk)
version, year : 2.1, 1981
author/company : Special Software Systems, DataSoft
available..... : ?
package....... : ?
features...... : ?

f) FORTH

- ValForth (?)
version, year : ?
author/company : Valpar International
available..... : ?
package....... : ?
features...... : ?

- Extended fig-Forth (?)
version, year : ?
author/company : APX
available..... : APX-20029
package....... : ?
features...... : ?

- fig-Forth (disk)
version, year : 1.4s
author/company : ?
available..... : ?
package....... : ?
features...... : ?

- fun-Forth (?)
version, year : ?
author/company : APX
available..... : APX-20146
package....... : ?
features...... : ?

- Grafik-FORTH
version, year : ?
author/company : ?
available..... : ?
package....... : ?
features...... : ?

- QS Forth (?)
version, year : ?
author/company : Quality Software
available..... : ?
package....... : ?
features...... : ?

g) PILOT

- Atari PILOT (cart)
version, year : 1980
author/company : Atari
available..... : ?
package....... : ?
features...... : ?

h) LOGO

- Atari LOGO (cart)
version, year : 1983
author/company : LCSI, Atari
available..... : ?
package....... : ?
features...... : ?

i) All the rest

- Action! (cart)
version, year : 1983
author/company : OSS
available..... : ?
package....... : compiler, editor, monitor and library
features...... : fast compiler which generates good code
Needs cartridge for runtime procedures. A PD runtime
library is also available.
All variables are static, so recursive routine calls
are not possible. No floating point type (though a
PD library should make this possible). No arrays of
objects (arrays of POINTERS to objects are possible).

- Quick (disk)
version, year : 2.0, 1990
author/company : Raindorf Soft
available..... : ?
package..... : ?
features..... : ?
This is the "poor man's Action!". Same restrictions as
Action! apply also to Quick. Further restrictions are:
only simple assignment expressions, no records and no
pointers.

- Test Computer Language (disk)
version, year : 2.2, 1985-1990
author/company : D.Firth
available..... : public domain, ?
package..... : compiler and editor
features..... : ?

---

Subject: 13.14) What is the Atari XEP80 Interface Module?

This section written by: mailto:raukamp@dame.de (Thomas Raukamp)

Since the development of the Atari 8-bit line of computers in 1979, users wanted better text displays than the default 40x24. There has been some attempts to satisfy this need, like the Austin-Franklin board or the Ace 80/80xl cartridge. For more informations about these modifications read The Atari 8-bit Hardware Upgrade FAQ from mailto:david_p@storm.ca (David A. Paterson)

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It lets a XL, XE, 400 or 800 computer system display a full 80 columns across your monitor screen. The XEP80 provides a 256-character wide by 25-line display window. Up to 80 characters are displayed horizontally at once, and you can scroll horizontally all the way to the 256th character, depending on the application you're running. The XEP80 is connected to your system via a joystick port.

The XEP80 Module interprets commands from the computer for screen display or output to a printer. The module is supplied with an industry-standard 8-bit parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;) ).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file,
which is the XEP80 handler. If you want to use the module with an application
that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you
can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
**********
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by mailto:slackey@slackey-sun.cisco.com (Stan Lackey)
MAE and its previous standalone editor ED

---

Subject: 13.15) What makes some XL/XE software incompatible with the 400/800?

Konrad M.Kokoszkiewicz, mailto:draco@mi.com.pl writes:

XL/XE software won't work on 800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

---

Subject: 13.16) What games run only on the 400 and 800 models?

The following are reported as incompatable with models other than the original
Atari 400/800. Most probably do work on XL/XE's if you use a translator to
run the original 400/800 OS on your XL/XE.

Apple Panic Broderbund
Aquatron Sierra On-Line
Atlantis Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bandits
BearJam Chalkboard Inc.
Boulders And Bombs CBS
Chicken Synapse
Disk 50
Dreadnaught Factor, The Activision
Drelbs Synapse
Forbidden Forest Cosmi
Galahad And The Holy Grail APX
Go Hayden
Gorf Roklan
Jet Boot Jack English
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS Software
K-razy Kritters K-Byte
Kangaroo Atari

KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard Inc.
Leo's Links Chalkboard Inc.
LogicMaster Chalkboard Inc.
Lunar Leeper
Mario Bros. ('83) Atari
MicroMaestro Chalkboard Inc.
Monster Maze Epyx
M.U.L.E.(early release only)Electronic Arts
Nautilus Synapse
Picnic Paranoia Synapse
Pool 1.5 IDSI
Protector II
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius

---

Subject: 13.17) What games make use of the Light Gun?

mailto:jmouchmino@aol.com (Bertrand M. (LEXX)) writes:

Bug Hunt, Barnyard Blaster, Crossbow, Crimebuster, Operation Blood, Operation Blood II - Special Forces (not completely sure about that one), Light Gun Blaster (PD), Gangsterville (Italian game written in BASIC), maybe a couple more...

Bertrand M. (LEXX)

James Bradford mentions:
"On the 400, the light gun /pen will only work in joystick port 4." This renders much light gun and light pen software unusable on the 400.

---

Subject: 13.18) How do I type a tilde (common character in Web URL's) on my Atari?

The Shadow, mailto:The_Shadow@spnt.com writes:

The question is: "How do I type the tilde or squigly line which is in most web addresses? I don't have a key for it..."

Answer: The tilde is an inverse backspace on the Atari 8-Bit which can be very hard to type depending on the term program you are using, however you can insert the hex equivalent very easily, which is %7e in place of the tilde and it will work just perfectly. Do not put a space either before or after the %7e.

I (Michael) add:

Some advanced Atari software supports the tilde character natively. E.g.,
you can type a tilde in Ice-T with the Atari Logo/Inverse Video key.

---

Subject: 13.19) What's the difference between ASCII and ATASCII?

David Moeser -- erasmus att iglou dott com -- produced this nice translation
table.

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
======================================================

SECTION ONE: CONTROL CHARACTERS
===============================

DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ===================== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header
2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (8:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell
8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed
13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)
22 16 SYN ^V short - left | Synchronous idle
23 17 ETB ^W base-V-arrs.low T End of block
24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute
27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator
31 1F US E^* DN triangle R arrow Unit separator
32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
==============================
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line
(only at end of paragraphs or last column for data)
13,10 EOL ENTER ^M^J IBM end of line
(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
====================
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
==================================

DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 ( S9 ( 88 58 X X X X
41 29 S0 ) S0 ) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z
43 2B S= + + + 91 5B [ [ S, [
44 2C , , , , 92 5C \ \ S+ \
45 2D - - - - 93 5D ] ] S. ]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c
52 34 4 4 4 4 100 64 d d d d
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f

55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i
58 3A S; : S; : 106 6A j j j j
59 3B ; ; ; ; 107 6B k k k k
60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o
64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x
73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[ { ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant

---

Subject: 13.20) What are the PAL, NTSC and SECAM video broadcast standards?

Here are several links on the topic.

http://www.ee.washington.edu/conselec/CE/kuhn/ntsc/95x4.htm

http://www.alkenmrs.com/video/standards.html

http://www.ee.surrey.ac.uk/Contrib/WorldTV/

---

Subject: 14.1) What vendors, developers, or publishers support the 8-bit
Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." Available via:

http://www.faqs.org/faqs/atari-8-bit/vendev/

and Usenet FAQ archives everywhere.

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Trevor Holyoak, mailto:trevor@holyoak.com maintains the "Atari BBS List."

http://www.holyoak.com/atari/

---

Subject: 14.4) I'm new to the Atari. How do I use this thing?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:bill@newbreedsoftware.com (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms.

See: http://www.sonic.net/~nbs/new_and_emu.html

If you'd like a text-only copy, simply send e-mail to mailto:bill@newbreedsoftware.com with the subject:

send emulator faq

---

Subject: 14.5) Can I use an emulator to run my old Atari software on my new computer?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:bill@newbreedsoftware.com (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms.

See: http://www.sonic.net/~nbs/new_and_emu.html

If you'd like a text-only copy, simply send e-mail to mailto:bill@newbreedsoftware.com with the subject:

send emulator faq

---

Subject: 14.6) What hardware upgrades, modifications and add-ons are available?

The Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ is maintained by David A. Paterson, mailto:david_p@storm.ca or see:

http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

---

Subject: 14.7) What is the HARD-Interlacing-Picture (HIP) format?

HIP is a new method to displaing pictures on small atari...

HIP stands for HARD-Interlacing-Picture and was found by Members of HARD Software, Hungary in June, July 1996...

It enables to display 160 x 240 Pixels with 30 shades without
nearly all flickering (depends on the source-picture you use)...
HARD stands not for HARD or HEAVY Interlacing, just for the
inventors...

For more information, see the HIP-FAQ, located at:
http://www.uni-karlsruhe.de/~Marek.Tomczyk/Atari8/hipfaq.html

or contact HeAvEn at mailto:k_nadj@s-direktnet.de

---

Subject: 14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

The Accessing the Internet by E-Mail FAQ is maintained by "Doctor Bob" Rankin,
mailto:BobRankin@MHV.net or see:

http://www.faqs.org/faqs/internet-services/access-via-email/

==========
End of atari-8-bit/faq
==========

# 3050. Re: Plastic Case Discoloration

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-06 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <19991106071652.02794.00001737@ng-cm1.news.cs.com>
Source record: 48992

>I've been having a lot of trouble with the plastic cases on these old
early-eighties computers turning yellow in places <

When I first saw this on used equipment,
I thought that it was from cigarette smoke,
and in fact some of it could be removed with
"409" or similar cleaner, but some remained.
I got a used XF551 that was really yellowed,
and then I noticed it was only yellowed on
the top. Comparing it to a new-in-the-box 551
showed that the bottom was almost perfect.
Then I noticed that the back of the case
was more yellowed than the front. So I
concluded that heat is a major factor, since
XF''s tend to run quite hot . I also suspect UV
degradation. If I remember correctly,
flourescent lights do give off some UV,
while incandescent lights give off almost
none. (?) Also from memory (risky when
50+) window glass blocks most, but not all
UV, so exposure to certain kinds of light
aggrevates the yellowing process.
Larry

# 3051. Re: Plastic Case Discoloration

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-06 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-0611990609360001@dt086n19.san.rr.com>
Source record: 48993

In article <19991106071652.02794.00001737@ng-cm1.news.cs.com>,
llpwhite@cs.com (LLpwhite) wrote:

> >I've been having a lot of trouble with the plastic cases on these old
> early-eighties computers turning yellow in places <
>
> When I first saw this on used equipment,
> I thought that it was from cigarette smoke,
> and in fact some of it could be removed with
> "409" or similar cleaner, but some remained.
> I got a used XF551 that was really yellowed,
> and then I noticed it was only yellowed on
> the top. Comparing it to a new-in-the-box 551
> showed that the bottom was almost perfect.
> Then I noticed that the back of the case
> was more yellowed than the front. So I
> concluded that heat is a major factor, since
> XF''s tend to run quite hot . I also suspect UV
> degradation. If I remember correctly,
> flourescent lights do give off some UV,
> while incandescent lights give off almost
> none. (?) Also from memory (risky when
> 50+) window glass blocks most, but not all
> UV, so exposure to certain kinds of light
> aggrevates the yellowing process.
> Larry

Interesting ideas, Larry.
I guess I hadn't thought of the heat contribution. Though most of my stuff hasn't been on in years, so it can't be the main cause. And it doesn't get hot here. But heat may still aggravate the situation, as you suggest, causing some parts of the cabinet to be worse than others.

The light-induced photo-aging is also interesting. I worked a few years doing photochemistry research, but I didn't really give this much thought because I assumed that most of the stuff was stored in the dark (and my brain is just not very sharp anymore). I HAD noticed "shadows" in the pattern of the yellowing, but had assumed that this was due to some sort of deposition of particles (eg salts or species produced by heterogeneous chemistry which are deposited along with the salt particulates). But certainly the ideas that these shadows could be produced by light is much simpler!

Now that I think about it, SOME of these things could have been exposed to fluorescent lights. I usually don't consider these that bad, as none of

the real bad mercury lines even make it out of the glass, and most of the >300 nm stuff is absorbed by the phosphors. But I guess a good bit makes it out, even though I never think about 365 nm as being "real" UV, I'm guessing the plastic does absorb all of it.

I guess that some of these things have been sitting around in the back room under the lights. I'll have to see if I can find an example of something that yellowed that I can confirm was in the dark. If not I think you might be right!

-Rhett

# 3052. Re: Disappearing Text-based Internet (was Atari Chat session)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-06 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <801fko$hg4$1@autumn.news.rcn.net>
Source record: 48994

Jon Melbo <ssilicon@centuryinter.net> wrote in message
news:3823ead9.98882353@news.ds.centuryinter.net...
> On Sat, 06 Nov 1999 02:09:55 GMT, mr_maddog@my-deja.com wrote:
>
> >In article <381e5ebb.7212189@news.ds.centuryinter.net>,
> > ssilicon@centuryinter.net wrote:
> >> On Mon, 1 Nov 1999 20:26:10 +0000, Lonny Pursell <atari@bright.net>
> >> wrote:
> >>
> >> >I provide FREE chat software for the Atari why not conduct such
> >meetings
> >> >on real IRC servers. I will not be bothered with web chat, too
> >annoying.
> >>
> >> See my post about a real IRC server I am providing.
> >
> >It's nice that ST users can use an IRC program, but what about those
> >who want to use their 8-bits?
> >
> >Right now, unless you can find an ISP that still offers shell accounts
> >you'll have to find a way to telnet into an IRC server. Problem is
> >that I only know of one service that lets you go on other servers, but
> >they can't be accessed so I won't recommend them.
> >
> >Jon, if you have a server that people can IRC to...can it be possible
> >to offer some sort of telnet access so people can run the IRC program?
> >I realize it may be slower but just wondering if it's a way for 8-
> >bitters to go on without relying on a ST, PC or what have you.
>
> There is not much I can do about the lack of TCP/IP for the Atari8.
> You need a shell account on an ISP to use a real Atari8. Any ISP
> offering a shell account worth it's salt, makes most core apps
> available to the shelled user, not just telnet. Try downloading a
> version of an IRC client for your shell's OS and executing it from
> your home directory on your shell account. Or, ask your ISP to
> provide a IRC client just like they hopefully provide you with telnet
> and ftp. The other option, is to telnet to a site which offers a IRC
> client. There are such beasts, but I forget the URLs.
>

# 3053. Re: Disappearing Text-based Internet (was Atari Chat session)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-06 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <801g4r$klt$1@autumn.news.rcn.net>
Source record: 48995

Sorry about that last post.

Jon Melbo <ssilicon@centuryinter.net> wrote in message
news:3823ead9.98882353@news.ds.centuryinter.net...
> On Sat, 06 Nov 1999 02:09:55 GMT, mr_maddog@my-deja.com wrote:
>
> >In article <381e5ebb.7212189@news.ds.centuryinter.net>,
> > ssilicon@centuryinter.net wrote:
> >> On Mon, 1 Nov 1999 20:26:10 +0000, Lonny Pursell <atari@bright.net>
> >> wrote:
> >>
> >> >I provide FREE chat software for the Atari why not conduct such
> >meetings
> >> >on real IRC servers. I will not be bothered with web chat, too
> >annoying.
> >>
> >> See my post about a real IRC server I am providing.
> >
> >It's nice that ST users can use an IRC program, but what about those
> >who want to use their 8-bits?
> >
> >Right now, unless you can find an ISP that still offers shell accounts
> >you'll have to find a way to telnet into an IRC server. Problem is
> >that I only know of one service that lets you go on other servers, but
> >they can't be accessed so I won't recommend them.
> >
> >Jon, if you have a server that people can IRC to...can it be possible
> >to offer some sort of telnet access so people can run the IRC program?
> >I realize it may be slower but just wondering if it's a way for 8-
> >bitters to go on without relying on a ST, PC or what have you.
>
> There is not much I can do about the lack of TCP/IP for the Atari8.
> You need a shell account on an ISP to use a real Atari8. Any ISP
> offering a shell account worth it's salt, makes most core apps
> available to the shelled user, not just telnet. Try downloading a
> version of an IRC client for your shell's OS and executing it from
> your home directory on your shell account. Or, ask your ISP to
> provide a IRC client just like they hopefully provide you with telnet
> and ftp. The other option, is to telnet to a site which offers a IRC
> client. There are such beasts, but I forget the URLs.
>

I don't get involved in IRC, but I can tell you that Text-based Internet is
quickly disappearing from view. Most ISPs won't issue shell accounts, and
the ones who do are finding it increasingly unprofitable to hold on to them.

My public library system started a free service that's both graphical and text-based. The county's in financial trouble, the equipment the system uses is bad, and they've repeatedly said that they won't offer tech support on the text-based side because nobody there knows Unix. If the service dies, several members of one of my user groups lose Internet service. Period.

Another, non-local member, uses Delphi's text-based service to access the Internet with his 8-bit. He doesn't have a local access number. He was advised recently that access to the text-based service via Tymnet and SprintNet will be discontinued as of 1/1/00 because there are Y2K concerns with the software and, "nobody wants to fix it."

I'm bowing out of the 8-bit scene in December because I need the time and room for what I hope will be a new career, but I'll be keeping up with it in emulation on the PC. But until that happens, I can only urge everyone on this ng to support those who are working on those components necessary to bring our 8-bits on to the graphical part of the Internet.

# 3054. Macintosh Atari Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-06 00:00:00 UTC
From: Frank Rachel <frachel@rcn.com>
Message-ID: <B449BF8E.64D3%frachel@rcn.com>
Source record: 48996

Are there any decent Macintosh Atari Emulators (free)? If not, I think I am going to take on as my 1st Mac Programming exercise (I'm a PC programmer by trade) a port of Atari800 to the Mac..

-Frank

# 3055. APE on an Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-06 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <801ljn$s7s$1@news.xmission.com>
Source record: 48997

Using a serial cable and a Zip drive (parallel) interface, would it be possible to run APE off an Atari portfolio?

I'm going to find out.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 3056. Re: Galactic map question for new game.

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-06 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s28oekrohpc60@corp.supernews.com>
Source record: 48998

Peter Laing <snailboy1@earthlink.net> wrote in message
news:8002jn$5bs$1@oak.prod.itd.earthlink.net...
> Hi People,
> I initially planned on using GTIA character mode graphics for the galactic
> map,
But ended up using bit map? I am not clear on this, so my response may not
be relevant.
> my preference being for a fairly big map (It's 110 characters wide by 72
> lines)
> which I have nice shaded planets on (Mode 9).
>
> I would hack up a website and post some screenshots if it was on an Atari,
> but it's actually an emulated Atari GTIA visual from a development tool
I've
> hacked up for a PC.
>
> The thing about the Map is it is quite BIG. So when you hit G for
galactic
> map
> its going to give you a big map centerd on you, that you will have to
scroll
> about
> on to find a destination system (I could add a hotkey easily so you type
the
> first
> 3 characters of the destination systems name and it would zap you there or
> something
> similar).
>
> I've been thinking lately that the real reason for a map is to display
> information in
> a nice easy to handle size, so technically having this huge finescrolling
> map might
> be a bad idea. (I like the look myself). So I have been thinking about a
> much more plain Antic
> mode 4 (BASIC GR.12 or 13 cant remember which) map that is say 80x48
>
> I'm happy to go either way with what users think, so either post or email
me
> your answer.
The best you can do in those modes is equivalent to a GR. 15 screen + 1
color with restrictions. I think you can fool the GTIA/ANTIC into thinking
character data is a GR. 9 or one of the high color mode screens, but I
haven't fooled around with it.

# 3057. Atari CX85

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-06 00:00:00 UTC
From: jamesk@news.kingtechsvcs.com
Message-ID: <801qqk$17u$1@news.xmission.com>
Source record: 48999

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

What applications existed that made use of the Atari CX85 keypad?
Does it connect to JP1 or JP2?

Can it be programmed for usage in apps like ICET?

-----BEGIN PGP SIGNATURE-----
Version: PGP 6.5.1

iQA/AwUBOCRq9Xz4THjSqYU5EQJvAQCg7NSk12VU8qaAeFBtnYuKbjimZ/0AnjIF
9ZLxy9EP4hykPvJDY1uPwz6Y
=6/oj
-----END PGP SIGNATURE-----
```

# 3058. ICE-T ver 2, Beta test 3

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-06 00:00:00 UTC
From: jamesk@news.kingtechsvcs.com
Message-ID: <801ruu$1ks$1@news.xmission.com>
Source record: 49000

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

Is this the latest version of ICE-T? I tried it on my 576k XE with
and without a ramdisk, and it locks up hard.

-----BEGIN PGP SIGNATURE-----
Version: PGP 6.5.1

iQA+AwUBOCRvf3z4THjSqYU5EQIC1QCXX+pPZawqZwH9a41m5pjx9qw2QQCfWYVx
imM5Fub2w6vrffUrjzPM+A4=
=x/yg
-----END PGP SIGNATURE-----
```

# 3059. please,i need help

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-06 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <6392-38248BD7-48@storefull-171.iap.bryant.webtv.net>
Source record: 49001

this is my second post on this,i have dandy on cart,but there is a problem,first it does work in 4 player mode on a 800,or 2 player on a 64k xl/xe,it comes in in color real nice and fine on a xl/xe,but on a 48k 800 it comes in black,and white,why?we managed to get all 26 levels on board,but not the editor(sorry),we would like to get this released,but i need to know if this is a bug,or,is this somehow hardware related,i have tried this on 2 dfferent 800's,one is a stock 48k machine,the other has a memory upgrade board in it,it acts the same way on both,i hope that this is a better explanation than i had on my first post,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 3060. Re: Atari CX85

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-06 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.991106202810.3522B-100000@vtn1>
Source record: 49002

On Sat, 6 Nov 1999 jamesk@news.kingtechsvcs.com wrote:

> 
> What applications existed that made use of the Atari CX85 keypad?
> Does it connect to JP1 or JP2?
> 
> Can it be programmed for usage in apps like ICET?
> 
AFIK very few apps were written to support it, Atari Book Keeper was one
of the few.

It can be connected to either joyport as long as the handler is either
told where to look or smart enough to look for it.

It can be programmed for usage in just about any app that leaves one port
free and runs under DOS. The easiest is a deferred vertical blank routine
though I wrote one version that used the immediate vblank to run under
OmniWriter.

jkp

# 3061. Re: GTIA clones?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-06 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8000pv$kc5$1@nnrp1.deja.com>
Source record: 49082

In article <7viqsd$e71$2@gxsn.com>,
"Peter Pachla" <my.name@wintermute.org.uk> wrote:
> Hi Carmel,
>
> > If you read the context of the last posting, I was refering to the
> >65816....
> >....possibilites of updating this tech. to 64/128 or even 256 bit
> >MPU standards
>
> Sorry, I missed that part of your posting for some reason.
>
> >....pretty obvious that the Maria was developed by GCC, as GCC
> >actually designed the 7800 and it's tech....
>
> I find it strange that a company with the obvious talent and ability
that GCC
> displayed wasn't involved in more projects/products. They don't
exactly appear
> to have been very prolific?
>
> >....I can only assume that GCC was either an Atari/Bushnell/warner
> >subsidiary or one of those companies that Atari funded or
financed....
>
> Stands a chance.
>
> I wasn't aware that the 2600 was also a GCC design, though that sure
does
> explain a few things with regard to the 7800.
>
> BTW Anyone know whether GCC also had a hand in the design of the A8's?
The
> ideas behind ANTIC/GTIA and MARIA are clearly very similar, but their
> implementations are different enough to make me believe they were
developed by
> different designers using the same concepts cribbed from Atari's
arcade
> machines.
>
> >....(sounds like Amiga all over again)
>
> Amiga was set up by the same chap who designed ANTIC/G(C)TIA & POKEY,
but how
> much of a hand did Atari actually have in the company?

>
> I've heard a lot of conflicting stories about this over the years.
Does anyone
> know for sure....yikes, I'm starting to sound like 10cc....
>
> TTFN - Pete.
>
> --
> Spam deflector in effect, edit reply address - it's obvious!
>
> **********
> Join "vectrex_dev" today, the new mailing list for Vectrex developers.
> Go to http://www.egroups.com/list/vectrex_dev/ to join.
> **********
>
> Hardware & Software Engineer. Sound Engineer.
> Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp
DEC)
> --
>Yo! pete, how's your ATARI doing

Anyway, regarding the similarity between Antic/C or GTIA and 7800's
MARIA (or was it realy ATARI under another name), I can only assume that
GCC put all the combined features of our beloved Antic/GTIA into the
7800's MARIA (Architecture)- sounds like hi tech to me, anyway, I
understand that GCC went further then that an combined a puny sound
generation into MARIA (remember why lucasfilm/activision put an
additional sound chip into the 7800 versions of the A8 and c64 releases-
was it the missing pokey chip (which is what they should have used),
this in turn sounds similar to what commodore did with the VIC 20's
graphics/sound h/w by combining all the capabilities of graphics/sound
onto a single chip device- which is why vic 20 was less expensive then
400/800

Any chance of ANYONE updating the graphics/sound and central processing
h/w of A8/7800 and particularly the lynx and JAG to modern standards, i
say, never say never

Keep the AaTtAaRrIi faith

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3062. Re: Atari Chat session

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-06 00:00:00 UTC
From: mr_maddog@my-deja.com
Message-ID: <8002lf$lij$1@nnrp1.deja.com>
Source record: 49083

In article <381e5ebb.7212189@news.ds.centuryinter.net>,
ssilicon@centuryinter.net wrote:
> On Mon, 1 Nov 1999 20:26:10 +0000, Lonny Pursell <atari@bright.net>
> wrote:
>
> >I provide FREE chat software for the Atari why not conduct such
meetings
> >on real IRC servers. I will not be bothered with web chat, too
annoying.
>
> See my post about a real IRC server I am providing.

It's nice that ST users can use an IRC program, but what about those
who want to use their 8-bits?

Right now, unless you can find an ISP that still offers shell accounts
you'll have to find a way to telnet into an IRC server. Problem is
that I only know of one service that lets you go on other servers, but
they can't be accessed so I won't recommend them.

Jon, if you have a server that people can IRC to...can it be possible
to offer some sort of telnet access so people can run the IRC program?
I realize it may be slower but just wondering if it's a way for 8-
bitters to go on without relying on a ST, PC or what have you.

Eric Noss
a.k.a
Mr. Maddog

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3063. Re: XF551

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-06 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <8005q8$nim$1@nnrp1.deja.com>
Source record: 49084

In article <381fb96f@news.usenetnews.org>,
"Anthony Baker" <antbaker@arn.net> wrote:
> Hello,
>
> I have an XF551. I am having a heck of a time trying to get the drive
to
> spin fast enough to read a disk. It appears to only work periodically
and
> only after using SmartDos for about 2 hours (if it'll load it up) on
the
> speed check. What is going on and how do I fix it? Is this a common
prob.
> w/ these drives?
>
> Also, if anyone has a power supply for the original Atari 800 I would
be
> grateful to find out how I could get that power supply.
>
> Laters,
>
> antbaker@arn.net
> (No, I don't bake ants.)
>
>Yo! Anthony/Tony, How the Atari going...

Re. you little problem with the '551, you must remember that the '551's speed isn't determined by a timing hole like the 1050, the '551s timing comes from the microprocessor itself, you obviously have a death wish or you obviously don't care about your '551, I wish I had bought one when they were available

Also re your query about the Atari 800 psu, just ask for a psu for a 1010 1050 or 810, it used the same one

Yours Atarily

carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3064. Re: XF551

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-06 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <ujRU3.2510$1C4.26745@news1.online.no>
Source record: 49085

> Re. you little problem with the '551, you must remember that the '551's
> speed isn't determined by a timing hole like the 1050, the '551s timing
> comes from the microprocessor itself, you obviously have a death wish or
> you obviously don't care about your '551, I wish I had bought one when
> they were available
>
> Also re your query about the Atari 800 psu, just ask for a psu for a
> 1010 1050 or 810, it used the same one
>

Are you sure the 1010 supply is the same ? Mine is a european one, but it
has a larger plug and if I remember correctly, also different voltage. I
haven't used it in years, so I can be mistaken.

# 3065. Re: Atari Chat session

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-06 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3823ead9.98882353@news.ds.centuryinter.net>
Source record: 49086

On Sat, 06 Nov 1999 02:09:55 GMT, mr_maddog@my-deja.com wrote:

>In article <381e5ebb.7212189@news.ds.centuryinter.net>,
> ssilicon@centuryinter.net wrote:
>> On Mon, 1 Nov 1999 20:26:10 +0000, Lonny Pursell <atari@bright.net>
>> wrote:
>>
>> >I provide FREE chat software for the Atari why not conduct such
>meetings
>> >on real IRC servers. I will not be bothered with web chat, too
>annoying.
>>
>> See my post about a real IRC server I am providing.
>
>It's nice that ST users can use an IRC program, but what about those
>who want to use their 8-bits?
>
>Right now, unless you can find an ISP that still offers shell accounts
>you'll have to find a way to telnet into an IRC server. Problem is
>that I only know of one service that lets you go on other servers, but
>they can't be accessed so I won't recommend them.
>
>Jon, if you have a server that people can IRC to...can it be possible
>to offer some sort of telnet access so people can run the IRC program?
>I realize it may be slower but just wondering if it's a way for 8-
>bitters to go on without relying on a ST, PC or what have you.

There is not much I can do about the lack of TCP/IP for the Atari8.
You need a shell account on an ISP to use a real Atari8. Any ISP
offering a shell account worth it's salt, makes most core apps
available to the shelled user, not just telnet. Try downloading a
version of an IRC client for your shell's OS and executing it from
your home directory on your shell account. Or, ask your ISP to
provide a IRC client just like they hopefully provide you with telnet
and ftp. The other option, is to telnet to a site which offers a IRC
client. There are such beasts, but I forget the URLs.

# 3066. Re: BUG/65

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-06 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3824ec5c.99269311@news.ds.centuryinter.net>
Source record: 49087

Have you heard of DDT? DDT is the debugger included with the cart
version of Mac/65. It's by James Dunion and is called Dunion's
Debugging Tool, or DDT for short. Anyway, Extended DDT is a binary
file version of an enhanced and even more capable version of DDT.

On Fri, 05 Nov 1999 14:22:09 +0200, Nir Dary <ndary@bigfoot.com>
wrote:

>What is extended ddt?
>
>nir
>
>Jon Melbo wrote:
>
>> On Sat, 23 Oct 1999 18:06:18 -0400, "Richard Heldmann"
>> <heldmann@ix.netcom.com> wrote:
>>
>> >BUG/65 was a debugger supplied with the MAC/65 disk version. My file is
>> >corrupt. The program does not load. Can someone email me a copy of this
>> >program?
>> >
>> >Thank you,
>> >
>> >Richard Heldmann
>>
>> How about I send you Bug/65, Extended DDT, and Debug by Berry Kolbe &
>> Brian Shappel? (forgive if I have those names wrong). Would that be
>> okay?

# 3067. Re: Macintosh Atari Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-07 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3824f6f1.8192469@news.ds.centuryinter.net>
Source record: 49003

On Sat, 06 Nov 1999 11:20:46 -0500, Frank Rachel <frachel@rcn.com>
wrote:

>Are there any decent Macintosh Atari Emulators (free)? If not, I think I am
>going to take on as my 1st Mac Programming exercise (I'm a PC programmer by
>trade) a port of Atari800 to the Mac..

An interesting idea! I use Pee See, but it still sounds interesting.
I know there is Rainbow for the Mac, but it is demoware and costs
money to get the full version. I do not know how good it is. I have
used the PC demo, but it is crippled to such an extent, that you
really don't know how good it would be unless you buy it. I think
crippleware is not the greatest idea. I think time limited is better,
with the option of going past the time limit in a crippled mode. But
until the time limit is over no crippling! That's the way _I_ think
it should be. Anyway, I'm rambling. There may be other Atari8
emualtors out there for the Mac but I am unfamiliar.

# 3068. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-07 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3825f929.8760660@news.ds.centuryinter.net>
Source record: 49004

On Fri, 5 Nov 1999 19:35:51 -0600, "Peter Laing"
<snailboy1@earthlink.net> wrote:

>
>Jon Melbo <ssilicon@centuryinter.net> wrote in message
>news:38227afb.4694125@news.ds.centuryinter.net...
>> On 5 Nov 1999 01:29:17 GMT, velcro@kacbec.netunlimited.net.invalid
>> (Velcro SPY) wrote:
>>
>> >** To reply in e-mail, remove "kacbec." and ".invalid" from address **
>> >
>> >On Thu, 04 Nov 1999 12:52:45 +0100, Andreas Magenheimer wrote about Re:
>'Lucasfilm' games for Atari:
>> >
>> >> originally programmed on an Atari system, this is no wonder. Look at
>> >> more "programmed on Atari" titles, such as Alternate Reality and
>others.
>> >> They are also very slow and do not have such nice graphics on other
>> >> platforms. Therefore you find many Atari titles, that were originally
>> >> not programmed on an Atari and thus look awful here... (think of those
>> >
>> >Alternate Reality was ported to a then next generation computer, the
>> >IBM PC. Even with the greater capabilities of the hardware, AR for
>> >the PC is utterly soulless, graphically bad, and awful all around.
>>
>> Yes but at that time, console speakers and CGA graphics were all a PC
>> had. It wasn't until at least the original Soundblaster and EGA
>> graphics that the Atari was exceded. The PC was originally designed
>> to be a no nonsense business class computer. As such, for it's time,
>> it excelled at that. It could have 1MB total addressable memory, with
>> 640K of it being RAM. It ran an i8088 16-bit processor at around
>> 4MHz. Had a good 80 column mono display (MDA) and did word
>> processing, databases and spreadsheets better than anything out at the
>> time of it's introduction (discounting mini or mainframes). But when
>> it came to games.... it plain sucked.
>>
>I dont really think the IBM-PC was best at anything compared with
>other offerings of the time.

I do. Read my quoted again for the why. Can you name systems that
were superior for business softwarwe at the time (around 81')? It has
been said here that Appleworks on the Apple IIe was appealing because
of the crisp 80 column text, the 128K memory in the enhanced IIe that
Appleworks took advantage of etc. Well, that wasn't as good as a 4MHz
i8088 16-bit processor and 640K RAM and it wasn't until quite a bit

later than the PC. Take a plain old PC running DOS and run Wordstar,
dBASE, 123 or even Visicalc, and show me how it isn't as good as an
Apple II, Atari8, Vic20, Pet, TRS-80, or whatever.

I stand by my original statement; at the time the PC was introduced,
it was awesome for business & scientific applications but it sucked
for games. This is in comparison to other affordable hardware of the
day. I do not count mainframes or minis as affordable to small
business or home business.

>I think its more a case of IBM's name and
>the droid IT managers getting a computer made by IBM.

How does that change 4MHz+, 1MB addressable memory (640K of RAM), and
a 16-bit processor (albeit knocked down to 8 bits on the data bus)?

>We have to
>remember that back in the late 70's early 80's you had two choices
>for computer deployment in business. IBM and the Others (sometimes
>called the seven dwarfs for the mainframe sector).

No no, the TWO choices were Honeywell and the others. No wait, or was
it Univac/Sperry/Unisys and the others. Perhaps it was, Cray and the
others. I could name more, like Control Data, Digital, etc, but I
don't know when they were offering machines, but clearly there was
more than just IBM in the game for mainframes back then. Besides, we
weren't discussing the main and mini market. We were discussing
micros. Sheesh.

> I worked for several
>years with a guy who used to be a systems programmer for IBM mainframes.
>He worked on several large projects and always had great storys of the
>technically inferior system being bought because it was backed by the
>larger company (IBM). If you even look at IBM mainframe hardware
>it was the same. When other companies making 360/370 clones were
>using medium scale integration, IBM was just thinking about moving
>to it. Another guy I worked with worked on CDC and then Hitachi
>mainframes. He told me that by the time he got out of the game (In
>the early 80's) that you could buy a Hitachi mainframe that was
>able to run 4 equivalent copies of a similar priced IBM system.
>(It actually performed the virtual machine switches in Microcode).
>I think it was Hitachi. It was some Japanese company.

And all that somehow supports your point of "I dont really think the
IBM-PC was best at anything compared with other offerings of the time"
in what way?

>Getting back to the PC, if you look at the components chosen for
>it's design, they are very conservative. The 8088 instead of an 8086
>so they could use all the existing 8 bit interfacing chips, the CRTC
>which was the tried and true 6845 <- I forget the number but it was
>a really common CRT controller back then. Look at the BUS, it
>was similar to Multibus a bus designed by intel way back in the

>70's.

Yeah..... but.... it still doesn't change the fact that the PC was the
most capable micro for business apps at the time of it's introduction.
I never said it was the most capable because it was the most
technically inovative. I said it was the best at business apps for
it's time. And it was. Probably due to just plain raw horsepower
thrown at it. Like the 1MB, 4MHz, 16-bits etc.

>Can you imagine what sort of machine the Atari 800 designers would have
>come up with if they had the exact same budget ?

Well, as has been pointed out many times in here, Atari actually could
have had a HUGE budget but chose to spend reletively little on R&D.
But I see your point, IF the Atari engineers and creative people would
have been budgeted more.... yeah, we might have seen some really
snazzy stuff.

>One of the biggest pitys for the IBM-PC is that they went with the 8088.
>If they had gone with the 68000, the computers we use now may have easily
>been years ahead from the current systems.

I dunno. The Intel 8086 series was a fairly capable CPU in it's day.
Was it really all that much inferior to the 68000? Compare to a 8086,
since the 8088 was just a intentionally crippled 8086 anyway.

Jon

# 3069. Re: Macintosh Atari Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-07 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-0611992040330001@dt086n19.san.rr.com>
Source record: 49005

In article <3824f6f1.8192469@news.ds.centuryinter.net>,
ssilicon@centuryinter.net wrote:

> On Sat, 06 Nov 1999 11:20:46 -0500, Frank Rachel <frachel@rcn.com>
> wrote:
>
> >Are there any decent Macintosh Atari Emulators (free)? If not, I think I am
> >going to take on as my 1st Mac Programming exercise (I'm a PC programmer by
> >trade) a port of Atari800 to the Mac..
>
> An interesting idea! I use Pee See, but it still sounds interesting.
> I know there is Rainbow for the Mac, but it is demoware and costs
> money to get the full version. I do not know how good it is. I have
> used the PC demo, but it is crippled to such an extent, that you
> really don't know how good it would be unless you buy it. I think
> crippleware is not the greatest idea. I think time limited is better,
> with the option of going past the time limit in a crippled mode. But
> until the time limit is over no crippling! That's the way _I_ think
> it should be. Anyway, I'm rambling. There may be other Atari8
> emualtors out there for the Mac but I am unfamiliar.

Rainbow (Mac) works pretty well. It's fairly complete. I haven't used it
to it's full extent, because I the fee is not worth it to me. I like to
use the real thing anyway...

What might be an interesting project that would a void in the Mac-Atari
community would be an SIO-to-PC type project (SIO-to-Mac). I wanted to do
one of these awhile back, but got side-tracked when I realized that there
was a PC version. But I have a crappy old PC, and use the Mac for all the
downloads and such. Now I again think it would be great to have a
SIO-to-Mac program (hint-hint). I don't know if getting that critical
timing would be too hard on the Mac? Aside from that, it doesn't seem
that hard (if I thought I could do it, it can't be that bad).

Just a thought. Having any Atari related software for the Mac is a good
thing, no matter what you write.
Good luck with your project!
-Rhett

# 3070. Re: APE on an Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-07 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <8032mv$hfg@freenet-news.carleton.ca>
Source record: 49006

(jeking@NOSPAM.com) writes:
> Using a serial cable and a Zip drive (parallel) interface, would it be
> possible to run APE off an Atari portfolio?

I'm told it runs on thos HP dos palmtops just fine. They run
a newer version of DOS than does the portfolio however. I'd be interested
to find out what happens.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 3071. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-07 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <8034ts$1st$1@holly.prod.itd.earthlink.net>
Source record: 49007

Hi Steve,

Steve Judd <sjudd@kc.trail.com> wrote in message
news:800142$nsn$1@kc.trail.com...
> Hi Peter, all,
>
> In article <7vtbtg$l8h$1@holly.prod.itd.earthlink.net>,
> Peter Laing <snailboy1@earthlink.netREMOVECAPTIALS> wrote:
> >Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in message
> >news:3821738D.B6790EFE@mail.uni-mainz.de...
> >> >
> >> > How did the relative ports to the Commodore 64 compare to the Atari
> >versions
> >> > ?
> >> > I remember at the time wondering how they got around the speed
> >differences
> >> > between
> >> > then machines and converting to the more limited color palette of the
> >64.
> >>
> >> Hello Peter,
> >> the Lucasfilm games were very sssllooowww on the C64 and had awful
> >> graphics/colors, compared to the Atari versions. But since they were
> >> originally programmed on an Atari system, this is no wonder. Look at
> >>
> >In particular I always thought the Atari was a superior target for doing
3D
> >type stuff. Some games
>
> There are several issues to keep in mind.
>
> Regarding the speed difference, keep in mind that Antic uses a lot of
> the CPU cycles for DMA -- someone here suggested around 33%, which
> takes 1.8MHz down to 1.2MHz or so (seems a tad low to me, though).
> While it is a non-trivial speed difference, neither is it an overwhelming
> difference.

OK, sorry about this, I was running from memory based on my PAL 800XL
and my friends PAL C-64. I cant remember what the exact clock speeds of
these models were, but my impression was that my 800XL was about twice
as quick, (0.9 Mhz was my recall of a PAL C-64 my friend told me). If
memory
serves me right my PAL Atari was over twice that without DMA. DMA does
certainly suck a fair bit up and I certainly see your point about NTSC
systems.

If I have any of these clockspeeds screwed up please forgive me, I posted
this
from memory (about 14 years ago).

>
> Regarding colors, the Atari's large palette is unfortunately slaved to
> four (or two) color registers; the 64, on the other hand, has 1000
> color registers -- it gets the colors from RAM, and hence all graphics
> modes are essentially 16-color modes. Thus while the Atari has more
> colors, the 64 is in general more colorful.

Steve, thanks for the clarification on the 64's hardware, I have a couple
of questions that this immediately brings up:

1] If the 64 has 1000's of color registers how are colors determined
on a per pixel basis ? Wouldnt this require at least 10 bits of
addressing
per pixel ? Are colors based on some lower resolution grid ?

2] If the modes are all 16 color modes I am guessing that this means that
each color-register holds a single nibble that represents the color ?

3] Does this mean that the 64 in hardware can do 160x200x4 bits ?

>
> You can see this in screenshots, but a striking example is the winning
> picture "Might & Magic" from Symmek99, which you can get at
> http://www.ffd2.com/fridge/misc/symgfx-ntsc.zip (and elsewhere).
> It is just plain 64 multicolor mode, without any special graphics
> tricks, and is very impressive.
>
> Regarding the 64 ports, Ballblazer is nice, The Eidolon is a bit
> slow (but a real treat with a SuperCPU!), I've never seen Koronos Rift,
> and Fractalus is really pretty bad. I think it is partly due to the
> MHz difference -- in Fractalus, every bit helps! -- and largely due to
> what Andreas mentions: it is a port, and not a very good one. Note
> that it was released by Epyx on the 64, not LucasFilm; my recollection
> is that LucasFilm originally designed the games with the Atari
specifically
> in mind, and did not plan on porting them -- Fractalus took years to make
> it to the 64.
>
> What's not good about the port? Plenty. The Atari and 64 bitmap layouts
> are different, and I don't think the algorithm was redone with this
> in mind (kinda fuzzy on this one, though). What's worse is that
> some things, like updating the game world, are done in the
> interrupt, while the screen update is outside. What this means is
> that where you are in the world is not matched to what you see on
> the screen -- you might move several times before the screen updates --
> so it is very difficult to navigate, to line up on targets, etc. (The
> opposite effect happens with a SuperCPU -- the calculations are done so
> fast that the screen begins to update before it's been drawn!). The
> various game constants -- turn rate, velocity, etc. -- were not adjusted,

> either. And finally, the bunkers are in the main loop, not the interrupt,
> and hence almost never fire a shot/pose any threat or challenge. In
short,
> it's your basic bad port leading to a game where it's frustrating to play
> and yet very difficult to die.
>
> All this was fixed in the SuperCPU version though ;-).

I had a look at the SuperCPU website the other day and was really impressed
with it. It certainly looks like a cool thing to add to your machine.

It's a pity the people at Lucasfilm didnt put the same effort into the 64
versions.

Dont get me wrong, I think the 64 was a really good system too, I remember
being especially envious of its SID, and Sprites.

>
> Finally, regarding 3D, I would be happy to put up my 3D routines on the 64
> against any Atari 3D program. I think I will win -- not because the 64
> is better at 3D graphics, but because the algorithms are better. My moral
> is that programs often say more about the programmer than the hardware.

I am a strong believer in egoless programming, and I know there are people
who have written better code than me, and are smarter than me. So you can
see that there is no way I can disagree on your comments about the best
programmer winning in a case with closely matched machines. Especially if
that programmer has spent a fair amount of effort optimizing the code. (Of
course exceptions exist, It's no good optimizing a crappy algorithim).

I'm also not really into competitive stuff, I would prefer that if my code
was
really good, making it available for all to benefit. I've read some really
impressive
6502 code over the years. It was for all sorts of platforms and by all
types of authors.

>
> >I've never actually played Alternate Reality. I'm planning on playing it
> >sometime in the future however.
>
> It is neat.
>
> >Anyway I just wanted to add my Support to Lucasfilm for the awesome games
> >they wrote/write.
>
> Totally!
>
> -S
> --
>
Cheers

Peter

# 3072. FA: A bunch of Classic video games and systems

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-07 00:00:00 UTC
From: rpribish@dcn.davis.ca.us
Message-ID: <vpbV3.47984$YB4.1149550@typ12.nn.bcandid.com>
Source record: 49008
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit,alt.culture.us.1980s,rec.toys.vintage,comp.sys.cbm

Hi Everyone,

I have the following classic video game stuff up for auction on E-bay.
Search by my seller name:

reinhard@pribish.com

to see the entire list.

Thanks, Reinhard

- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -

APPLE II
Apple Newton Fax Modem model H0005
Dragon Wars CIB
Grappler Apple II GS/Mac Parallel Interface
Ultima V 5 CIB Near Mint
Wizardry IV CIB
Wizardry V CIB

ATARI 2600
Big Bird's Egg Catch
Decathlon CIB
Demon Attack Blue Label
Lost Luggage
Pole Positn* label error
Snoopy and the Red Baron
Xenophobe - Box and Manual ONLY

ATARI 5200
River Raid CIB
Package - Complete clean tested Atari 5200 with 16 games

ATARI 7800
Package - Complete clean tested Atari 7800 with 14 games

ATARI ST
Boulder Dash Construction Set CIB
Lot of 9 CIB Disk Games:
Global Commander CIB
Leisure Suit Larry goes Looking for Love
(In Several Wrong Places) CIB
Beyond Zork Map #1 Map #2 CIB
Manhunter 2 CIB

NEOchrome Full-Color Paint Program CIB
The Games CIB
Space Quest (Shrinkwrapped)
Pro Soccer (Shrinkwrapped)
Dive Bomber (Shrinkwrapped)

COLECOVISION
Beamrider
Centipede
Defender
Gateway to Apshai
Mr. Do!'s Castle
Squish 'Em Sam

COMMODORE 64
B.I.-80 Column Display
DIN-RCA cable for 1702 monitor
Frogger II: Threedeep!
Magic Voice Speech Module
Minnesota Fats' Pool Challenge
Moondust

FAIRCHILD
Boxed Fairchild Channel F System with 5 Games
Fairchild Channel F # 9 - Drag Race
Fairchild Channel F # 12 - Baseball CIB
Fairchild Channel F # 14 - Sonar Search CIB
Fairchild Channel F #17 Pinball Challenge CIB
Fairchild Channel F Videocart # 21 - Bowling
Fairchild Channel F # 26 Alien Invasion CIB

HANDHELD GAMES
Mattel Electronics Football 2
Ms. Pac-Man LCD game by Micro Games USA, model MGA-208

INTELLIVISION
Package - Complete System with Intellivoice and 17 games
Triple Action SHRINKWRAPPED

NINTENDO GAMEBOY POCKET
Nintendo Gameboy Pocket Carrying Case GB-70

NINTENDO NES
Black Bass CIB
Donkey Kong Jr.
Lemmings CIB NrMnt!
Mega-Man 1, 2 & 3
Millipede
Pinbot CIB NrMnt!
River City Ransom
Package - Complete clean tested Nintendo NES w/ 6 games

PC
Ms. Pac-Man for IBM PC 5-1/4" SHRINKWRAPPED

SEGA GENESIS
Package - Complete System w/ 20 games, 6 button controllers and more
Star Control with manual

SEGA MASTER SYSTEM
3-D Glasses & Missile Defense 3-D
Parlour Games w/box
Rampage CIB

TEXAS INSTRUMENTS 99/4A
Lot of 4 carts - Jawbreaker II, Football,
TI Extended Basic and Multiplication
Super Sketch System in box with all documentation

VIC-20
Fourth Encounter
IFR Flight Simulator
Pole Position
River Rescue w/box
Videomania
Lot of 4 carts-Cosmic Cruncher, Frogger,
Machine Language Monitor Cartridge and Tooth Invaders

| Reinhard S. Pribish http://www.pribish.com reinhard@pribish.com |
|---------------------------------+-----------------------------------|
| Graphic and Web Site Designer | "Art as expression - Not as market |
| Atari 2600 Game Cart Collector | campaigns - Will still capture our |
| Drummer - Fluid Drive Shifters | imaginations" - Neil Peart |

# 3073. Re: please,i need help

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-07 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <yPbV3.3135$1C4.31548@news1.online.no>
Source record: 49009

Has it something to do with GTIA/CTIA chips perhaps ? Or PAL systems shows artefacted games in black and white. Just a suggestion

Check the machine and see if it has a GTIA chip

Lance Ringquist <Video61@webtv.net> wrote in message news:6392-38248BD7-48@storefull-171.iap.bryant.webtv.net...
> this is my second post on this,i have dandy on cart,but there is a
> problem,first it does work in 4 player mode on a 800,or 2 player on a
> 64k xl/xe,it comes in in color real nice and fine on a xl/xe,but on a
> 48k 800 it comes in black,and white,why?we managed to get all 26 levels
> on board,but not the editor(sorry),we would like to get this
> released,but i need to know if this is a bug,or,is this somehow hardware
> related,i have tried this on 2 dfferent 800's,one is a stock 48k
> machine,the other has a memory upgrade board in it,it acts the same way
> on both,i hope that this is a better explanation than i had on my first
> post,thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
>

# 3074. Re: BBCS

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-07 00:00:00 UTC
From: indavis@yahoo.com
Message-ID: <38255556.192512458@news.swbell.net>
Source record: 49010

Cabell,
Let me know if you haven't had any luck finding BBCS. I have
both the 850 and the MPP-1000E versions. I have the last versions
available and contrary to most people, I managed to run them for quite
some time without error. I find that most people tend to bitch and
moan about BBCS, but I never had a problem. Kind of like commodore
people talking about atari people. In fact, Tom Hunt has managed to
get a copy working with his CTH version of the 800 emulator, but I
cannot bring my bbs back up at the moment because I am running NT on
the machine I would have to put it on. Only works with winsock ver. 1.
Anyway enough rambling, just let me know.
Isaac Davis
indavis@yahoo.com

On Wed, 3 Nov 1999 00:16:49 -0500, "Cabell Clarke"
<cabell@richmond.infi.net> wrote:

>Anyone know where I can get a copy of BBCS?
>
>--
>Cabell Clarke
>cabell@richmNOSPAMond.infi.net
>http://www.geocities.com/~amf_band
>
>

# 3075. Re: WTB: Action! programming language cart and manual

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-07 00:00:00 UTC
From: indavis@yahoo.com
Message-ID: <38255829.193235177@news.swbell.net>
Source record: 49011

Jason,
Take a number. I have 147, and I have been in line for quite
some time.... I think they are serving 4.
Isaac

On Thu, 04 Nov 1999 01:47:23 GMT, "Jason Worley"
<jasonworley@home.com> wrote:

>If you have an O.S.S. Action! programming language cartridge (preferably
>with manual) for sale, please email me.
>
>

# 3076. Re: Atari portfolio uses..

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-07 00:00:00 UTC
From: Erik Steffl <steffl@bigfoot.com>
Message-ID: <38255819.725D12@bigfoot.com>
Source record: 49012

I have one too (for a long time, don't really use it) and I just
connected it to linux machine via serial line so I can use it as
terminal. it might be useful when X or SVGA freezes (that usually makes
keyboard unusable).

erik

jeking@NOSPAM.com wrote:
>
> Don't know why I did it (as I use a PalmV as my PDA), but I bought an
> Atari Portfolio on Ebay.
>
> Now that I have this little DOS 2.x based handheld, I don't know what to
> do with it.

# 3077. Re: HP Deskjet 820C

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-07 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <19991107063637.04247.00002768@ng-fp1.news.cs.com>
Source record: 49013

>> Aren't a lot of the new breed of inkjet printers really Win-printers? <<

I was surprised by some of the information
that has developed in this thread, so
I decided to do a little research at Best
Buy. On Saturdays, they usually have one
or more Mfg. Reps. at the local BB, and this
week they had a Canon guy. Of the 20+
printers BB had on display, the only models that supported DOS were 1 HP
DeskJet
and all the HP LaserJets. Everything else
listed "supports" or "minimum system" as
W3.1 or Mac. Several mentioned
"Bi-directional" printer cable. Maybe part
of it is a software driver issue only for some
models, but this looks to be a bad deal for
classic computers.
Larry

## 3078. Complete Atari 8-bit system for auction on eBay

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-07 00:00:00 UTC
From: Thomas Main <thomasmain@my-deja.com>
Message-ID: <8048k7$bef$1@nnrp1.deja.com>
Source record: 49014

Take a look at my eBay auction of a 130XE, 1050 and monitor:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=195759842

Complete Atari 8-bit home computer system. This lot includes an Atari
130XE (128K) in very good cosmetic and working condition, an Atari 1050
Enhanced Density Disk Drive, and a Magnavox amber screen monitor(*).
Software included is Print Shop for Atari and Atari's Syncalc
spreadsheet software.

Manuals included:

130XE Owner's manual
1050 Disk Drive Manual
Print Shop and Syncalc manuals
Monitor manual and miscellaneous warranty papers

Cables and Power Supplies included:

130XE and 1050 power supplies
RF cable (for tv hookup) and monitor cable (for Magnavox monitor)
1 SIO cable

(*) Buyer pays actual shipping cost. The monitor will make this package
a lot heavier, so if the winning bidder chooses not to include the
monitor in the package, a 10% discount on the final auction value will
be given.

--
Thomas Main
main@appstate.edu

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3079. Any success with ACE emulator on Linux.

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-07 00:00:00 UTC
From: Perry Gilfillan <perrye@gilfillan.org>
Message-ID: <3825B5E6.67D6919B@nospam.gilfillan.org>
Source record: 49015

I'd like to to know if any one is using/tinkering with the ACE emulator for UNIX platforms?

In the past I'd been able to compile, but never had time to probe into the basic dys-function. Today it seems that some of the gnu libc headers have changed, and it can not even compile...

I can still get my 8-bit fix by running the VMWare(.com) virtual machine to host a win98 session, which hosts the various 8bit emulators. The SIO2PC will probably work seemlessly as well, but I havn't tested it yet, as I don't have room to lay out the 800's and all the periph's, and Linux has to run anyway, since it serves as my TV these days.

Thanks, and please forgive the nospam tag.

Perry

## 3080. Spelunker with animated intro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-07 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <iL0lOH1dc0E=TevL=kWftPL7NnU+@4ax.com>
Source record: 49016

A kind chap has alerted me to there being a 'full' Spelunker that does not have the 'yucky' picture as a title but an animated intro?

Has anyone actually got this version?

Btw, has anyone else had any luck finding a full Rescue on Fractulas with the intro intact, I now have thanks to another kind chap the full Ballblazer with intro.

Cheers.
--
Paul Irvine ï¿½ Film Quote #4

"Some people have faults, mines in California"

# 3081. Re: Spelunker with animated intro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-07 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <EgjV3.3435$1C4.33394@news1.online.no>
Source record: 49017

I have both. The best being the Br&#65533;derbund version (I don't think the other
was Br&#65533;derbund anyway). Nicer music too!

Paul Irvine <mclane.dellos@cwcom.net > wrote in message
news:iL0lOH1dc0E=TevL=kWftPL7NnU+@4ax.com...
>
> A kind chap has alerted me to there being a 'full' Spelunker that does
> not have the 'yucky' picture as a title but an animated intro?
>
> Has anyone actually got this version?
>
> Btw, has anyone else had any luck finding a full Rescue on Fractulas with
> the intro intact, I now have thanks to another kind chap the full
> Ballblazer with intro.
>
> Cheers.
> --
> Paul Irvine &#65533; Film Quote #4
>
> "Some people have faults, mines in California"

# 3082. Re: Spelunker with animated intro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-07 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <804h5o$13t$1@kohl.informatik.uni-bremen.de>
Source record: 49018

Paul Irvine <mclane.dellos@cwcom.net > schrieb in im Newsbeitrag:
iL0lOH1dc0E=TevL=kWftPL7NnU+@4ax.com...
> A kind chap has alerted me to there being a 'full' Spelunker that does
> not have the 'yucky' picture as a title but an animated intro?
>
> Has anyone actually got this version?

I don't have it, but I remember seeing it at a shop "back then". I was quite
surprised, too. It's not really much, though.

Must be the European version.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 3083. Re: please,i need help

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-07 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <3825c9b3$0$97643@news.voyager.net>
Source record: 49019

Lance.
I suspect your program is using xl/xe graphics modes not availbable on the 800. I think it may be the CTIA in the 800 which can't do the 'newer' graphics modes. But at any rate, the xl/xe machines do some graphics modes not availbable on the 800/400.
So, your cart is probably ok, just say it is for xl/xe machines only.

Russg

# 3084. Re: please,i need help

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-07 00:00:00 UTC
From: arudzki <arudzki@home.com>
Message-ID: <kUjV3.1656$x33.47569@news.rdc1.pa.home.com>
Source record: 49020

> I suspect your program is using xl/xe graphics modes not availbable on
> the 800. I think it may be the CTIA in the 800 which can't do the
> 'newer' graphics modes

Yeah but, how many CTIA machines are there? I thought the GTIA machines
were right on the heels of the release of the 400/800.

tony

# 3085. Re: Macintosh Atari Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-07 00:00:00 UTC
From: Tim Irvin <ziggy29@pacbell.net>
Message-ID: <071119991108501274%ziggy29@pacbell.net>
Source record: 49021

In article <cryorunner-0611992040330001@dt086n19.san.rr.com>, Rhett James Barnes <cryorunner@yahoo.com> wrote:

> Rainbow (Mac) works pretty well. It's fairly complete. I haven't used it
> to it's full extent, because I the fee is not worth it to me. I like to
> use the real thing anyway...

I agree. I just wish it were easier to deal with creating disk images from the ATRs. Other than that, part of the "Atari experience," to me, is using the real hardware.

> What might be an interesting project that would a void in the Mac-Atari
> community would be an SIO-to-PC type project (SIO-to-Mac). I wanted to do
> one of these awhile back, but got side-tracked when I realized that there
> was a PC version.

Agreed completely.

--
Tim Irvin, ziggy29@pacbell.net

"Trouble no one about their religion; respect others in their view, and demand that they respect yours...Abuse no one and nothing, for abuse turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

# 3086. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-07 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <804lug$su1$1@kc.trail.com>
Source record: 49022

Hi Peter,

In article <8034ts$1st$1@holly.prod.itd.earthlink.net>,
Peter Laing <snailboy1@earthlink.netREMOVECAPTIALS> wrote:
>>
>> Regarding the speed difference, keep in mind that Antic uses a lot of
>> the CPU cycles for DMA -- someone here suggested around 33%, which
>> takes 1.8MHz down to 1.2MHz or so (seems a tad low to me, though).
>> While it is a non-trivial speed difference, neither is it an overwhelming
>> difference.
>
>OK, sorry about this, I was running from memory based on my PAL 800XL
>and my friends PAL C-64. I cant remember what the exact clock speeds of
>these models were, but my impression was that my 800XL was about twice
>as quick, (0.9 Mhz was my recall of a PAL C-64 my friend told me). If

The PAL 64 runs at around .98 MHz; the NTSC runs at around 1.02 MHz.
I've misplaced all my Atari numbers, but the MHz number I have is 1.79.
So in raw hertz, you're quite right -- the Atari is almost twice as
fast. The catch is that not all of those cycles are available to
the CPU (true for both machines, but much more so for Antic); in real
terms there is probably a 20%-30% speed difference.

Just as a matter of trivia, the Z80-based machines of the time (e.g.
Spectrum/Timex Sinclair) ran at 3-4MHz. Too bad they take 3-4 times
as many cycles per instruction as a 6502.

>> Regarding colors, the Atari's large palette is unfortunately slaved to
>> four (or two) color registers; the 64, on the other hand, has 1000
>> color registers -- it gets the colors from RAM, and hence all graphics
>> modes are essentially 16-color modes. Thus while the Atari has more
>> colors, the 64 is in general more colorful.
>
>1] If the 64 has 1000's of color registers how are colors determined
> on a per pixel basis ? Wouldnt this require at least 10 bits of
>addressing
> per pixel ? Are colors based on some lower resolution grid ?

I should have put "registers" in quotes -- color is taken from RAM, not
actual registers on a chip. Each location determines the colors in an 8x8
block of pixels (one 8x8 character), and there are 40 rows x 25 columns and
hence 1000 "registers". For example, let's say a standard hires bitmap
(320x200) is set up with the color map at $8000. Location $8000 determines
the color of the first 8x8 block of pixels; location $8001 determines the
color of the next 8x8 block of pixels; and so on. Four bits of the color
RAM determine the foreground color (pixel=1), and the other four bits the

background color (pixel=0) -- now you can see why it's a 16-color palette:
more than four bits per color would take up too much RAM.

So, is hires bitmap mode a 2-color mode or a 16-color mode? Neither is
really accurate. Multicolor mode (160x200) is similar, but now takes
a common background color from a VIC register, and the other three colors
from RAM (it turns out there's an additional 1K of RAM on the 64,
separate from the other 64K, which is used specifically for color, as
only the lower 4-bits are physically connected -- that's where the third
color comes from). The character modes use genuine color registers in
addition to color RAM.

Anyways, the moral is that there is a lot of flexibility in placing
colors on the screen, and using all 16-colors is routine. Incidentally,
color RAM is the basis for the "extra" video modes on the 64 -- for
example to do "FLI" graphics the programmer changes the color RAM on
every scanline, to give even more flexibility in color placement (every
1x8 block instead of every 8x8 block -- but it costs CPU cycles, as VIC
wasn't designed with FLI in mind).

>It's a pity the people at Lucasfilm didnt put the same effort into the 64
>versions.

Well, I think they put a lot of effort into their later releases, such
as Maniac Mansion and Zak McCracken.

>> Finally, regarding 3D, I would be happy to put up my 3D routines on the 64
>> against any Atari 3D program. I think I will win -- not because the 64
>> is better at 3D graphics, but because the algorithms are better. My moral
>> is that programs often say more about the programmer than the hardware.
>
>I am a strong believer in egoless programming, and I know there are people

How can there possibly be any such thing as "egoless programming"? :)

But my point was not to determine who the best 8-bit programmer in the
world is, but just that comparing software isn't always a good way of
comparing hardware (and vice-versa).

>I'm also not really into competitive stuff, I would prefer that if my code
>was
>really good, making it available for all to benefit. I've read some really

Sounds good to me. Write some cool routines and send them to me, and I'll
put them in the Fridge and in C=Hacking.

-S
--

# 3087. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-07 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <80507f$98$1@holly.prod.itd.earthlink.net>
Source record: 49023

Steve Judd <sjudd@kc.trail.com> wrote in message
news:804lug$su1$1@kc.trail.com...
>
> Hi Peter,
>
> In article <8034ts$1st$1@holly.prod.itd.earthlink.net>,
> Peter Laing <snailboy1@earthlink.netREMOVECAPTIALS> wrote:
> >>
> >> Regarding the speed difference, keep in mind that Antic uses a lot of
> >> the CPU cycles for DMA -- someone here suggested around 33%, which
> >> takes 1.8MHz down to 1.2MHz or so (seems a tad low to me, though).
> >> While it is a non-trivial speed difference, neither is it an
overwhelming
> >> difference.
> >
> >OK, sorry about this, I was running from memory based on my PAL 800XL
> >and my friends PAL C-64. I cant remember what the exact clock speeds of
> >these models were, but my impression was that my 800XL was about twice
> >as quick, (0.9 Mhz was my recall of a PAL C-64 my friend told me). If
>
> The PAL 64 runs at around .98 MHz; the NTSC runs at around 1.02 MHz.
> I've misplaced all my Atari numbers, but the MHz number I have is 1.79.
> So in raw hertz, you're quite right -- the Atari is almost twice as
> fast. The catch is that not all of those cycles are available to
> the CPU (true for both machines, but much more so for Antic); in real
> terms there is probably a 20%-30% speed difference.
>
> Just as a matter of trivia, the Z80-based machines of the time (e.g.
> Spectrum/Timex Sinclair) ran at 3-4MHz. Too bad they take 3-4 times
> as many cycles per instruction as a 6502.
>

Yep I certainly remember the Z-80 based machines, all running at 3.5 Mhz.

I used to program 8051 derivative microcontrollers (80c552's) which ran
at 12 mhz and 58% of the instructions executed in under 1 microsecond.
If anyone runs the numbers they will see these things were quite slow (but
plenty fast enough for our purposes).

> >> Regarding colors, the Atari's large palette is unfortunately slaved to
> >> four (or two) color registers; the 64, on the other hand, has 1000
> >> color registers -- it gets the colors from RAM, and hence all graphics
> >> modes are essentially 16-color modes. Thus while the Atari has more
> >> colors, the 64 is in general more colorful.
> >

> >1] If the 64 has 1000's of color registers how are colors determined
> > on a per pixel basis ? Wouldnt this require at least 10 bits of
> >addressing
> > per pixel ? Are colors based on some lower resolution grid ?
>
> I should have put "registers" in quotes -- color is taken from RAM, not
> actual registers on a chip. Each location determines the colors in an 8x8
> block of pixels (one 8x8 character), and there are 40 rows x 25 columns
and
> hence 1000 "registers". For example, let's say a standard hires bitmap
> (320x200) is set up with the color map at $8000. Location $8000
determines
> the color of the first 8x8 block of pixels; location $8001 determines the
> color of the next 8x8 block of pixels; and so on. Four bits of the color
> RAM determine the foreground color (pixel=1), and the other four bits the
> background color (pixel=0) -- now you can see why it's a 16-color palette:
> more than four bits per color would take up too much RAM.

I think I understand what your explaining, does this mean that you have
problems when you move a bitmap over a 40x25 color character boundary ?
Or if you have two different bitmaps of different colors, and try and have
half
of each in the same character/color cell ? (You end up having one change
to the same color ?)

>
> So, is hires bitmap mode a 2-color mode or a 16-color mode? Neither is
> really accurate. Multicolor mode (160x200) is similar, but now takes
> a common background color from a VIC register, and the other three colors
> from RAM (it turns out there's an additional 1K of RAM on the 64,
> separate from the other 64K, which is used specifically for color, as
> only the lower 4-bits are physically connected -- that's where the third
> color comes from). The character modes use genuine color registers in
> addition to color RAM.
>
> Anyways, the moral is that there is a lot of flexibility in placing
> colors on the screen, and using all 16-colors is routine. Incidentally,
> color RAM is the basis for the "extra" video modes on the 64 -- for
> example to do "FLI" graphics the programmer changes the color RAM on
> every scanline, to give even more flexibility in color placement (every
> 1x8 block instead of every 8x8 block -- but it costs CPU cycles, as VIC
> wasn't designed with FLI in mind).
>
> >It's a pity the people at Lucasfilm didnt put the same effort into the 64
> >versions.
>
> Well, I think they put a lot of effort into their later releases, such
> as Maniac Mansion and Zak McCracken.
>
> >> Finally, regarding 3D, I would be happy to put up my 3D routines on the
64

> >> against any Atari 3D program. I think I will win -- not because the 64
> >> is better at 3D graphics, but because the algorithms are better. My
moral
> >> is that programs often say more about the programmer than the hardware.
> >
> >I am a strong believer in egoless programming, and I know there are
people
>
> How can there possibly be any such thing as "egoless programming"? :)

I guess it means being open about your program and accepting criticism and
advice from others on how to code it. The biggest problem with this model
is some people go a little overboard with the criticism. You sometimes also
end up having holy wars over how something should be implemented.
Much like the old endian holy-wars.

>
> But my point was not to determine who the best 8-bit programmer in the
> world is, but just that comparing software isn't always a good way of
> comparing hardware (and vice-versa).

I would agree with you on this.

>
> >I'm also not really into competitive stuff, I would prefer that if my
code
> >was
> >really good, making it available for all to benefit. I've read some
really
>
> Sounds good to me. Write some cool routines and send them to me, and I'll
> put them in the Fridge and in C=Hacking.
>
Only if you promise to tell me where I can improve them. ;)

> -S
> --
>
Cheers
Peter

## 3088. Rescue on Fractalus: fractals or not?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-07 00:00:00 UTC
From: Will Dwinnell <predictor@compuserve.com>
Message-ID: <38265686.13E3@compuserve.com>
Source record: 49024

Someone mentioned that the 'fractals' Rescue on Fractalus might not be fractals at all, and I lost track in the other Lucasfilm games thread: how was the landscape generated?

Will Dwinnell
predictor@compuserve.com

# 3089. Re: please,i need help

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-07 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <25548-38261F5D-94@storefull-174.iap.bryant.webtv.net>
Source record: 49025

thanks for the suggestion,but if i boot this game from a floopy to the
800,it comes in color fine,but if i use the cart version,its in
black&white,would the different chip affect the cart version? the
colors are fine on xl/xe's,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 3090. Re: ATR-8000 to buy

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-07 00:00:00 UTC
From: "Steve (V for Victory!)" <stevew@cpuservices.com>
Message-ID: <8TpV3.49984$YB4.1234521@typ12.nn.bcandid.com>
Source record: 49026

I have an ATR8000 and dual 5.25" Drives I may be willing to sell...

DJDowns <djdowns@aol.com> wrote in message
news:19991030155429.01157.00000679@ng-ch1.aol.com...
> >> I know of four ways to use a 3.5" drive on the A8, an
> >> ATR-8000, a Black Box, an MIO, and the upgrade from
> >> CSS(Bob Woolley) for the XF551.
>
> <snip>
>
> >All well and good, but I'd rather stick to options that people
> >still have a chance at finding.
>
> My problem is trying to find even any of these items. I've looked around
at
> some online vendors, but haven't seen any of these expansion hardware
systems
> for sale. I also can't justify paying for a catalog from a company. I
figure,
> if they want to sell me something, then the catalog needs to be on their
dime,
> not mine...
>
> -- Downs.
>
>
>

# 3091. Re: please,i need help

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-07 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <28800-3826436D-40@storefull-176.iap.bryant.webtv.net>
Source record: 49027

that is what its looks like its boiling down to,to bad,it would have
been nice to have a 4 player game for the 800 fanatics,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 3092. Re: please,i need help

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-07 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38264bc2$0$58799@news.voyager.net>
Source record: 49028

(Game on cart on 800 has no colors, but boots from floppy with colors.)
Nope, Guess my guess was wrong about CTIA vs GTIA.
I was just hoping somebody else could answer the question.
Unless something you've left out of the cart version contains color
information also.
Russ

# 3093. Re: Spelunker with animated intro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3828aaec.119820380@news.ds.centuryinter.net>
Source record: 48889

On Sun, 07 Nov 1999 18:01:46 +0000, Paul Irvine
<mclane.dellos@cwcom.net > wrote:

>
>A kind chap has alerted me to there being a 'full' Spelunker that does
>not have the 'yucky' picture as a title but an animated intro?
>
>Has anyone actually got this version?
>
>Btw, has anyone else had any luck finding a full Rescue on Fractulas with
>the intro intact, I now have thanks to another kind chap the full
>Ballblazer with intro.

I have it. It is an original. It is also copy protected in some way,
so I can't seem to make an unprotected back up of it. :(

# 3094. Re: Spelunker with animated intro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3829ab41.119905687@news.ds.centuryinter.net>
Source record: 48890

On Sun, 7 Nov 1999 19:09:04 +0100, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>I have both. The best being the Brï¿½derbund version (I don't think the other
>was Brï¿½derbund anyway). Nicer music too!
>
>Paul Irvine <mclane.dellos@cwcom.net > wrote in message
>news:iL0lOH1dc0E=TevL=kWftPL7NnU+@4ax.com...
>>
>> A kind chap has alerted me to there being a 'full' Spelunker that does
>> not have the 'yucky' picture as a title but an animated intro?
>>
>> Has anyone actually got this version?
>>
>> Btw, has anyone else had any luck finding a full Rescue on Fractulas with
>> the intro intact, I now have thanks to another kind chap the full
>> Ballblazer with intro.
>>
>> Cheers.
>> --
>> Paul Irvine ï¿½ Film Quote #4
>>
>> "Some people have faults, mines in California"
>
Could you email me a .dcm .atr or something of the version with the
animated intro?

# 3095. Re: Spelunker with animated intro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <382aab88.119976312@news.ds.centuryinter.net>
Source record: 48891

On Mon, 08 Nov 1999 07:51:44 GMT, sup8pdct@mail.cth.com.au wrote:

>On Sun, 7 Nov 1999 18:01:46, Paul Irvine <mclane.dellos@cwcom.net >
>wrote:
>
>>
>> A kind chap has alerted me to there being a 'full' Spelunker that does
>> not have the 'yucky' picture as a title but an animated intro?
>>
>> Has anyone actually got this version?
>>
>> Btw, has anyone else had any luck finding a full Rescue on Fractulas with
>> the intro intact, I now have thanks to another kind chap the full
>> Ballblazer with intro.
>
>I have a full rescue. Don't know if it still works. Is a copy of the
>orignal disk.
>Also have the cart. Has intro as well.
>
>James B

See if you can make a .DCM file of it. Would really like an
"unprotected" or "non protected" version. I have an original but it
is protected.

# 3096. Re: Atari CX85

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-0811990301550001@dt086n19.san.rr.com>
Source record: 48892

In article <801qqk$17u$1@news.xmission.com>, jamesk@news.kingtechsvcs.com wrote:

> -----BEGIN PGP SIGNED MESSAGE-----
> Hash: SHA1
>
> What applications existed that made use of the Atari CX85 keypad?
> Does it connect to JP1 or JP2?
>
> Can it be programmed for usage in apps like ICET?
>
>

I got one awhile back with some other stuff, but never played with it. I
did get two double-sided disks hand-labeled "Atari CX85 keypad handler"
and "A/UM Keypad" plus a printout. I don't know if the disks are good, or
if they're useful. But the printout seems to be for a BASIC program to
install a small driver for the thing. At least printouts don't go bad.

I don't know whether any of the drivers will actually work in the programs
you're interested in, sorry.

Let me know if any of these disks would help you.
-Rhett

# 3097. Re: Spelunker with animated intro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <D=slOCCzf5rXIAgfBCR8Gnezk=RI@4ax.com>
Source record: 48893

The other Day "Thomas Meyer" <i03a@zfn.uni-bremen.de> wrote:

>Paul Irvine <mclane.dellos@cwcom.net > schrieb in im Newsbeitrag:
>iL0lOH1dc0E=TevL=kWftPL7NnU+@4ax.com...
>> A kind chap has alerted me to there being a 'full' Spelunker that does
>> not have the 'yucky' picture as a title but an animated intro?
>>
>> Has anyone actually got this version?
>
>I don't have it, but I remember seeing it at a shop "back then". I was quite
>surprised, too. It's not really much, though.
>
>Must be the European version.
>
>Thomas

Very possibly, although the change might be little I would love to be
able to get it since I really am now trying to get the collection back to
its best state.

And...Spelunker is one of my faves, knocks the spots off the arcade
versions if you ask me.
--
Paul Irvine ï¿½ Film Quote #4

"Some people have faults, mines in California"

# 3098. Re: Spelunker with animated intro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <3826f063$0$97653@news.voyager.net>
Source record: 48894

Jon.
Black Patch has two patches, one for spelunker and one for spelunker(new).
Probably would have the intro with these patches.
Probably Chipmunk also has a spelunker patch, at least the older one.
Russ

# 3099. Re: Spelunker with animated intro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <806snn$p4p$1@kohl.informatik.uni-bremen.de>
Source record: 48895

Paul Irvine <mclane.dellos@cwcom.net > wrote:
>Very possibly, although the change might be little I would love to be
>able to get it since I really am now trying to get the collection back to
>its best state.

>And...Spelunker is one of my faves, knocks the spots off the arcade
>versions if you ask me.

Indeed it does. One of the very, very few games I actually finished. :)

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 3100. Re: Spelunker with animated intro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <xgEnOMEh0ApkxTHqbu0LgLIpDA42@4ax.com>
Source record: 48896

The other Day ssilicon@centuryinter.net (Jon Melbo) wrote:

>On Mon, 08 Nov 1999 07:51:44 GMT, sup8pdct@mail.cth.com.au wrote:
>
>>I have a full rescue. Don't know if it still works. Is a copy of the
>>orignal disk.
>>Also have the cart. Has intro as well.
>>
>>James B
>
>See if you can make a .DCM file of it. Would really like an
>"unprotected" or "non protected" version. I have an original but it
>is protected.

Yep, if you can image it James that would be excellent.
--
Paul Irvine ï¿½ Film Quote #4

"Some people have faults, mines in California"

# 3101. Re: Spelunker with animated intro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <8wEnOAaK04ad7hNiSMChomlSiDq+@4ax.com>
Source record: 48897

The other Day ssilicon@centuryinter.net (Jon Melbo) wrote:

>On Sun, 07 Nov 1999 18:01:46 +0000, Paul Irvine
><mclane.dellos@cwcom.net > wrote:
>
>>
>>A kind chap has alerted me to there being a 'full' Spelunker that does
>>not have the 'yucky' picture as a title but an animated intro?
>>
>>Has anyone actually got this version?
>>
>>Btw, has anyone else had any luck finding a full Rescue on Fractulas with
>>the intro intact, I now have thanks to another kind chap the full
>>Ballblazer with intro.
>
>I have it. It is an original. It is also copy protected in some way,
>so I can't seem to make an unprotected back up of it. :(
>
Argh....

Steve, make the Pro system details public please :)

Emulators could use superbly made Pro images which were exact dupes :)

An emu with Pro support.....what a nice dream :)
--
Paul Irvine ï¿½ Film Quote #4

"Some people have faults, mines in California"

# 3102. Attn Rich of Atari800win.

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <ygInOICsiAkf2Y86aEmT8Z4CFrvA@4ax.com>
Source record: 48898

Putting this in here Rich rather than adding to your mailbox :)

Any news on Atari800win to be told?

Just wondering as there's been updates of the source etc, but before you shout I know you are a busy man with more important things than emu's to consider :) Twas just a thought :)

At the mo i'm trying to workout why Race in Space won't initialise in Win where it runs fine in Mess. I can force it to run via omnimon from a later point but sprite priorities are screwed along with some graphic glitching.

Can't work it out, it does not do anything odd when it runs, well nothing fancy, it just sets the usual string of normal locations?
--
Paul Irvine ï¿½ Film Quote #4

"Some people have faults, mines in California"

## 3103. Re: Spelunker with animated intro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <LxgnOGAKXAxBwliElUxP+cQruvWH@4ax.com>
Source record: 48899

The other Day "Russg" <russg@en.com> wrote:

>Jon.
>Black Patch has two patches, one for spelunker and one for spelunker(new).
>Probably would have the intro with these patches.
>Probably Chipmunk also has a spelunker patch, at least the older one.
>Russ
>
Black Patch??

Not seen that one, got Chipmunk...
--
Paul Irvine ï¿½ Film Quote #4

"Some people have faults, mines in California"

# 3104. Re: Spelunker with animated intro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <fxgnOPJyndCU91ew3s7WVJ=cZPTO@4ax.com>
Source record: 48900

The other Day Thomas Meyer <i03a@zfn.uni-bremen.de> wrote:

>Paul Irvine <mclane.dellos@cwcom.net > wrote:
>>Very possibly, although the change might be little I would love to be
>>able to get it since I really am now trying to get the collection back to
>>its best state.
>
>>And...Spelunker is one of my faves, knocks the spots off the arcade
>>versions if you ask me.
>
>Indeed it does. One of the very, very few games I actually finished. :)
>
>Thomas

After many goes like the rest of us :)
--
Paul Irvine ï¿½ Film Quote #4

"Some people have faults, mines in California"

# 3105. Re: Spelunker with animated intro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: dalessio@manatee.cig.mot.com
Message-ID: <dalessio.942085507@manatee>
Source record: 48901

ssilicon@centuryinter.net (Jon Melbo) writes:

>On Sun, 07 Nov 1999 18:01:46 +0000, Paul Irvine
><mclane.dellos@cwcom.net > wrote:

>>
>>A kind chap has alerted me to there being a 'full' Spelunker that does
>>not have the 'yucky' picture as a title but an animated intro?
>>
>>Has anyone actually got this version?

The version with the "yucky" picture was the original release
of the game by MicroGraphics Image. Later, Broderbund got the
rights to the game and added the animated intro, plus changed
some of the sounds. As far as I can tell, that's all that changed.
The games are identical.

Mario

## 3106. Sale of surplus items, get them while you can, UK based, PAL 240v

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <807893$ge6$1@epos.tesco.net>
Source record: 48902

I am clearing out some of my collection under orders that we need to be able to enter the spare bedroom, computers, disk drives, tape decks, printer, some spares.

List available if you are interested. All guaranteed working

Richard

richard.daley@tesco.net

# 3107. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: Karolj Nadj <k_nadj@s-direktnet.de>
Message-ID: <80799j$bfu$1@newsread.f.de.uu.net>
Source record: 48903

lucasfilm games were and ARE the best on 8bit!!!

remember the "rendered" lucasfilm 16 mode9 intro?

koronis rift was great!!! and was the only (???) good game in mode10???
and could you remember the animated robot???

what about psx-version of koronis rift???? or even rescue on fractlaus???
(how many
got heartattack??? tock tock tock, whooaaaa jaggie... ;)))

please visit my site and enter the guestbook for your suggestions pls...

papa, heaven

http://www.s-direktnet.de/homepages/k_nadj/main.html

## 3108. Re: Spelunker with animated intro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <DjonOLKRtviGFtiHnwapWCZTVggx@4ax.com>
Source record: 48904

The other Day dalessio@manatee.cig.mot.com (Mario D'Alessio) wrote:

>
>The version with the "yucky" picture was the original release
>of the game by MicroGraphics Image. Later, Broderbund got the
>rights to the game and added the animated intro, plus changed
>some of the sounds. As far as I can tell, that's all that changed.
>The games are identical.
>
>Mario

That maybe the case but its nice to have the 'as released' product :)
--
Paul Irvine ï¿½ Film Quote #4

"Some people have faults, mines in California"

# 3109. Re: please,i need help

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <7578-3827423B-44@storefull-175.iap.bryant.webtv.net>
Source record: 48905

we could not squeeze the editor on the cart,perhaps you are on to
something there,maybe what was left out also has something to do with
color on the 800,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 3110. Re: Why did Hasbro bother II

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: bob klaas <bobkla19@sisna.com>
Message-ID: <38279759.3A2D5F02@sisna.com>
Source record: 48906

Truer words were never spoken! I personally applaud you for your effort. Atari in earlier years was a great company. The stock was high, split, then they hired an idiot as a PR-Rep, Bob Brodie (sp?). Went to a show years ago in Pittsburgh, got my first insight as to where Atari, was going. Devout users of the 8-b it could piss-off, as far as he was concerned. He was there to sell the next generation of Atari and the rest of us we left holding the bag!. This is the attitude that did them in. At that time, made up my mind I would continue to fix the Atari 8-bit but would on my next computer buy something IBM compatible and exert my efforts in that area as there was a lot of support for anything you wished to do in the IBM area.

There were many Atari enthusiast at that show and they tried to tell him how they felt and if fell on deaf ears! Given the final result, the company sold off and went out of business in the U.S. Sad deal for the stockholders like myself, lost our buts but what the heck, perhaps one day someone will come up with a bright Idea and another 64-1mg computer company will emurge.

There are a lot of programs out there for the 64k computer that still have not been beaten by the big guys. My wife works for a company and does inventory, clearance ect. They mark a group of items on a shelf, not how many but just one item. They do not know how many items have been scaned for that area as only one is and only 1 is when the item is depleted. I have an inventory program that on an 800XL, gives me the number of items in stock, price of each item, and if I remove them as I sell them my inventory is accutate and up to date at the end of the year. I do not have to count them, only remove what I sell and add what I have bought. Gives me the cost of the lowest item and the cost of the higest item and how many of each I have in stock. Tell me where the intellengence comes into play? You have 64k to work with and you can do this, and the newer programers have 100 times more space to work with and they can not come up with the programers of a little 64k memory progaram! When in the hell is bigger better!???? Give me the number cruncher any day..

For those of you that have extended your efforts to program in an 16-128k memory enviroment, I truely thank you for your efforts, any thing above is also appreciated within our limited space.

Bob Klaas.

## 3111. 130 XE Error codes?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <3827877C.39ED789C@qnet.com>
Source record: 48907

I have 130xe diagnostic cartridge that when used on one of my 130xe s it gives an error 12. I guess the code list would be in the feild service manual for the 130xe . If anyone has this manual can you please send me the meaning of this code.

Don

# 3112. Re: Anyone have a dead 1200XL they'd sell for parts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <38279EF7.99A39968@pacbell.net>
Source record: 48908

1200XL keyboards: If your 1200XL keys get flakey, you can fix them
easily. The PC board that mounts to the KB frame uses a pressure
connector for signal transfer to the system. If you remove all the
teeny-tiny screws, you'll see what I mean. Just place ONE thickness of
electrical tape under the connector pressure bar and you will be OK.
This just adds enough extra pressure to the contacts to work well.

I have had really good luck with online 1200XL purchases, but it is hard
to get a decent cased unit.

Bob

Rhett James Barnes wrote:
>
> My 1200XL is pretty beat up and I'd like to stick it into a new case.
> Plus it's really acting up, so I'd like to have spare parts to swap
> (what's the DEAL with the keyboards? this is the second one that's died).
>
> Anyone out there have a dead 1200 they'd sell for cheap? I guess I could
> just buy a better working one, and then use mine for parts, but I can't
> find one locally, and I don't really trust E-shopping for that type of
> thing...
>
> Anyway, just checking...
> -Rhett

## 3113. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <807rr3$fmu$1@fir.prod.itd.earthlink.net>
Source record: 48909

```
Jon Melbo <ssilicon@centuryinter.net> wrote in message
news:3825f929.8760660@news.ds.centuryinter.net...
> On Fri, 5 Nov 1999 19:35:51 -0600, "Peter Laing"
> <snailboy1@earthlink.net> wrote:
>
> >
> >Jon Melbo <ssilicon@centuryinter.net> wrote in message
> >news:38227afb.4694125@news.ds.centuryinter.net...
> >> On 5 Nov 1999 01:29:17 GMT, velcro@kacbec.netunlimited.net.invalid
> >> (Velcro SPY) wrote:
> >>
> >> >** To reply in e-mail, remove "kacbec." and ".invalid" from address **
> >> >
> >> >On Thu, 04 Nov 1999 12:52:45 +0100, Andreas Magenheimer wrote about
Re:
> >'Lucasfilm' games for Atari:
> >> >
> >> >> originally programmed on an Atari system, this is no wonder. Look at
> >> >> more "programmed on Atari" titles, such as Alternate Reality and
> >others.
> >> >> They are also very slow and do not have such nice graphics on other
> >> >> platforms. Therefore you find many Atari titles, that were
originally
> >> >> not programmed on an Atari and thus look awful here... (think of
those
> >> >
> >> >Alternate Reality was ported to a then next generation computer, the
> >> >IBM PC. Even with the greater capabilities of the hardware, AR for
> >> >the PC is utterly soulless, graphically bad, and awful all around.
> >>
> >> Yes but at that time, console speakers and CGA graphics were all a PC
> >> had. It wasn't until at least the original Soundblaster and EGA
> >> graphics that the Atari was exceded. The PC was originally designed
> >> to be a no nonsense business class computer. As such, for it's time,
> >> it excelled at that. It could have 1MB total addressable memory, with
> >> 640K of it being RAM. It ran an i8088 16-bit processor at around
> >> 4MHz. Had a good 80 column mono display (MDA) and did word
> >> processing, databases and spreadsheets better than anything out at the
> >> time of it's introduction (discounting mini or mainframes). But when
> >> it came to games.... it plain sucked.
> >>
> >I dont really think the IBM-PC was best at anything compared with
> >other offerings of the time.
>
```

> I do. Read my quoted again for the why. Can you name systems that
> were superior for business softwarwe at the time (around 81')? It has
> been said here that Appleworks on the Apple IIe was appealing because
> of the crisp 80 column text, the 128K memory in the enhanced IIe that
> Appleworks took advantage of etc. Well, that wasn't as good as a 4MHz
> i8088 16-bit processor and 640K RAM and it wasn't until quite a bit
> later than the PC. Take a plain old PC running DOS and run Wordstar,
> dBASE, 123 or even Visicalc, and show me how it isn't as good as an
> Apple II, Atari8, Vic20, Pet, TRS-80, or whatever.
>
> I stand by my original statement; at the time the PC was introduced,
> it was awesome for business & scientific applications but it sucked
> for games. This is in comparison to other affordable hardware of the
> day. I do not count mainframes or minis as affordable to small
> business or home business.
>
Jon, I had a quick look on the net and it appears that you are correct
about the 5150 PC having the best specs for a machine in 1981.

> >I think its more a case of IBM's name and
> >the droid IT managers getting a computer made by IBM.
>
> How does that change 4MHz+, 1MB addressable memory (640K of RAM), and
> a 16-bit processor (albeit knocked down to 8 bits on the data bus)?

I think that a lot can be said about how 'good' the PC was technically,
taking
into account it's high cost. More on this later.

>
> >We have to
> >remember that back in the late 70's early 80's you had two choices
> >for computer deployment in business. IBM and the Others (sometimes
> >called the seven dwarfs for the mainframe sector).
>
> No no, the TWO choices were Honeywell and the others. No wait, or was
> it Univac/Sperry/Unisys and the others. Perhaps it was, Cray and the
> others. I could name more, like Control Data, Digital, etc, but I
> don't know when they were offering machines, but clearly there was
> more than just IBM in the game for mainframes back then. Besides, we
> weren't discussing the main and mini market. We were discussing
> micros. Sheesh.

I'm not gonna get into IBM vs the 7 Dwarfs. Apart from saying that
that the CDC 6600 design was awesome.

Ok. Look below:
>
> > I worked for several
> >years with a guy who used to be a systems programmer for IBM mainframes.
> >He worked on several large projects and always had great storys of the
> >technically inferior system being bought because it was backed by the

> >larger company (IBM). If you even look at IBM mainframe hardware
> >it was the same. When other companies making 360/370 clones were
> >using medium scale integration, IBM was just thinking about moving
> >to it. Another guy I worked with worked on CDC and then Hitachi
> >mainframes. He told me that by the time he got out of the game (In
> >the early 80's) that you could buy a Hitachi mainframe that was
> >able to run 4 equivalent copies of a similar priced IBM system.
> >(It actually performed the virtual machine switches in Microcode).
> >I think it was Hitachi. It was some Japanese company.
>
> And all that somehow supports your point of "I dont really think the
> IBM-PC was best at anything compared with other offerings of the time"
> in what way?

After looking into this, you seem to be correct in your assertion about the
specs of a 5150 PC for 1981.

>
> >Getting back to the PC, if you look at the components chosen for
> >it's design, they are very conservative. The 8088 instead of an 8086
> >so they could use all the existing 8 bit interfacing chips, the CRTC
> >which was the tried and true 6845 <- I forget the number but it was
> >a really common CRT controller back then. Look at the BUS, it
> >was similar to Multibus a bus designed by intel way back in the
> >70's.
>
> Yeah..... but.... it still doesn't change the fact that the PC was the
> most capable micro for business apps at the time of it's introduction.
> I never said it was the most capable because it was the most
> technically inovative. I said it was the best at business apps for
> it's time. And it was. Probably due to just plain raw horsepower
> thrown at it. Like the 1MB, 4MHz, 16-bits etc.

Heres the main summary of points:

1] You appear to be right about the 5150 (IBM-PC).
I had a quick look online and couldnt find any machines
from the 1981 time period directly competitive with
spec's as good.

2] Things appeared quite different in NZ and other Countries
at the time at which the PC was popular here (thats after
1983).
This could be due to the high price of the PC. It took till
about 1984 before PC's as we think of them now became
popular (and even then it was mostly the clones).
At this time several choices were available for systems that
offered better performance (typically an 8086), better graphics
I remember one called the Sirius or the Victor-9000 that had
800x600 monochrome video and an 8086. Most of these
competitors werent 100% PC Compatible. Lots came with
CPM/86 and MS-DOS. I am going from memory here,

but certainly remember this timeframe. (It was short lived
however).

>
> >Can you imagine what sort of machine the Atari 800 designers would have
> >come up with if they had the exact same budget ?
>
> Well, as has been pointed out many times in here, Atari actually could
> have had a HUGE budget but chose to spend reletively little on R&D.
> But I see your point, IF the Atari engineers and creative people would
> have been budgeted more.... yeah, we might have seen some really
> snazzy stuff.
>
> >One of the biggest pitys for the IBM-PC is that they went with the 8088.
> >If they had gone with the 68000, the computers we use now may have easily
> >been years ahead from the current systems.
>
> I dunno. The Intel 8086 series was a fairly capable CPU in it's day.
> Was it really all that much inferior to the 68000? Compare to a 8086,
> since the 8088 was just a intentionally crippled 8086 anyway.

Much better processors existed in 1981 than the 8086.

You might want to have a read of
Great Microprocessors of the Past and Present (V 11.5.4)

which can be found here:

http://www3.sk.sympatico.ca/jbayko/cpu.html#68000

They go into the choice of the history of the 8086 and PC in much
more detail.

It's fairly well agreed that the 8086 was a poor choice for the 5150 PC.
Even the IBM engineers wanted to use a 68000.

A quick summary of other processors vs the 8086:

8086: 1MB memory address space+64K IO address space. 16 bit word size
4 16 bit semi-general purpose registers (can be used as 8 8bit
registers)
4 16 bit index registers (Counting stack register)
registers are tied to specific instructions (e.g. CX for count)
address space is non linear and requires segment register
modification

68000: 16 MB linear memory address space 32 bit internal word size
8 32 bit data registers
8 32 bit address registers (one reserved for stack)
user and supervisor mode

Z-8000: up to 23 bit address space (8 MB). 16 bit word size(see below).
16 16 bit registers
first 8 registers can be grouped into 16 8 bit registers.

all registers can be used as: 8 32bit registers or 4 64bit registers
all registers general purpose.
user and supervisor modes
most versions segmented (but sanely)

Addressing any datastructure >64 K is a real headache on an 8086.

For the main point you made you win.
(for 1981 the IBM-PC had the best specs for business/scientific).

Seeing as you win, I am shutting up about PC history now and
letting Atari history restore it's place.

>
> Jon
>
Cheers
Peter
snailboy1ATearthlinkDOTnet

# 3114. Re: S-Video for an 400/800/1200?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: "Itay Ch." <itayc@spam.cs.huji.ac.il>
Message-ID: <80539a$66q$1@news.huji.ac.il>
Source record: 49029

Rhett James Barnes <cryorunner@yahoo.com> wrote in message
news:cryorunner-0411991956230001@dt086n19.san.rr.com...

> But then I saw a posting implying that the composite chroma coming out of
> the Atari could be used for S-video, which makes a lot of sense (I just
> never thought about it). Are the signals coming out of the 5-pin DIN on
> the Atari usable for S-Video? Which signals are used (chroma&comp-vid or
> chroma&comp-lum)? Does it actually make any difference in screen quality
> (eg, are the 1/2 pixel graphics 8 color artifacts still there)?

My 130XE is connected to the S-Video input of my computer's video card.
Works well, although I'm not extremely happy with the video quality. Still,
it's much sharper and contrastier than the standard composite monitor output
(let alone RF). The "artifacting" effects in gr.8 are barely noticeable -
you get true 320x192.

The signals used are chroma and luma, of course. The composite output isn't
used for this.

> Also, is S-video still a standard? Can you buy DVD players and the like
> with that output?

Definitely, all high-quality video equipment have S-video in/out. The fact
that you can't buy a cable that would connect the Atari's 5-pin monitor
output directly to an S-video input is a bit, well.. frustrating. You have
to build it yourself, but it works.

-itay

## 3115. Re: Spelunker with animated intro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <382618c0@athene.hdm-stuttgart.de>
Source record: 49030

On 7 Nov 1999 18:01:46 +, Paul Irvine wrote:

I remember playing Spelunker, still have it but the version I have is
fixed for unlimited lives. It's still a challange to get thru it all
even with the fixed version. Not sure about the intro on the fixed
version.
phantomm@kih.net

# 3116. East Coast Boston/NYC/Philadelphia/DC Classic Event?!?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: David Newman <davidnewman@adelphia.net>
Message-ID: <38263CDC.18286EC2@adelphia.net>
Source record: 49031

Hi all:

I am considering putting together an East Coast Classic Gaming event (most likely in the Philadelphia area) sometime in the Spring of 2000.

I wanted to see how many folks are:
a. located in the Northeast region between Boston and Washington DC.
b. interested in attending such an event AND would likely make the trip to Philadelphia (central location for Northeast corridor)

Also please feel free to forward suggested events, speakers, or activities that YOU would like to see at this convention - I have lots of ideas, but want lots of input from people to make it the best event possible.

Let me know and we can get the ball rolling. Glad to hear the Cincinnatti event was such a success!

-- David

Please send replies to me via email: davidnewman@adelphia.net

# 3117. Re: please,i need help

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: arudzki <arudzki@home.com>
Message-ID: <I3sV3.2527$x33.50411@news.rdc1.pa.home.com>
Source record: 49032

> thanks for the suggestion,but if i boot this game from a floopy to the
> 800,it comes in color fine,but if i use the cart version,its in
> black&white,would the different chip affect the cart version? the
> colors are fine on xl/xe's,thanks,

Hmm... Perhaps the color tables are stored based on addresses changed due to
DOS being loaded....

This is a weird one..........

tony

# 3118. Re: Spelunker with animated intro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-S0TBOMRCBvkl@di07-ks.cth.com.au>
Source record: 49033

On Sun, 7 Nov 1999 18:01:46, Paul Irvine <mclane.dellos@cwcom.net >
wrote:

> A kind chap has alerted me to there being a 'full' Spelunker that does
> not have the 'yucky' picture as a title but an animated intro?
>
> Has anyone actually got this version?
>
> Btw, has anyone else had any luck finding a full Rescue on Fractulas with
> the intro intact, I now have thanks to another kind chap the full
> Ballblazer with intro.

I have a full rescue. Don't know if it still works. Is a copy of the
orignal disk.
Also have the cart. Has intro as well.

James B

# 3119. Re: Supra Hard drive interface

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-0dVZgqfVVvdq@localhost>
Source record: 49034

Bob;
I have the board installed and running here, still testing/working
on 512 byte sector handling tho I have been really busy lately I
definately have NOT forgotten you or our project. Will be talking to
you later this week. Take care.

Ken

On Thu, 4 Nov 1999 00:58:48, BobKlaas <bobkla19@sisna.com> wrote:

> I have since researched the item and Supra did not sell anything to
> anyone
> in Europe! I pruched them in the late 1980's and still own all rights
> to
> the Interface. They are still available at $70.00 U.S. and shipping is
> included. I do have a add-on board that I have not had the chance to
> check out, that supposedly will convert the Supra to a Semi MIO, with
> hard drive selection ect. When this is totally perfected then you could
> order a board that will allow you to connect any 256k byte per sector
> board to either the KPI Hard Drive Interface or the old Supra Hard Drive
> Interface
> .. Time will tell which will work.. The add on board will require you
> to take off the top cover and make a few wire jumps to the ic's but not
> that big a deal.
>
> Any questions, direct them to Kenneth Ames, as he designed the board,
> and the software. I personally have the software for the rom but have
> not had time to install it and pursue the project. If it does what
> Kenneth says, then it works??? Well Ken you have all the facts come up
> with an
> answer. Either it will work or is still in developement?
>
> bob

# 3120. Re: Wanted: ASM/ED cart or image

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-kdVyEpFEqdxD@localhost>
Source record: 49035

I have the asm/ed cart and will send you an image if i can find it in
this mess. keep in mind i need a 4.22 SpartaX rom image too.

Ken

On Wed, 3 Nov 1999 10:25:29, ai123@FreeNet.Carleton.CA (Steven J.
Tucker) wrote:

>
> Can anyone out there sell/trade me an original atari
> assembler/editor cart for a reasonable price, or send me an
> image of the rom?
>
> I have plenty of game type carts to trade for it if
> you have a real cart.
>
> Thanks
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 3121. Re: WTB: Action! programming language cart and manual

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38269da6.116421661@news.ds.centuryinter.net>
Source record: 49036

On Sun, 07 Nov 1999 10:45:42 GMT, indavis@yahoo.com (Isaac Davis)
wrote:

>Jason,
> Take a number. I have 147, and I have been in line for quite
>some time.... I think they are serving 4.

Sounds like time for an auction maybe.

# 3122. Re: Atari CX85

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-08 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38279e8b.116651580@news.ds.centuryinter.net>
Source record: 49037

On Sat, 6 Nov 1999 20:32:55 -0800, "John K. Picken"
<yg473@victoria.tc.ca> wrote:

>> What applications existed that made use of the Atari CX85 keypad?
>> Does it connect to JP1 or JP2?
>>
>> Can it be programmed for usage in apps like ICET?
>>
>AFIK very few apps were written to support it, Atari Book Keeper was one
>of the few.
If I remember correctly, Alan Reeve made a pretty darn good CX85
handler that even worked with the fussy SynCalc & Synfile etc.

Alan, you lurking? Care to share?

## 3123. Re: Spelunker with animated intro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38277cfb.173603543@news.ds.centuryinter.net>
Source record: 48910

On Mon, 8 Nov 1999 10:50:22 -0000, "Russg" <russg@en.com> wrote:

>Jon.
>Black Patch has two patches, one for spelunker and one for spelunker(new).
>Probably would have the intro with these patches.
>Probably Chipmunk also has a spelunker patch, at least the older one.
>Russ
>
No, I had the orgiginal of Rescue on Fractalus (and the other
Lucasfilm games), not Spelunker. My Spelunker disk is not protected
but it doesn't have an animated intro. It just has a graphical title
screen.

# 3124. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: arudzki <arudzki@home.com>
Message-ID: <z3LV3.2647$x33.54338@news.rdc1.pa.home.com>
Source record: 48911

> what about psx-version of koronis rift???? or even rescue on fractlaus???
> (how many got heartattack??? tock tock tock, whooaaaa jaggie... ;)))
>
Oh man, I forgot about that.

Had a repeat heart attack with Dungeon master on the ST....first time a
mummy screamed at me....geez

tony

# 3125. Re: 1027 Printer Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.991109020056.3475C-100000@vtn1>
Source record: 48912

The ink is in a small sponge roller that is mounted with plastic clips. I used to use stamp pad ink on the suckers. Be careful you don't destroy the roller assembly as they're rare. You might find a close approximation of the roller in an office supplies store for printing calculators. You could then trim the sponge to size and stick it in the 1027 holder.

Good luck!!
jkp

On Mon, 8 Nov 1999, Thomas Main wrote:

> I just bought a 1027 printer that seems to work, but the type is
> extremely faint and fades into nothing after a few characters. Is
> there a replacement ribbon or re-inking that can bring this printer back
> to life? Thanks for any replies.
> --

# 3126. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3827FEF9.A5F5A314@mail.uni-mainz.de>
Source record: 48913

[snip] ... Lucasfilm games...
> Could have "The Eidolon" been fitted on a cart, anyway? It was loading each
> level from disk...
>
> Thomas
> --
> Thomas Meyer, Bremen, Germany
> mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

Hello Thomas,
well loading levels from a cart thats not really a problem. Lance
Ringquist/Video 61 (and Atari I suppose) already did this. All you need
is enough (bankswitched) RAM and some good programming knowledge (the
knowledge of bankswitching a cart and patching disk games, so they work
properly from a cart). For example "Dandy" once appeared on Disk,
loading 26 levels (A-Z) one after another from disk. Now its avaiable on
cart from Video 61. And there are lots of other "level" based games,
that are avaiable on cart...
greetings - Andreas Magenheimer

## 3127. Re: Game portation for Atari (was:Lucasfilm games)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38280031.D5B4AE62@mail.uni-mainz.de>
Source record: 48914

[snip] ... Game portation...
> Alternate Reality was ported to a then next generation computer, the
> IBM PC. Even with the greater capabilities of the hardware, AR for
> the PC is utterly soulless, graphically bad, and awful all around.
>
> VS

Is AR Online already avaiable for the IBM or Mac PC ??? Would like to have the newer and up to date "2000" version on my PC... Greets - Andreas Magenheimer

# 3128. Re: Spelunker with animated intro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <382802A4.80615C9A@mail.uni-mainz.de>
Source record: 48915

Vidar \"Hawk\" Olavesen schrieb:
>
> I have both. The best being the Brøderbund version (I don't think the other
> was Brøderbund anyway). Nicer music too!
>
Hello,
as far as I know Broderbund bought Synapse around 1983 or so, thus it
got all Synapse games and copyrights (or read it like this: The Big boss
of Synapse was a good friend to the Big boss of Broderbund, so they
built up one corporation). Broderbund then did some re-releases, within
some updated or slightly enhanced (original Synapse) programs...
greetings - Andreas Magenheimer

# 3129. Re: Spelunker with animated intro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-boVLrUmITJvg@localhost>
Source record: 48916

On Mon, 8 Nov 1999 18:22:12, Paul Irvine <mclane.dellos@cwcom.net >
wrote:

> The other Day ssilicon@centuryinter.net (Jon Melbo) wrote:
>
> >On Mon, 08 Nov 1999 07:51:44 GMT, sup8pdct@mail.cth.com.au wrote:
> >
> >>I have a full rescue. Don't know if it still works. Is a copy of the
> >>orignal disk.
> >>Also have the cart. Has intro as well.
> >>
> >>James B
> >
> >See if you can make a .DCM file of it. Would really like an
> >"unprotected" or "non protected" version. I have an original but it
> >is protected.
>
> Yep, if you can image it James that would be excellent.

Not possiable. Like I said , it is a copy of an orignal disk. Ie it
has all the protection. DCM will not touch it.

James B

# 3130. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <8092ct$eh9$1@kohl.informatik.uni-bremen.de>
Source record: 48917

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:

Please do NOT send courtesy copies of posts via e-mail without marking
them as such, thank you.

>> Could have "The Eidolon" been fitted on a cart, anyway? It was loading each
>> level from disk...

>well loading levels from a cart thats not really a problem. Lance
>Ringquist/Video 61 (and Atari I suppose) already did this. All you need
>is enough (bankswitched) RAM and some good programming knowledge (the
>knowledge of bankswitching a cart and patching disk games, so they work
>properly from a cart). For example "Dandy" once appeared on Disk,
>loading 26 levels (A-Z) one after another from disk. Now its avaiable on
>cart from Video 61. And there are lots of other "level" based games,
>that are avaiable on cart...

So those games weren't originally available on cart? Did this company
("Video 61"??) buy the rights to the games to put them on cart, or
what?

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

## 3131. Re: Spelunker with animated intro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <8092fu$eh9$2@kohl.informatik.uni-bremen.de>
Source record: 48918

sup8pdct@mail.cth.com.au wrote:
>> Yep, if you can image it James that would be excellent.

>Not possiable. Like I said , it is a copy of an orignal disk. Ie it
>has all the protection. DCM will not touch it.

Can't you just make a copy of the disk as ATR? Someone could then
remove the proctection.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 3132. Re: Anyone have a dead 1200XL they'd sell for parts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-0911990437080001@dt086n19.san.rr.com>
Source record: 48919

Thanks for the keyboard info. I can't remember what the problem was last
time, but I do remember tearing it apart. I installed a new one years
ago, but when I pulled it out the other day it was missing many keys.
I'll open this one up and give it a go.

In article <38279EF7.99A39968@pacbell.net>, rwoolley@pacbell.net wrote:

> 1200XL keyboards: If your 1200XL keys get flakey, you can fix them
> easily. The PC board that mounts to the KB frame uses a pressure
> connector for signal transfer to the system. If you remove all the
> teeny-tiny screws, you'll see what I mean. Just place ONE thickness of
> electrical tape under the connector pressure bar and you will be OK.
> This just adds enough extra pressure to the contacts to work well.
>
> I have had really good luck with online 1200XL purchases, but it is hard
> to get a decent cased unit.
>
> Bob
>
>
> Rhett James Barnes wrote:
> >
> > My 1200XL is pretty beat up and I'd like to stick it into a new case.
> > Plus it's really acting up, so I'd like to have spare parts to swap
> > (what's the DEAL with the keyboards? this is the second one that's died).
> >
> > Anyone out there have a dead 1200 they'd sell for cheap? I guess I could
> > just buy a better working one, and then use mine for parts, but I can't
> > find one locally, and I don't really trust E-shopping for that type of
> > thing...
> >
> > Anyway, just checking...
> > -Rhett

## 3133. Atari XE & Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <8094kd$pad$1@news.xmission.com>
Source record: 48920

I have a 130xe that periodically (once every two days or so), loses the keyboard.

To fix it, I simply unplug my SpartaDosX/Rtime8 combo and plug them back in.

Could dirty contacts on the PBI cause the keyboard to malfunction?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 3134. Re: Game portation for Atari (was:Lucasfilm games)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s2gg3jus6i726@corp.supernews.com>
Source record: 48921

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in message
news:38280031.D5B4AE62@mail.uni-mainz.de...
> [snip] ... Game portation...
> > Alternate Reality was ported to a then next generation computer, the
> > IBM PC. Even with the greater capabilities of the hardware, AR for
> > the PC is utterly soulless, graphically bad, and awful all around.
> >
> > VS
>
> Is AR Online already avaiable for the IBM or Mac PC ??? Would like to
For the IBM, but hard if not impossible to find: Wasn't a big seller. It was
also OK on the Atari ST, had a few extra features that were planned for the
original game like the ability to take a job.
> have the newer and up to date "2000" version on my PC... Greets -
> Andreas Magenheimer
There was/is an AR web page maintained by the original "The City" crew.
Double check me as my memory is a little foggy on this and a lot of it was
relayed to me by my son.

The plan was to do an updated version of The City/The Dungeon and make it an
online game something similar to Diablo, EverQuest, Ultima Online. For a
while they were teamed with Monolith, publishers/developers of Blood and
Odium among others.

Apparently there was some difficulties with priorities at Monolith vs
Price/Gilbertson and there was a parting of the ways.

I think Philip Price, after reviewing the available 3d engines, decided he
should do his own, and that is where it is left at.

IMO: Kind of a shame they didn't just do like EQ or UO and just get
something out, and use the revenue stream to expand and improve the existing
world. Price is an excellent programmer, but I think he is at his best when
he is working as a programmer/designer.

## 3135. Re: Spelunker with animated intro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <NQYV3.5150$1C4.51275@news1.online.no>
Source record: 48922

I'll try to get the unprotected version on my page soon, but have no time at the moment!

# 3136. Re: Spelunker with animated intro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: dalessio@manatee.cig.mot.com
Message-ID: <dalessio.942168137@manatee>
Source record: 48923

Paul Irvine <mclane.dellos@cwcom.net > writes:

>The other Day dalessio@manatee.cig.mot.com (Mario D'Alessio) wrote:

>>
>>The version with the "yucky" picture was the original release
>>of the game by MicroGraphics Image. Later, Broderbund got the
>>rights to the game and added the animated intro, plus changed
>>some of the sounds. As far as I can tell, that's all that changed.
>>The games are identical.
>>
>>Mario

>That maybe the case but its nice to have the 'as released' product :)
>--
>Paul Irvine  Film Quote #4

To the best of my knowledge, both were released. I remember
seeing the original advertisements by MicroGraphics Image
in magazines (boy do I wish I saved all of those magazines).

Mario

# 3137. Re: Spelunker with animated intro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <6xEoOAI91evSn7yCOs6TV0Y68iWu@4ax.com>
Source record: 48924

The other Day sup8pdct@mail.cth.com.au wrote:

>On Mon, 8 Nov 1999 18:22:12, Paul Irvine <mclane.dellos@cwcom.net >
>wrote:
>
>>
>> Yep, if you can image it James that would be excellent.
>
>Not possiable. Like I said , it is a copy of an orignal disk. Ie it
>has all the protection. DCM will not touch it.
>
>James B

Seems like we need Pro system cables and an emulator that supports the
Pro system incase our beloved machines bite the dust like mine tried to.
--
Paul Irvine ï¿½ Film Quote #4

"Some people have faults, mines in California"

## 3138. I need Alternate Reality... can someone help me?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: wump <wump@famvid.com>
Message-ID: <u3%V3.56024$YB4.1456255@typ12.nn.bcandid.com>
Source record: 48925

I don't really know what I am doing, this is my first time posting. Forgive me.. wump@famvid.com

# 3139. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: Karolj Nadj <k_nadj@s-direktnet.de>
Message-ID: <809uo8$2c0$1@newsread.f.de.uu.net>
Source record: 48926

```
arudzki <arudzki@home.com> schrieb in im Newsbeitrag:
z3LV3.2647$x33.54338@news.rdc1.pa.home.com...
> > what about psx-version of koronis rift???? or even rescue on
fractlaus???
> > (how many got heartattack??? tock tock tock, whooaaaa jaggie... ;)))
> >
> Oh man, I forgot about that.
>
> Had a repeat heart attack with Dungeon master on the ST....first time a
> mummy screamed at me....geez
>
>
> tony
>

yes... dungeon master was cool too... but nothing can beat a jaggie smashing
into your aircraft...
boy was it cool... pilot going to your aircraft...silence... silence... 1
little bit longer than "normal"
and than "just" a pilot to rescue... not a jaggie... cool game indead...
play it on emulator and
you will see how fast it could be really... and it is really fast...for
8bit...

to the "fridge author"... i have seen your 3d-routines... i think there are
awful slow on
c64.... or is it just because your routines are too general???

you mentioned c64 is better in 3d because of "special" screen-settings...
and what about the following on atari:

screen_length of 1 hires line... 256 bytes???
i think no one can beat this for drawing???

set_pixel : lda #color
stx put+1
sty put+2+screen_offset
put sta $ffff

antic display-list rulez...

papa, heaven

take a look onto my antic/gtia-pages:

http://www.s-direktnet.de/homepages/k_nadj/main.html
```

>
>

## 3140. Re: Spelunker with animated intro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <mWooOLIagEvDs=IZerAby+B7hn0I@4ax.com>
Source record: 48927

The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

>I'll try to get the unprotected version on my page soon, but have no time at
>the moment!
>
Cheers Vidar...
--
Paul Irvine ï¿½ Film Quote #4

"Some people have faults, mines in California"

# 3141. Re: Spelunker with animated intro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38288687.241594385@news.ds.centuryinter.net>
Source record: 48928

On Tue, 09 Nov 1999 11:48:04 GMT, sup8pdct@mail.cth.com.au wrote:

>On Mon, 8 Nov 1999 18:22:12, Paul Irvine <mclane.dellos@cwcom.net >
>wrote:
>
>> The other Day ssilicon@centuryinter.net (Jon Melbo) wrote:
>>
>> >On Mon, 08 Nov 1999 07:51:44 GMT, sup8pdct@mail.cth.com.au wrote:
>> >
>> >>I have a full rescue. Don't know if it still works. Is a copy of the
>> >>orignal disk.
>> >>Also have the cart. Has intro as well.
>> >>
>> >>James B
>> >
>> >See if you can make a .DCM file of it. Would really like an
>> >"unprotected" or "non protected" version. I have an original but it
>> >is protected.
>>
>> Yep, if you can image it James that would be excellent.
>
>Not possiable. Like I said , it is a copy of an orignal disk. Ie it
>has all the protection. DCM will not touch it.

James, please understand that "copy of an original disk" can have quite a wide variation of meaning. In this case, it means an exact copy of a protected disk which means the copy is also protected. Lots of times though, copies of protected disks end up, through various methods, being unprotected. It was not clear originally which was the case. I regret that you, like me, only have a copy protected version. It would be nice to try on an emulator.

Strange too, since I think I have an unproteced version of Koronis Rift and Eidolon. I do of course have the originals as well.

The manuals for those games are kind of cool.

## 3142. Spelunker for download for a short time

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <NH%V3.5461$1C4.54366@news1.online.no>
Source record: 48929

I put the unprotected Spelunker, Broderbund version, on my homepages at :
http://home.sol.no/~olavese/

It's under the Atari logo, then Atari 8-bit and download section

Hope you enjoy it! It's a zipped ATR file BTW!

Take Atarian care

## 3143. Re: Spelunker with animated intro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <382987bf.241906135@news.ds.centuryinter.net>
Source record: 48930

On 9 Nov 1999 12:02:06 GMT, Thomas Meyer <i03a@zfn.uni-bremen.de>
wrote:

>sup8pdct@mail.cth.com.au wrote:
>>> Yep, if you can image it James that would be excellent.
>
>>Not possiable. Like I said , it is a copy of an orignal disk. Ie it
>>has all the protection. DCM will not touch it.
>
>Can't you just make a copy of the disk as ATR? Someone could then
>remove the proctection.
>
>Thomas

There are read sector errors. I tried to DCM mine but it was taking
forever due to bad sectors. I halted the process.

# 3144. Re: I need Alternate Reality... can someone help me?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <382a8862.242068964@news.ds.centuryinter.net>
Source record: 48931

On Tue, 9 Nov 1999 14:56:49 -0500, "wump" <wump@famvid.com> wrote:

>I don't really know what I am doing, this is my first time posting. Forgive
>me.. wump@famvid.com
>
Well, what you were doing is writing a message telling everyone that
you do not know what you are doing, and asking to be forgiven for it.

Does that help you understand what you were doing?

## 3145. . Atari items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: GENE EHRICH <gene@ehrich.com>
Message-ID: <mW%V3.648$Jp.22369@news3.voicenet.com>
Source record: 48932
Cross-posted to: alt.games.atari,comp.sys.atari.8bit,rec.games.video.atari

On my web site listed below:
--
http://members.home.net/generic3
On-Line Computer & Video Game Garage Sale
generic3@home.com

# 3146. Re: Spelunker for download for a short time

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <S54oOMA7T8oXT0aWEzQGNyIkiFDw@4ax.com>
Source record: 48933

The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

>I put the unprotected Spelunker, Broderbund version, on my homepages at :
>http://home.sol.no/~olavese/
>
>It's under the Atari logo, then Atari 8-bit and download section
>
>Hope you enjoy it! It's a zipped ATR file BTW!
>
>Take Atarian care
>
Excellent work that man, any chance of a Rescue on Frac 100%er.

Whatever the answer Vidar you still get a great big thanks.
--
Paul Irvine ï¿½ Film Quote #4

"Some people have faults, mines in California"

# 3147. Re: Galactic map question for new game.

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <80ad2v$9p6$1@ash.prod.itd.earthlink.net>
Source record: 48934

Hi Richard, Others

Richard Cortese <ricortes@netmagic.net> wrote in message
news:s28oekrohpc60@corp.supernews.com...
> Peter Laing <snailboy1@earthlink.net> wrote in message
> news:8002jn$5bs$1@oak.prod.itd.earthlink.net...
> > Hi People,
> > I initially planned on using GTIA character mode graphics for the
galactic
> > map,

> But ended up using bit map? I am not clear on this, so my response may not
> be relevant.

Sorry Richard I didnt make that too clear. The methodI have gone with is a
graphics 0 screen with GTIA luminance mode turned on (Like a character
mode GR.9) I call it GR.9 character mode.

People can try this out like this:

```
10 GR.0
20 POKE 623,64: REM BASIC MODE 9, but character mode
30 LIST
40 POKE 623,0
```

I remember playing about with this 10+ years ago on my 800XL. I found
that not all emulators properly support this mode.

<lots of my old post cut>

> > be a bad idea. (I like the look myself). So I have been thinking about
a
> > much more plain Antic
> > mode 4 (BASIC GR.12 or 13 cant remember which) map that is say 80x48
> >
> > I'm happy to go either way with what users think, so either post or
email
> me
> > your answer.

> The best you can do in those modes is equivalent to a GR. 15 screen + 1
> color with restrictions. I think you can fool the GTIA/ANTIC into thinking
> character data is a GR. 9 or one of the high color mode screens, but I
> haven't fooled around with it.
>
I have decided to go with the GTIA modes for the map. I figure the big map
is more fun.

The game will also have a fullscreen system navigation screen. This allows the
user to set waypoints on various targets. This screen I am probably going to
make Antic mode 4. I want 40 characters across for names of the planets/
bases.

Hope this helps
Peter
snailboy1ATearthlinkDOTnet

# 3148. Re: 1027 Printer Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <3828E595.314D0D1E@worldnet.att.net>
Source record: 48935

Hi Thomas,

Yes you need to replace the ink roller, you can get them from B&C Atari Sales (www.myatari.com) or possibly Video 61 (www.atarisales.com), if not then try Best Electronics (www.best-electronics-ca.com)

Curt

Thomas Main wrote:

> I just bought a 1027 printer that seems to work, but the type is
> extremely faint and fades into nothing after a few characters. Is
> there a replacement ribbon or re-inking that can bring this printer back
> to life? Thanks for any replies.
> --
> Thomas Main
> main@appstate.edu
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

# 3149. Re: 1027 Printer Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <3828E612.7D1E858F@worldnet.att.net>
Source record: 48936

Hi Thomas,

Yes you need to replace the ink roller, you can get them from B&C Atari Sales (www.myatari.com) or possibly Video 61 (www.atarisales.com), if not then try Best Electronics (www.best-electronics-ca.com)

Curt

Thomas Main wrote:

> I just bought a 1027 printer that seems to work, but the type is
> extremely faint and fades into nothing after a few characters. Is
> there a replacement ribbon or re-inking that can bring this printer back
> to life? Thanks for any replies.
> --
> Thomas Main
> main@appstate.edu
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

# 3150. Re: 1027 Printer Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <3828E62F.62A99354@worldnet.att.net>
Source record: 48937

Hi Thomas,

Yes you need to replace the ink roller, you can get them from B&C Atari Sales (www.myatari.com) or possibly Video 61 (www.atarisales.com), if not then try Best Electronics (www.best-electronics-ca.com)

Curt

Thomas Main wrote:

> I just bought a 1027 printer that seems to work, but the type is
> extremely faint and fades into nothing after a few characters. Is
> there a replacement ribbon or re-inking that can bring this printer back
> to life? Thanks for any replies.
> --
> Thomas Main
> main@appstate.edu
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

## 3151. 8 Drive copy system

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-09 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <3828F0A5.7B155851@qnet.com>
Source record: 48938

I have a 8 drive copy system that plugs into a Atari 800. The hardware was made by L.E. Systems its Version 3.0. I only have six drives for the system but, since they are IBM drives it should be easy to find a couple more.

I need to find out if anyone else has this system and anything else I can find out about the system. I also have the software to run the system.

Don

# 3152. [FA eBay] SEGA SC3000 Console in original carton. BONUS Yamato Game Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-10 00:00:00 UTC
From: Oznerol <antispamoznerol@ozemail.com.au>
Message-ID: <3828BD42.1187@ozemail.com.au>
Source record: 48839

```
Thanks for checking this out:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=193104550
```

# 3153. FS/T Atari 5200 Games, Components, & Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-10 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <2K4W3.93345$Y6.985445@news1.telusplanet.net>
Source record: 48840
Cross-posted to: alt.games.video.classic,comp.sys.atari,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

I have the following Atari 5200 items for sale or trade. All units are fully functional, cleaned and detailed, and in good or better condition. If you have any questions in regards to unit, box, or label condition, please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800, Colecovision, Intellivision, Classic Computer, Vectrex or Handheld games) sent to you, please specify system.

This list covers the following Atari categories:
- Controllers
- Shrink-wrapped/New Games
- Multicarts
- Atari Force Comics

*Controllers* for Atari 5200 & Computer Units
==========
These controllers are intended to use the standard Atari plugs, and require an adapter to work on the 5200.
- 2x Suncom Tac Joysticks $10 for the pair
- 1x Spectravideo Joystick with suction cup base

** Atari 5200 Titles - New/Shrink-wrapped**
==========
- Ballblazer by Atari/Lucasfilm $20
- Pitfall by Activision $15
- Rescue on Fractalus by Atari/Lucasfilm $25
- River Raid by Activision $10
- Space Shuttle by Activision $12
- Zone Ranger by Activision $10

**Multicart Cartridges**
==========
- Atari 5200 Multicart $125 - Contains all of the released 5200 game titles as well as demos and the 5200 diagnostic cart. Game selection is done by using DIP switches.

**Atari Force Comics** Please make an offer
==========
All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

**Electronic Games Magazine memorabilia** Please make an offer
==========
-Order Form Insert (Vectrex Version) - Mint Condition. This was the original full color order form insert that was packaged in with many companies cartridges to help promote sales of 'Electronic Games' magazine. It is a three page foldout which covers all the regular articles that 'Electronics Games' ran. The front cover is purple and offers Vectrex players a 44% discount.

**Trades**
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar and Jaguar CD Unit
- A working Vectrex controller
- A working DSS Satellite Receiver
- Working DSS H, HU or J Cards
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

# 3154. Re: 8 Drive copy system

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-10 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <80augj$42m$1@ssauraac-i-1.production.compuserve.com>
Source record: 48841

Leading Edge Systems produced floppy and hard drive systems for
the A8 in the early 1980's. Moved on to other things around 1984.

Rick D.

--

# 3155. Re: Spelunker for download for a short time

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-10 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <bM9W3.5924$1C4.56550@news1.online.no>
Source record: 48842

I think I only have the cartridge version and the Activision disk version, so that could be a problem. I'll have to check my disks to see them. I do have the intro standalone though, Gr. 9 mothership launching attack fighters.

Paul Irvine <mclane.dellos@cwcom.net > wrote in message news:S54oOMA7T8oXT0aWEzQGNyIkiFDw@4ax.com...
> The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:
>
> >I put the unprotected Spelunker, Broderbund version, on my homepages at :
> >http://home.sol.no/~olavese/
> >
> >It's under the Atari logo, then Atari 8-bit and download section
> >
> >Hope you enjoy it! It's a zipped ATR file BTW!
> >
> >Take Atarian care
> >
> Excellent work that man, any chance of a Rescue on Frac 100%er.
>
> Whatever the answer Vidar you still get a great big thanks.
> --
> Paul Irvine  Film Quote #4
>
> "Some people have faults, mines in California"

# 3156. Re: XF551

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-10 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <80bmck$g1t$1@nets3.rz.RWTH-Aachen.DE>
Source record: 48843

Howdy Carmel

>Re. you little problem with the '551, you must remember that the '551's
>speed isn't determined by a timing hole like the 1050, the '551s timing
>comes from the microprocessor itself, you obviously have a death wish or
>you obviously don't care about your '551, I wish I had bought one when
>they were available

Isn't that the other way around?

CU Mathy van Nisselroy

PS Best Electronics is still selling them. They have a site. And a cool
ctalog, which every 8 bit Atari user should have. It's as close to an 8 bit
Atari Encyclopidia as we will ever get.

# 3157. The ABBUC JHV, for those who could not come

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-10 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <80bnbq$g1t$4@nets3.rz.RWTH-Aachen.DE>
Source record: 48844

Howdy folks

You would have liked to come to the ABBUC meeting in Germany, but the distance was to big or you did not have time?

Check out: www.atari-computer.de/abbuc and click on "JHV 99"

Here you will find pictures that were taken during the meeting.

CU Mathy van Nisselroy

PS Yes, that is what I look like when I sleep about 5 hours a night, three days in a row.

# 3158. Re: Atari XE & Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-10 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <80bmvi$g1t$2@nets3.rz.RWTH-Aachen.DE>
Source record: 48845

Howdy James, folks

>I have a 130xe that periodically (once every two days or so), loses the
>keyboard.
>
>To fix it, I simply unplug my SpartaDosX/Rtime8 combo and plug them back
>in.
>
>Could dirty contacts on the PBI cause the keyboard to malfunction?

Not one of those "bad battery in RTime8 brings down 8 bit Atari" things, is
it?

CU Mathy van Nisselroy

# 3159. Re: 8 Drive copy system

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-10 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <80bn4k$g1t$3@nets3.rz.RWTH-Aachen.DE>
Source record: 48846

Howdy Don

>I have a 8 drive copy system that plugs into a Atari 800. The hardware
>was made by L.E. Systems its Version 3.0. I only have six drives for
>the system but, since they are IBM drives it should be easy to find a
>couple more.
>
>I need to find out if anyone else has this system and anything else I
>can find out about the system. I also have the software to run the
>system.

Tell us more. Does it use SIO. What was/is it used for? Whaat does it look like.

CU Mathy van Nisselroy

## 3160. Re: Game portation...

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-10 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38298FD9.50D05AB3@mail.uni-mainz.de>
Source record: 48847

[snip] ... game portation... (AR Online)

Hello Richard,
thanks for the info - but you are speaking of AR The City and The Dungeon on ST/PC. They are both pretty bad portations. I am searching for the newer AR version called "AR Online" (or AR 2000 if you like). You would need at least a Wintel or Mac PC of today (with 3D graphic card, etc.). So, anyone out there, who knows if this game has already been released or is it still in development...?? Greets - Andreas

# 3161. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-10 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <382996EC.8BB0FB1C@mail.uni-mainz.de>
Source record: 48848

Thomas Meyer schrieb:
> 
> Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:
> 
> Please do NOT send courtesy copies of posts via e-mail without marking
> them as such, thank you.
> 
> >> Could have "The Eidolon" been fitted on a cart, anyway? It was loading each
> >> level from disk...
> 
> >well loading levels from a cart thats not really a problem. Lance
> >Ringquist/Video 61 (and Atari I suppose) already did this. All you need
> >is enough (bankswitched) RAM and some good programming knowledge (the
> >knowledge of bankswitching a cart and patching disk games, so they work
> >properly from a cart). For example "Dandy" once appeared on Disk,
> >loading 26 levels (A-Z) one after another from disk. Now its avaiable on
> >cart from Video 61. And there are lots of other "level" based games,
> >that are avaiable on cart...
> 
> So those games weren't originally available on cart? Did this company
> ("Video 61"??) buy the rights to the games to put them on cart, or
> what?
> 
> Thomas
> --
> Thomas Meyer, Bremen, Germany
> mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

Hello Thomas,
so you force me to quote everything or what ?? Ok, I do it for you here.
Video 61 / Lance Ringquist did not buy the rights to these newer game
carts, because there was no need to: they were/are Public Domain games.
I know, Dandy once appeared as an APX game, but it was given free (PD)
some time ago (somewhere in the 80`s). Hope, that there won`t be any
authors then that will claim about this. PD is PD and Lance does not
make much money, burning these games onto a cart and selling them...

Although nowadays it looks like people have a new hobby: In the past
they sold their Atari and their software. They even gave their own
programs free - as PD or Freeware. Nowadays with the help of the
internet, the nostalgia wave and the emulators, these people claim
everybody for selling or trading these programs. Since I am collecting
carts (and still have/use my complete Atari systems !!), I would like to
have as many games on carts as possible, even those PD and Freeware
games. But I am not a programmer, thus I cannot get any ML disk files

onto a cart (nor patch them, so they work properly). So, I am happy, that there is someone like Lance, who does this job for me...

And we are not talking about pirate copies, because of all the commercial games, I have the originals on Disk or Tape (and some of them now on cart !!). I also have the PD and Freeware games on disk, since they are PD or Freeware, no-one should cry out loud, if someone burns them on a cart (nor claim me for not having these PD/Freeware games in its original boot-disk/disk-file form). Enough said. Greets - Andreas

Atari Society ?!?
Atari Software 1980: legal (legal)
Atari Software 1985: illegal (illegal)
Atari Software 1990: indifferent (scheissegal)

Atari Software 1995: let`s have a "millions of dollars" fight against anybody that sells/trades our old Atari software...
(Lasst uns eine "Millionen-Dollar" Klage gegen jeden einreichen, der unsere alte Atari Software tauscht/verkauft...)

## 3162. Action! Cart for auction

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-10 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <80c8ob$3fc$1@news.storm.ca>
Source record: 48849

I'm auctioning off my Action Cart, complete with Runtime package and
Toolkit. URL follows:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=197832971

Thanks for your interest.

David P.

# 3163. ASCII versions - for animation

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-10 00:00:00 UTC
From: niallt@dai.ed.ac.uk
Message-ID: <80camj$ni9$5@scotsman.ed.ac.uk>
Source record: 48850
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2

I'm looking for information on the ASCII codes/screen codes for the
various 8bit computers, preferably with pictures of the resulting
displayed graphics. Details of screen modes (colours and dimensions)
would be very helpful also.

I already have these details for the C64 and BBC Micro. Any other 8bit
machine info would be appreciated.

The reason I am seeking these is in the subject line; animation.

Some of you may have seen the ASCII Star Wars at :
http://www.asciimation.co.nz
This was mentioned on comp.sys.sinclair and people started asking if
this sort of thing had ever been done on a Spectrum.

I wish to develop a new type of FMV for the 8bits using ASCII art with
subtitles. I need to work out the screen dimensions compatible with
the highest number of machines possible (without leaving too many
machines using a tiny display), and how much leeway is available in
defining (simple) colour schemes (basically things like setting
underwater scenes to blue, and sunset scenes to red/orange etc.).

Again, all information would be appreciated; as would any
comments/suggestions/criticisms.

--
NT As long as but a hundred of us remain alive, never will we on any
\ \/ /conditions be brought under English rule. It is in truth not for
\ / glory, nor riches, nor honours that we are fighting, but for
/ \ freedom -- for that alone, which no honest man gives up but with
/ /\ \life itself. -- Arbroath, 1320

## 3164. ANALOG #5 is now on-line!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-10 00:00:00 UTC
From: cyberroach@my-deja.com
Message-ID: <80cm3u$f20$1@nnrp1.deja.com>
Source record: 48851
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

```
in the Digital A.N.A.L.O.G. archive at
http://www.cyberroach.com/analog

articles include:
-Display List Programming
-Player Missile Graphics
-Laser Disk
-various game/software reviews
-custom Asteroids Controller
...

Enjoy,
-CyRo

Sent via Deja.com http://www.deja.com/
Before you buy.
```

# 3165. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-10 00:00:00 UTC
From: Karolj Nadj <k_nadj@s-direktnet.de>
Message-ID: <80cijf$hao$1@newsread.f.de.uu.net>
Source record: 48852

hi julian!

possible to release the 6502-fractal code???

papa, heaven/taquart

http://www.s-direktnet.de/homepages/k_nadj/main.html

ps. und was ist mit rof-psx version????

# 3166. Attn Rich of Atari800win.

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-10 00:00:00 UTC
From: christopher.friend@scbbs.bungi.com.nospam
Message-ID: <942272990.1@scbbs.bungi.com.NOSPAM>
Source record: 48853

PID: SGPro v1.38/EVALUATION DEMO!
M> At the mo i'm trying to workout why Race in Space won't
initialise in Win
M> where it runs fine in Mess. I can force it to run via omnimon
from a
M> later point but sprite priorities are screwed along with some
graphic
M> glitching.

I know the person who made Race in Space. Weird guy. Then again,
wierd game
too :)

# 3167. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-10 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <80d9kn$1jm$1@kc.trail.com>
Source record: 48854

Hi Karolj,

In article <809uo8$2c0$1@newsread.f.de.uu.net>,
Karolj Nadj <k_nadj@s-direktnet.de> wrote:
>
>arudzki <arudzki@home.com> schrieb in im Newsbeitrag:
>z3LV3.2647$x33.54338@news.rdc1.pa.home.com...
>>
>> Had a repeat heart attack with Dungeon master on the ST....first time a
>> mummy screamed at me....geez

The Amiga version has nice stereo sound effects. The scorpions were
what scared me. DM is one of the finest RPGs ever made. The puzzles were
all logical, fitting, and rewarding, and though some took a week or two to
solve I never had to use a hint sheet. The game was enjoyable from the
beginning to the very satisfying ending. I haven't thought about DM in
a long time!

>to the "fridge author"... i have seen your 3d-routines... i think there are
>awful slow on
>c64.... or is it just because your routines are too general???

Come now, that's a rather silly thing to say. Slow compared to what?
Compared to a Playstation? Compared to a 3D animation? Compared to
a wireframe 40x25 graphics display?

Are you talking about the actual routines, or some specific program
which uses the routines? There's a pretty big difference between the
two. Which routines (or program) are you referring to? And what's it
slow compared to?

If you understand how the routines work, then please feel free to offer
suggestions for improving the routines -- or maybe post your own 3D routines,
and we'll count cycles and see how they compare.

>you mentioned c64 is better in 3d because of "special" screen-settings...

I do not recall making such a claim.

>and what about the following on atari:
>
>screen_length of 1 hires line... 256 bytes???
>i think no one can beat this for drawing???
>
>set_pixel : lda #color
>stx put+1
>sty put+2+screen_offset

>put sta $ffff

Forgive me for being skeptical, but I do not believe the above code will
compute and render a 3D object to the screen, let alone draw a line.

-S
--

# 3168. FA: Compute!'s second book of Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-10 00:00:00 UTC
From: Tom Johnson <thomasj@NO.SPAM.execpc.com>
Message-ID: <382a2ff0$0$29633@news.execpc.com>
Source record: 48855

Wire bound, 250 pages. Chapters include utilities, programming
techniques, advanced graphics and game utilities, application and beyond
BASIC.

http://auctions.yahoo.com/auction/11528367

# 3169. FA: "BASIC fun with adventure games" book

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-10 00:00:00 UTC
From: Tom Johnson <thomasj@NO.SPAM.execpc.com>
Message-ID: <382a326e$0$60257@news.execpc.com>
Source record: 48856
Cross-posted to: comp.sys.atari.8bit,comp.sys.ti,comp.sys.cbm,comp.sys.apple2.marketplace,comp.sys.tandy

"Create your own computer games!" This book walks you though create text adventures in BASIC. Includes the source code to the example game they designed. A few pages have erased pencil marks and all pages are slightly yellowed. By Susan Drake Lipscomb and Margaret Ann Zuanich. 96 pages. Softcover. (c) 1984.

http://auctions.yahoo.com/auction/11486024

# 3170. FA: September 1985 BYTE magazine

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-10 00:00:00 UTC
From: Tom Johnson <thomasj@NO.SPAM.execpc.com>
Message-ID: <382a3201$0$60257@news.execpc.com>
Source record: 48857
Cross-posted to: comp.sys.atari.8bit,comp.sys.ti,comp.sys.tandy,comp.sys.cbm,comp.sys.apple2.marketplace,comp.sys.mac.misc

1985. The Mac was pretty new. The PC-AT was just introduced. 10th anniversary Issue of BYTE magazine (September 1985 Vol. 10, No. 9). Contains a history of microcomputing, circuit cellar and has the original 256K Atari upgrade. Before the Atari 130XE, this article described how to create a bank switched 256K 800XL. Once the 130XE came out, the author updated the design to be compatible with Atari's. The magazine is a little beaten up and the back cover is ripped off. But, the back cover is being shipped with purchase of the rest of the magazine.

http://auctions.yahoo.com/auction/11486508

# 3171. S-Video on XE (Did it)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-10 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <80aneg$f03$1@news.xmission.com>
Source record: 48858

Created the S-Video to XL/XE cable tonight and succesfully got my 8bit to push Video onto my 17" Panasonic PM17 SVGA monitor.

The video was not really acceptable, however. The background was green with white lettering and the screen wasnt totally clear.

Is this what I was supposed to get in the way of video?

My XE, by the way, does have the SuperVideo upgrade, as found in AC Magazine.

Oh.. the XE was connected via S-Video to an InstantTV device..

The video quality may be a bad or malfunctioning InstantTV, though as I still cant get TV/Satellite through Coax or RCA.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 3172. Re: Spelunker for download for a short time

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-10 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3828e691.266183582@news.ds.centuryinter.net>
Source record: 48859

On Tue, 9 Nov 1999 21:41:38 +0100, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>I put the unprotected Spelunker, Broderbund version, on my homepages at :
>http://home.sol.no/~olavese/
>
>It's under the Atari logo, then Atari 8-bit and download section
>
>Hope you enjoy it! It's a zipped ATR file BTW!
>
>Take Atarian care

Thank you very much! Appreciated!

# 3173. Re: Attn Rich of Atari800win.

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-11 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <sfkpONDOypsSlqjDZHiVVCAEQnFm@4ax.com>
Source record: 48860

The other Day christopher.friend@scbbs.bungi.com.nospam wrote:

> M> At the mo i'm trying to workout why Race in Space won't
> initialise in Win where it runs fine in Mess. I can force it to run via omnimon
> from a later point but sprite priorities are screwed along with some
> graphic glitching.
>
>I know the person who made Race in Space. Weird guy. Then again,
> wierd game
>too :)
>
Great 2 player game :)

--
Paul Irvine ï¿½ Film Quote #4

"Some people have faults, mines in California"

# 3174. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-11 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <80egg3$ama$2@kohl.informatik.uni-bremen.de>
Source record: 48861

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:
>> Please do NOT send courtesy copies of posts via e-mail without marking
>> them as such, thank you.

>so you force me to quote everything or what ??

Um, no, but we better discuss that by mail. ;)

>Video 61 / Lance Ringquist did not buy the rights to these newer game
>carts, because there was no need to: they were/are Public Domain games.

Eidolon is PD?? I don't think Lucasfilm would EVER released a game
into the Public Domain. Or was this Eidolon cart just an example
of what could be done??

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 3175. Re: ASCII versions - for animation

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-11 00:00:00 UTC
From: niallt@dai.ed.ac.uk
Message-ID: <80eh35$9uc$1@scotsman.ed.ac.uk>
Source record: 48862
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2

Niall Tracey (niallt@dai.ed.ac.uk) wrote:
: I'm looking for information on the ASCII codes/screen codes for the
: various 8bit computers, preferably with pictures of the resulting
: displayed graphics. Details of screen modes (colours and dimensions)
: would be very helpful also.

Someone sent me this:
"Some telecommunications software that runs on 8-bit Apples
will `handle' ANSI-codes (the ASCII screen codes you're
refering to); but do so poorly, at best (ie: can show Inverse
for bold, blinking, inverse) and cannot handle colour at all."

Let me clarify this. I don't necessarily mean ASCII; I mean whatever
character sets exist for each system. I wish to find which common
characters (or at least like characters) exist across the various
systems and create a standard format for character pictures.

Additionally, when I say colour, I mean anything at all. Colour will
be non-essential in the final product; simply an enhancement where
resources permit.

He also wrote:
"PS: I'd humbly suggest that 70-75 characters wide should be
a reasonable cross-platform standard width for displaying
ASCII TXT (on any system capable of displaying 80x25
character-sets)."

Probably not. Several versions will exist for people to chose between,
but the vast majority of 8 bit computers have 40 column displays, so
that would have to be the basis for a standard.

And as I said, it's not strictly ASCII I'm after - it's any character
sets for any systems.

--
NT As long as but a hundred of us remain alive, never will we on any
\ \/ /conditions be brought under English rule. It is in truth not for
\ / glory, nor riches, nor honours that we are fighting, but for
/ \ freedom -- for that alone, which no honest man gives up but with
/ /\ \life itself. -- Arbroath, 1320

# 3176. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-11 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <382AE20C.84323030@mail.uni-mainz.de>
Source record: 48863

Thomas Meyer schrieb:
>
> Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:
> >> Please do NOT send courtesy copies of posts via e-mail without marking
> >> them as such, thank you.
>
> >so you force me to quote everything or what ??
>
> Um, no, but we better discuss that by mail. ;)
>
> >Video 61 / Lance Ringquist did not buy the rights to these newer game
> >carts, because there was no need to: they were/are Public Domain games.
>
> Eidolon is PD?? I don't think Lucasfilm would EVER released a game
> into the Public Domain. Or was this Eidolon cart just an example
> of what could be done??
>
> Thomas
> --
> Thomas Meyer, Bremen, Germany
> mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

Hello Thomas,
yes "The Eidolon" was just an example what could have been done. It
would have been nice if Atari had burned this game onto a cart...
Of course this game is not PD - but I never said that... I just said
that Lance burned some PD games onto carts and he did not buy the rights
for these games, because they are PD. Anyway, the Eidolon is not
avaiable on cart by now, allthough it would be possible to do it...
Greets - Andreas

# 3177. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-11 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <80eni3$ama$4@kohl.informatik.uni-bremen.de>
Source record: 48864

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:
>yes "The Eidolon" was just an example what could have been done. It
>would have been nice if Atari had burned this game onto a cart...
>Of course this game is not PD - but I never said that... I just said
>that Lance burned some PD games onto carts and he did not buy the rights
>for these games, because they are PD. Anyway, the Eidolon is not
>avaiable on cart by now, allthough it would be possible to do it...

Okay, I see. Still, it's quite an achievement to modify a game like
this to load from cart.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

# 3178. Re: ASCII versions - for animation

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-11 00:00:00 UTC
From: CUTblakeney@home.com
Message-ID: <382b1d0b.8590468@news>
Source record: 48865
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2

On 11 Nov 1999 13:41:57 GMT, niallt@dai.ed.ac.uk (Niall Tracey) wrote:

>And as I said, it's not strictly ASCII I'm after - it's any character
>sets for any systems.

The 8-bit Apple IIs have standard ASCII until you get to the enhanced IIe and //c. These models added MouseText which is a number of special characters mostly designed to allow creating a GUI look to text based applications. There are communications programs that use this character set as well as adding simple sound capabilities for playing one or two voice music. It is referred to as ProTERM Special Emulation or PTSE.

All the 8 bit Apple IIs have only black and white text modes.

+--------------------------------------------------------------------------+
| Jeff Blakeney - Dean of the Apple II University in A2Pro on Delphi |
| Delphi Apple II Forums Web Pages |
| A2: http://www.delphi.com/apple2 A2Pro: http://www.delphi.com/a2pro |
+--------------------------------------------------------------------------+

# 3179. Atari 8-bit experts wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-11 00:00:00 UTC
From: Scott <scott@allgame.com>
Message-ID: <80fep2$cp0$1@oak.prod.itd.earthlink.net>
Source record: 48866

The All Game Guide is looking for some great writers to describe and review games on a freelance basis. Do you specialize in a particular genre? Are you knowledgeable about gaming? Then you just might be the person we're looking for!

The All Game Guide aims to cover ALL platforms (not just the latest and greatest), so if you still have an 8-bit NES or an Intellivision lying in your closet, it's time to dust them off and start reviewing games. Do you still have a Commodore 64 or an Atari ST along with your Pentium III? The site also covers all games for computer systems!

If you happen to be a collector that saves the original boxes of your games, then you could also be extremely valuable to the site as we need box scans. We are also looking for people to write character biographies (such as Crash Bandicoot or Lara Croft) and people biographies (like David Crane or Sid Meier). Japanese and European correspondents are highly sought after too!

If you think you have the talent, then please send at least two review samples (more will only work in your favor) of any PC or platform game to scott@allgame.com

Remember, if you consider yourself an expert on any system, from the Fairchild Channel F to the Dreamcast, then you owe it to yourself to be a part of the largest collection of gaming information ever assembled: the All Game Guide at www.allgame.com

## 3180. Below the Root...

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-11 00:00:00 UTC
From: Ryan <rhino321@rem0vethis.geocities.com>
Message-ID: <%sHW3.241$dp.29867@typhoon-sf.snfc21.pbi.net>
Source record: 48867

Can anyone tell me if the really nice game, "Below The Root" ever came out
on the atari8?
It came out on c64 and even cga ibmPC and some variant of appleII.. so i
was hoping there would
be a atari8 version. the c64 version is the best ive seen so far, so
perhaps the atari8 would also be nice.
ok thanks!
RYan

## 3181. Below the Root...

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-11 00:00:00 UTC
From: Ryan <rhino321@rem0vethis.geocities.com>
Message-ID: <1tHW3.242$dp.29765@typhoon-sf.snfc21.pbi.net>
Source record: 48868

Can anyone tell me if the really nice game, "Below The Root" ever came out
on the atari8?
It came out on c64 and even cga ibmPC and some variant of appleII.. so i
was hoping there would
be a atari8 version. the c64 version is the best ive seen so far, so
perhaps the atari8 would also be nice.
ok thanks!
RYan

## 3182. Re: Below the Root...

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-11 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <zUorOHRuzAyWqgZyO4+D7no10E6q@4ax.com>
Source record: 48869

The other Day "Ryan" <rhino321@rem0vethis.geocities.com> wrote:

>Can anyone tell me if the really nice game, "Below The Root" ever came out
>on the atari8?

Fraid not...
--
Paul Irvine ï¿½ Film Quote #4

"Some people have faults, mines in California"

# 3183. Re: Frankensteins Monster

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-11 00:00:00 UTC
From: Mighty YO <yoyo@socket.net>
Message-ID: <s2mpef5ehsq67@corp.supernews.com>
Source record: 48870
Cross-posted to:
alt.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari

One of many games I have added to my list of games for sale.

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=mighty-yo

Mighty YO wrote in message ...
>I've got well over 100 games that I'll be selling over the next coulpe of
>weeks. Some are rare, and some are not. You might want to add the page to
>your favorites cause I'll be adding games weekly. Check it out.
>
>http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=mighty-yo
>
>

# 3184. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-11 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <80fs3i$l6k$1@ash.prod.itd.earthlink.net>
Source record: 48871

Hi Steve, Karolj, Others

Steve Judd <sjudd@kc.trail.com> wrote in message
news:80d9kn$1jm$1@kc.trail.com...
> Hi Karolj,
>
> In article <809uo8$2c0$1@newsread.f.de.uu.net>,
> Karolj Nadj <k_nadj@s-direktnet.de> wrote:
> >
> >arudzki <arudzki@home.com> schrieb in im Newsbeitrag:
> >z3LV3.2647$x33.54338@news.rdc1.pa.home.com...

<Heaps cut from both Steve's and Karolj's posts>

> >and what about the following on atari:
> >
> >screen_length of 1 hires line... 256 bytes???
> >i think no one can beat this for drawing???
> >
> >set_pixel : lda #color
> >stx put+1
> >sty put+2+screen_offset
> >put sta $ffff
>
> Forgive me for being skeptical, but I do not believe the above code will
> compute and render a 3D object to the screen, let alone draw a line.
>

I think this is a demonstration of some code to address a byte on a bitmap
screen.
The neat thing being the fact that the Y coordinate is stored in the MSB of
the
address. (No multiply by 40 needed to calculate the Y offset).

I hadnt actually ever seen this one on an atari. It does have the following
problems:

1: 192 lines would chew up 192 pages of memory (48K)
2: The correct bit/bits still have to be masked/changed.
3: Self modifying so you cant use it from ROM

Thinking about #1: Only the first 40 bytes are used for the bitmap
If you were sart and that was ok for your application, you could offset
other screens via the X coordinate. Add 40 to the X for screen 2, 80 screen
3...
What you really have is a screen 256 bytes wide.

Thinking about #2:
You still cant get around the bit shifting to mask the right pixel. Even if
you use
GTIA modes which are a nibble in size. The above code would still need some
method of indicating which nibble to set.

#1 being as it is, it begs the question 'do I need/want that wide a screen'.
Lots of
that extra ram could be better used with a lookup table for the Y offsets.
384 bytes
for 192 lines.

I think Steve may be thinking along the same lines as me.

What percentage of time is spent in the pixel masking/plotting routine
versus
the actual 3D projection code?

In most cases I've seen, the 3D projection code is going to take far longer
than
the pixel/plot routine. The difference could easily be 10x as long to
project vs plot. This being the case I would certainly spend my time
optimizing the projection code.

> -S
> --
>
Cheers
Peter
snailboy1ATearthlinkDOTnet

# 3185. Please Help Atari 800 question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-11 00:00:00 UTC
From: Patrick Kinney <greaterminds@worldnet.att.net>
Message-ID: <80g6dt$o3b$1@bgtnsc03.worldnet.att.net>
Source record: 48872

I have an atari 800 the old version from 79-80's
I need a power adapter. Can someone please tell me the voltage??
or requirements.

Please e-mail me
greaterminds@worldnet.att.net

## 3186. Atari web page update

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-11 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <382BA6BE.3E240B5C@qnet.com>
Source record: 48873

I have put up some info on my webpage about my rare 8bit equipment.
Come check it out. Its not all done but, will be updated hopefully
daily.

http://www.qnet.com/~dons

Thanks Don

# 3187. More Atari! Arcade Classic Nostalgia! Friendly Service! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-12 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <80gskf$ec$1@user2.teleport.com>
Source record: 48874
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

(Update: 11/04/99) I've just added a bunch of Titles to my Atari 8 Bit SoftWare Catalogs. All Games!!! A number of them are UnOpened! Many for only $5 a pop! And I went through my Catalog and did some adjusting of prices. Right now my 8 Bit SoftWare Catalog has a bigger Byte count than ever.

Atarians Unite! Are you pining for the days of a simpler Computer? Do you miss Arcade Classics like Asteroids, BattleZone, Joust, Missile Command, Robotron 2084 and my favourite Star Raiders! Well Bravo Sierra Computers has them. Are you wandering, wandering in the desert of violent video games. Games too violent for children? With Blood & gore? Two companions of youth nowadays. Especially those you hear about in the news who kill fellow students at school. If your preferences for games lean more towards family friendly. Like it used to be. Try some of my Atari Arcade classics. I have oodles of Atari SoftWare! As well as truckloads of Atari HardWare. And Libraries of Atari Books. Reference material and things you thought you'd never find! So come check it out. The best of Classic Atari 8 Bit & Atari ST. E-Mail me at

e-mail: atari@benjamin.net

Or call me anytime at (503)256-9974 to talk to a warm, friendly, people person! Your more likely to reach me from 3 PM-3 AM Pacific Standard time. And thats most likely the times I can return calls. I'm perfectly willing to call you, on my own dime to answer your questions. I'm a people person and those who have dealt with me will find me patient, a good listener and even a good teacher. So if you can't call me Today? Call me Tonight!

Click for WebSite!

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. In Fact check it regularly as my Catalogs are updated regularly. I have 6 different Catalogs, and my SoftWare Catalogs are my largest. They have the biggest Byte Count. And remember if you can't come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

***FREE*** Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-
Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at
http://www.atari.benjamin.net And Jump to my FTP site linked to my Web
Site so you can Download Free Catalogs or FTP directly to my site at:
ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way,
Feel free to Request catalogs through E-Mail. Really, it's not an
inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both!
Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail.
Please let me know if I can attach text files to your E-Mail. Catalogs
are just regular ASCII text files so you can download them into your
text editor and view them, edit them or print them out! It would make
things easier for me if you take my Catalogs, load them into your text
editor, delete what you don't want and E-Mail me the rest! To expedite
things, include your complete Mailing address so I can figure your
Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity,
you are cordially invited to attend a Meeting of the Portland Atari
Club. You don't have to be a member to attend. Now we've moved our
meeting to a new night. Same Bat Time! Same Bat Channel! We meet the
2nd Thursday of each Month. Our Next meeting will be Thursday, December
9th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland,
Oregon. Get together with other Atarians. Make friends, meet new
people, maybe find an old friend. Eat Pizza, drink Pop & Beer in a
decorative atmosphere. Bring your family to a family friendly place.
For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President
Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

## 3188. Happy_1050_to_Chip

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-12 00:00:00 UTC
From: Werner <cwh@solucoes.com.br>
Message-ID: <382bfe13.0@news.matrix.com.br>
Source record: 48875

I found this ATR file in the Yogy archive.

Does anybody knows what exactly is this program? Is this another copy utility for a Happy-enhanced 1050? If yes, is it better than the original software (for use in protected disks)?

I'm asking because I have a Happy 1050, and I want to make a copy of my original Goonies disk that works with any disk drive, not only with the enhanced drive.

Thanks in advance,

Werner
Brazil

## 3189. A8-bit<-->ST file/data transfer

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-12 00:00:00 UTC
From: dalibor5561@my-deja.com
Message-ID: <80h8el$oc8$1@nnrp1.deja.com>
Source record: 48876

Hi All,

Does anybody know anything more about ???????

I know that there are 2 systems allowed to transfer data between Atari
8-bit and ST.

ST-XFormer:
requirements : STXFormer program, Xformer cable.
allow just to attach A8 disk drive to ST and work with.

Questions:
1. what is the correct pinout of ST-Xformer cable???? (older one for ST,
not PC-Xformer which is working with ST also) I saw a lot of pinouts but
could be said that almost all authors had self numbering of pins.
Anybody have schematics of this cable with pinouts on both sides ?
2. any special requirements for ST ???? (memory?)
3. Working with XFD format ???????

and

SIO2ST

not so much heard about this one.
needs 800XLDJ program for ST or Falcon version of it ... right ????
Questions:
1. SIO2ST cable is absolutely similar to SIO2PC ??????
2 There are special virtual disk format, any convert program from more
common formats (ATR or so..) exist ?????
3 ST needs to have hardisk, or can be used without of HD ????????

Let me know..........

Or anybody know about other way how to transfer files between A8<->ST???

...nice weekend to all.......

Dalibor

Sent via Deja.com http://www.deja.com/
Before you buy.

## 3190. Atari Software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-12 00:00:00 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <80h6qt$52v$4@neptunium.btinternet.com>
Source record: 48877
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech

John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
Tel/Fax 00+44+(0)1952 462135
http://www.tradeinpost.com
John@tradeinpost.com

# 3191. FS: Blue Max cartridge sealed

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-12 00:00:00 UTC
From: Chet Chudasama <cchudasa@jps.net>
Message-ID: <382C4DCA.7816B43E@jps.net>
Source record: 48878

```
Blue Max cartridge for sale
Atari, still sealed

$12 inc shipping

Chet
```

# 3192. Re: Please Help Atari 800 question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-12 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991112133342.25684.00000417@ng-fu1.aol.com>
Source record: 48879
Body handling: HTML body converted to readable text

<>

The power pack delivers 9 V AC, 31 VA, positive in center.

Above average intelligence has always run in my family. Ambition, however, has always walked with a slight limp....

# 3193. Re: Happy_1050_to_Chip

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-12 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <OxMsOMtEoTShRHhKn8K9SNRivmf8@4ax.com>
Source record: 48880

The other Day "Werner" <cwh@solucoes.com.br> wrote:

>I found this ATR file in the Yogy archive.
>
>Does anybody knows what exactly is this program? Is this another copy
>utility for a Happy-enhanced 1050? If yes, is it better than the original
>software (for use in protected disks)?
>
>I'm asking because I have a Happy 1050, and I want to make a copy of my
>original Goonies disk that works with any disk drive, not only with the
>enhanced drive.
>
This program made a Happy Drive use the Chip or Archiver software, the
Happy software was the better of the two except on the 810's where you
could slow down the writing speed for the Archiver via a nice big preset
in the drive.

On the 1050's all was pretty automated..

I can't remember Goonies being massively protected tho?
--
Paul Irvine ï¿½ Film Quote #4

"Some people have faults, mines in California"

## 3194. TRAK Disk drive help

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-12 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <382CEF64.63C3DA21@qnet.com>
Source record: 48881

I have a TRAK Microcomputer Corp. Disk drive AT-1A. I need either a schematic or someone with some info on this drive.

Thanks Don

# 3195. Static Busting RCA Cable for Computer/Game to TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-12 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <942452849mnewsX_velcro_X@netunlimited.net>
Source record: 48882

Once I had a cable with RCA plugs at both ends, the kind used with videogames, connecting to an RF switchbox. The great thing about this cable was a rectangular plastic box built into the middle of it. It was a static busting box designed to reduce interference on the TV screen.

Does anyone know where this sort of cable and box may be purchased?

VS

To email me just remove the X's and underline marks from my address.

# 3196. Re: Please Help Atari 800 question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-13 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <80k88o$qj0$1@bgtnsc02.worldnet.att.net>
Source record: 48789

Patrick,

I still have several NEW power supplies in stock for the Atari 800. The Atari part number you need is CO17945. Price, including Priority Mail shipping) is $10 (within the continental USA). Reply in Email if interested.

Sheldon

Patrick Kinney wrote in message <80g6dt$o3b$1@bgtnsc03.worldnet.att.net>...
>I have an atari 800 the old version from 79-80's
>I need a power adapter. Can someone please tell me the voltage??
>or requirements.
>
>Please e-mail me
>greaterminds@worldnet.att.net
>
>

# 3197. Re: Dead Newsgroup!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-13 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <80k8bv$b9l$1@nntp9.atl.mindspring.net>
Source record: 48790

Be patient and more than likely someone will offer you some aid. My experiences have been quite good. Nearly all my questions were answered in a timely manner. There are a lot of extremely knowledgeable people here, who have been very generous with their advice.

> information. I guess everyone is throwing away their 8 bit equipment?

If they are please throw it in my direction!

-Rick

# 3198. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-13 00:00:00 UTC
From: Karolj Nadj <k_nadj@s-direktnet.de>
Message-ID: <80kc1d$94n$1@newsread.f.de.uu.net>
Source record: 48791

Peter Laing <snailboy1@earthlink.net> schrieb in im Newsbeitrag:
80fs3i$l6k$1@ash.prod.itd.earthlink.net...
> Hi Steve, Karolj, Others
>
>
> > Forgive me for being skeptical, but I do not believe the above code will
> > compute and render a 3D object to the screen, let alone draw a line.
> >

if my mems are right... your 3d-routines work in a special way on c64 with
the chars
on screen??? right? and i just wanted to show you how nowadays we coders do
grafic-stuff...
i think 256 bytes long line-length is good enough to avoid some tables... ;)
and you can even store your texture better... ;)

>
> I think this is a demonstration of some code to address a byte on a bitmap
> screen.
> The neat thing being the fact that the Y coordinate is stored in the MSB
of
> the
> address. (No multiply by 40 needed to calculate the Y offset).

yes... fine...indeed...

>
> I hadnt actually ever seen this one on an atari. It does have the
following
> problems:

well... most demos are done in this way...

>
> 1: 192 lines would chew up 192 pages of memory (48K)

yes... but you have still some ram-left...???
or better use mode9+ f.e. 80x60... so just $3c00 is needed

> 2: The correct bit/bits still have to be masked/changed.

nope... because of preshifted and stored perfectly...

> 3: Self modifying so you cant use it from ROM

why using it from rom????

>
> Thinking about #1: Only the first 40 bytes are used for the bitmap
> If you were sart and that was ok for your application, you could offset
> other screens via the X coordinate. Add 40 to the X for screen 2, 80
screen
> 3...

good for double-buffering... indead... ;)

> What you really have is a screen 256 bytes wide.
>
> Thinking about #2:
> You still cant get around the bit shifting to mask the right pixel. Even
if
> you use
> GTIA modes which are a nibble in size. The above code would still need
some

see above... you store your texture in hi/lo-nibbles...

> method of indicating which nibble to set.

normaly done automaticly...

>
> #1 being as it is, it begs the question 'do I need/want that wide a
screen'.
> Lots of
> that extra ram could be better used with a lookup table for the Y offsets.
> 384 bytes
> for 192 lines.
>
> I think Steve may be thinking along the same lines as me.

his routine is a "general" one... i was thinking of his "3d-lib-routines" in
one c=hacking issue...
but if i see our 3d-codes... i think we can do it faster... w8te our next
demo... our coder forced
me to keep it as a secret...

>
> What percentage of time is spent in the pixel masking/plotting routine
> versus
> the actual 3D projection code?
>
> In most cases I've seen, the 3D projection code is going to take far
longer
> than
> the pixel/plot routine. The difference could easily be 10x as long to

yes... but you can save some time if your line-routine f.e. is fast enough
with that organisation
of screen-ram... i guess c64-impossible...

> project vs plot. This being the case I would certainly spend my time
> optimizing the projection code.

yes... you are right... steve... but maybe we can talk some day about the
sources i have... they
are pure 6502 without illegal opcodes... but 1st we must finish our demo...
;)

>
> > -S
> > --
> >
> Cheers
> Peter
> snailboy1ATearthlinkDOTnet
>
>
>

# 3199. Re: Anyone have a dead 1200XL they'd sell for parts?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-13 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <80kgbv$5a$1@nnrp1.deja.com>
Source record: 48792

Anybody want a dead 1200XL motherboard? Free, just pay shipping from
ZIP 48015. All the chips are probably good, from what I recall the
video display was scrambled but it appeared to work otherwise.

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3200. Re: 1027 Printer Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-13 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <80kgh5$dq$1@nnrp1.deja.com>
Source record: 48793

I believe Atari offered a re-inking package, but I have never seen it.
I threw my 1027 away when the rubber type wheel crumbled and fell off!

BTW, the printer appears to be made by ALPS, maybe they still offer
service parts?

In article <3828E612.7D1E858F@worldnet.att.net>,
cvendel@worldnet.att.net wrote:
> Hi Thomas,
>
> Yes you need to replace the ink roller, you can get them from B&C
Atari
> Sales (www.myatari.com) or possibly Video 61 (www.atarisales.com), if
not
> then try Best Electronics (www.best-electronics-ca.com)
>
> Curt
>
> Thomas Main wrote:
>
> > I just bought a 1027 printer that seems to work, but the type is
> > extremely faint and fades into nothing after a few characters. Is
> > there a replacement ribbon or re-inking that can bring this printer
back
> > to life? Thanks for any replies.
> > --
> > Thomas Main
> > main@appstate.edu
> >
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3201. Re: Atari CX85

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-13 00:00:00 UTC
From: spearsk@mc-mc.com
Message-ID: <80kgml$gp$1@nnrp1.deja.com>
Source record: 48794

My CX85 came with a disk with a page-6 routine to let it run in
"keyboard wedge" mode. So in other words, whatever you type on the
keypad appears to be typed on the keyboard. I used mine for entering
those tedious "MLX" programs from compute magazine.

In article <cryorunner-0811990301550001@dt086n19.san.rr.com>,
cryorunner@yahoo.com (Rhett James Barnes) wrote:
> In article <801qqk$17u$1@news.xmission.com>,
jamesk@news.kingtechsvcs.com wrote:
>
> > -----BEGIN PGP SIGNED MESSAGE-----
> > Hash: SHA1
> >
> > What applications existed that made use of the Atari CX85 keypad?
> > Does it connect to JP1 or JP2?
> >
> > Can it be programmed for usage in apps like ICET?
> >
> >
>
> I got one awhile back with some other stuff, but never played with
it. I
> did get two double-sided disks hand-labeled "Atari CX85 keypad
handler"
> and "A/UM Keypad" plus a printout. I don't know if the disks are
good, or
> if they're useful. But the printout seems to be for a BASIC program
to
> install a small driver for the thing. At least printouts don't go
bad.
>
> I don't know whether any of the drivers will actually work in the
programs
> you're interested in, sorry.
>
> Let me know if any of these disks would help you.
> -Rhett
>

Sent via Deja.com http://www.deja.com/
Before you buy.

## 3202. Archon!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-13 00:00:00 UTC
From: Ravenger <ravenger@matnet.com>
Message-ID: <382DBDA8.385DEC13@matnet.com>
Source record: 48795

Well, I sold my old Atari systems about 10 years ago, and don't really want to go buy any old systems again, but I do miss a few of the games from the Atari's. I used to have the Atari 800, and a game I believe Activision made called Archon. There was also an Archon II. These were chess type games, where if you tried to take a piece, you would have to fight it out on a battleground to see who gets the square.

I haven't been able to find this on a PC, and I have found old Atari 800 games on the Internet that I downloaded, like Pac-Man and others. Is there any way to get the Archon game so I can play them on my 486, and if so, where do I find them?

Any e-mails to me would be appreciated! Thanks!

-Rav

# 3203. 7800/2600 monitor cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-13 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <16978-382DB303-17@storefull-171.iap.bryant.webtv.net>
Source record: 48796

we have the right to do harry dodgson's 7800/2600 monitor cart,we discontinued it because it cost more to make,than what we charged for it,we now are exploring going back into production,but we will not be selling it for $69.95,that does not cover costs,this has a huge manual over 200 pages,plus parts and labor to assemble the product,if we go back into production,we will be selling it for $99.95,if we do make a limited number,they will be first come first served,and you must prepay,if any one is interested,please reply to this post,thanks, lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 3204. Re: Atari BBS List (6/9/99)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-13 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <131119991432528045%mcurrent@carleton.edu>
Source record: 48797

In article <381628EF.6DA7659E@holyoak.com>, Trevor Holyoak
<trevor@holyoak.com> wrote:

> Atari BBS List 6/09/99
>
> 32 SPACE : 612-427-4317 *
> St. Paul, Minnesota, USA
> Atari-8 : Down : 99-06-09 [No Answer.. though club is still active]
> --
> 1Meg XE, 1Meg MIO, 40MB HD, 14.4K

The SPACE BBS number is 651-462-3680.

-Michael

* Sent from RemarQ http://www.remarq.com * The Internet's Discussion Network *
* The fastest and easiest way to search and participate in Usenet - Free! *

## 3205. APE trouble :-(

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-13 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <7SkX3.9165$1C4.89876@news1.online.no>
Source record: 48798

I have used APE a while back and not touched it in about a year. It's an excellent program, but have anybody had problems running it on a PC with a Celeron processor ? I used to run it on a 200MMX and now I have a 366 Celeron. I copied the catalog from my Celeron to yet another machine, a AMD K-6/200 and it works on the AMD, but not the Celeron. Are there anything I can do ? Run a patch, whatever ?

Thanks

# 3206. Re: Dead Newsgroup!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-13 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <382DDC76.CDBD0189@worldnet.att.net>
Source record: 48799

I think its more of the point that what you have are not common items, very little was produced by Micromainframe, so perhaps its more that you've baffled the crowd and noone had a definitive answer for you, then again maybe everyone was waiting to see what others would say. Newsgroups seem to go in waves, it'll get mobbed, then go placid for a bit, then pick up.

Curt

Schoengarth wrote:

> Seems to me this newsgroup is DEAD or about to DIE. I have posted a few
> questions about some of my equipment and received little or no
> response. In the past when posting I would be flooded with helpful
> information. I guess everyone is throwing away their 8 bit equipment?
> Ill keep my Atari 8 equipment alive.
>
> Thanks Don

# 3207. Re: ICE-T ver 2, Beta test 3

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-13 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <131119991559392318%mcurrent@carleton.edu>
Source record: 48800

In article <801ruu$1ks$1@news.xmission.com>,
<jamesk@news.kingtechsvcs.com> wrote:

> Is this the latest version of ICE-T? I tried it on my 576k XE with
> and without a ramdisk, and it locks up hard.

The latest version is v 2.72, available from the author's web site at
http://www.sitcom.co.il/users/itayc/atari.html .

-Michael

* Sent from RemarQ http://www.remarq.com * The Internet's Discussion Network *
* The fastest and easiest way to search and participate in Usenet - Free! *

# 3208. Re: 8 Drive copy system

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-13 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <382DD4A7.1D4827D4@bigfoot.com>
Source record: 48801

i never heard of that system!?

NIR

Schoengarth wrote:

> I have a 8 drive copy system that plugs into a Atari 800. The hardware
> was made by L.E. Systems its Version 3.0. I only have six drives for
> the system but, since they are IBM drives it should be easy to find a
> couple more.
>
> I need to find out if anyone else has this system and anything else I
> can find out about the system. I also have the software to run the
> system.
>
> Don

# 3209. Re: Archon!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-13 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <80ksom$joq$1@news.storm.ca>
Source record: 48802

Depending on your operating system, there are a variety of emulators
available. Probably your best bet would be Atari800, which has DOS, Linux
and Windows 9x versions.

Hope this helps,

David P.

Ravenger <ravenger@matnet.com> wrote in message
news:382DBDA8.385DEC13@matnet.com...
> Well, I sold my old Atari systems about 10 years ago, and don't really
> want to go buy any old systems again, but I do miss a few of the games
> from the Atari's. I used to have the Atari 800, and a game I believe
> Activision made called Archon. There was also an Archon II. These were
> chess type games, where if you tried to take a piece, you would have to
> fight it out on a battleground to see who gets the square.
>
> I haven't been able to find this on a PC, and I have found old Atari 800
> games on the Internet that I downloaded, like Pac-Man and others. Is
> there any way to get the Archon game so I can play them on my 486, and
> if so, where do I find them?
>
> Any e-mails to me would be appreciated! Thanks!
>
> -Rav
>

# 3210. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-13 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <80ktr1$mqu$1@birch.prod.itd.earthlink.net>
Source record: 48803

```
Hi Karolj

Karolj Nadj <k_nadj@s-direktnet.de> wrote in message
news:80kc1d$94n$1@newsread.f.de.uu.net...
>
> Peter Laing <snailboy1@earthlink.net> schrieb in im Newsbeitrag:
> 80fs3i$l6k$1@ash.prod.itd.earthlink.net...
> > Hi Steve, Karolj, Others
> >
> >
> > > Forgive me for being skeptical, but I do not believe the above code
will
> > > compute and render a 3D object to the screen, let alone draw a line.
> > >
>
> if my mems are right... your 3d-routines work in a special way on c64 with
> the chars
> on screen??? right? and i just wanted to show you how nowadays we coders
do
> grafic-stuff...
> i think 256 bytes long line-length is good enough to avoid some tables...
;)
> and you can even store your texture better... ;)

>
> >
> > I think this is a demonstration of some code to address a byte on a
bitmap
> > screen.
> > The neat thing being the fact that the Y coordinate is stored in the MSB
> of
> > the
> > address. (No multiply by 40 needed to calculate the Y offset).
>
> yes... fine...indeed...
>
> >
> > I hadnt actually ever seen this one on an atari. It does have the
> following
> > problems:
>
> well... most demos are done in this way...
>
```

I'd love to read some of the source code if its free, have you got a
URL handie with some demo sourcecode available ?

> >
> > 1: 192 lines would chew up 192 pages of memory (48K)
>
> yes... but you have still some ram-left...???
> or better use mode9+ f.e. 80x60... so just $3c00 is needed
>
> > 2: The correct bit/bits still have to be masked/changed.
>
> nope... because of preshifted and stored perfectly...

So you are precomputing positions of your objects ?
That's fine for a demo with a limited number of objects,
but it's not really useable in a generic 3D library where
you dont know precisely what viewpoints are going to
be needed and what objects are going to be shown.

>
> > 3: Self modifying so you cant use it from ROM
>
> why using it from rom????

This depends on the target application. If you aren't intending
on ever burning it into a ROM then self modifying code is fine.
I just stuck it in there as an obvious but not too important point.
>
> >
> > Thinking about #1: Only the first 40 bytes are used for the bitmap
> > If you were sart and that was ok for your application, you could offset
> > other screens via the X coordinate. Add 40 to the X for screen 2, 80
> screen
> > 3...
>
> good for double-buffering... indead... ;)
>
> > What you really have is a screen 256 bytes wide.
> >
> > Thinking about #2:
> > You still cant get around the bit shifting to mask the right pixel.
Even
> if
> > you use
> > GTIA modes which are a nibble in size. The above code would still need
> some
>
> see above... you store your texture in hi/lo-nibbles...

You store two copies of the texture ??? One alligned on the
low nibble and one alligned on the high nibble ?
>
> > method of indicating which nibble to set.

>
> normaly done automaticly...
>
> >
> > #1 being as it is, it begs the question 'do I need/want that wide a
> screen'.
> > Lots of
> > that extra ram could be better used with a lookup table for the Y
offsets.
> > 384 bytes
> > for 192 lines.
> >
> > I think Steve may be thinking along the same lines as me.
>
> his routine is a "general" one... i was thinking of his "3d-lib-routines"
in
> one c=hacking issue...
> but if i see our 3d-codes... i think we can do it faster... w8te our next
> demo... our coder forced
> me to keep it as a secret...

Theres the catch. Steve has published his routines, and put them up
for all to use. Any person can read them and learn from them.
It's hardly fair to hassle him when you arent even prepared to share your
source code.

I've read Steve's articles on 3D in the C= Hacking (Most recently I
looked at them again last night). I thought he did a really good job
of them, and the 6502 community at large can benefit. I've got no
doubt that a precomputed demo can run faster, but his routines
are generic enough that any person interested in doing 3D on either
a C-64 or Atari 8 bit could learn lots by reading them.
>
> >
> > What percentage of time is spent in the pixel masking/plotting routine
> > versus
> > the actual 3D projection code?
> >
> > In most cases I've seen, the 3D projection code is going to take far
> longer
> > than
> > the pixel/plot routine. The difference could easily be 10x as long to
>
> yes... but you can save some time if your line-routine f.e. is fast enough
> with that organisation
> of screen-ram... i guess c64-impossible...

>
> > project vs plot. This being the case I would certainly spend my time
> > optimizing the projection code.
>

> yes... you are right... steve... but maybe we can talk some day about the
> sources i have... they
> are pure 6502 without illegal opcodes... but 1st we must finish our
demo...
> ;)

Finish your demo and post the routines on the fridge?

Sorry Karolj, this is Peter here, not Steve. I was replying to your earlier
post.
Steve explained the memory and color maps of the 64. This was after
I posted a question about how good the ports of the lucasfilm games to
the C64 were.
>
> >
> > > -S
> > > --
> > >
> > Cheers
> > Peter
> > snailboy1ATearthlinkDOTnet
> >
> >
> >
>
>

# 3211. FS: Atari Megafile 30

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-13 00:00:00 UTC
From: Josh Payne <jeNO-SPAMpayne@swNO-SPAMbell.net>
Message-ID: <nanX3.3471$B_1.144589@typhoon01.swbell.net>
Source record: 48804
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

Hi folks... I've recently acquired an Atari Megafile 30 hard drive unit without cables or manuals in a bunch of vintage computers and was wondering if anyone would be interested in purchasing it...

I don't know what its operational condition is but it appears to be in good physical condition, so if anyone's interested you can make me an offer. I don't know what to suggest as far as what would be an acceptable price as I am unfamiliar with Atari computers, but I'm sure someone would like to give this a good home.

To be perfectly honest, I really wanted an Atari computer when I was growing up but Dad bought me a Commodore... But we didn't have hard drives (hee hee). But from time to time I run into some Atari hardware and have always been able to find folks who know what to do with it.

If you're interested, please reply via e-mail to this message, removing the obvious spam-prevention.

Thanks!
JP

# 3212. Re: GTIA clones?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-13 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <80kv24$on0$1@birch.prod.itd.earthlink.net>
Source record: 48805

Hi Everyone,

J.W. Krych <jwkrych@n2net.net> wrote in message
news:80ipi8$aao$1@athena.netset.com...

My original post cut

Jim's post kept.

> Hi!
>
> A few thoughts on this:
>
> Zilog has introduced the core for Z80 with $x faster instruction
execution.
> Up to 80 MHz, which means a 320MHz TRS 80 and others. Not for the Atari
> Topis here, but this leads to several points:
>
> 1.) Let's not get into a price range here, or debate, so let us not worry
> about the $100 target, for now.
>
> 2.) There exists quite a field for making CPU's from Field Progammable
Gate
> Arrays, FPGA's. In fact, universities have competitions for designing your
> own CPU from these.
>
> 3.) With hindsight, the core logic can be duplicated, and, vastly improved
> for speed.
>
> 4.) Other chips can be too, and extra features thrown in.
>
> 5.) Actual "debugging" could actually be done with an emulation of the new
> system, on PC's and such, to test functions and software.
>
> People who know how to do this, design a CPU and other chips, with FPGA's
> and like chips, are out there. Perhaps, they too have fond memories of the
> Atari's. It takes a willingness to sit down, write out what you want, by
> first asking "What Do I Want?", doing the research, and finding the people
> and working within the goal.

I'd certainly be willing to sit down and figure out exactly what I would
like in
a new system.

>
The FPGA approach also brings up reconfigurable computing (Where you

have a compiler generate the logic from some VHDL source program). A step beyond this is reconfiguring the hardware on the fly. (If you need some fast logic, you reconfigure the FPGA to perform it).

> It certaintly can be done.
>
> If a Z80 core can be 4X faster, and run up to 80MHz, imagine what can be
> done here.
>
> Regards,
>
> Jim W. Krych

Cheers
Peter

# 3213. Re: Dead Newsgroup!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-13 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <382E06A8.29DD82B9@qnet.com>
Source record: 48806

Curt,

I have asked a couple of questions 1) 130xe diagnostic error codes 2)TRAK disk drive info. These are the ones that I believed everyone would have a lot of info on. These items were mass produced and very common. The only response I got was for the TRAK drive and it was a guy telling me he asked the same question a few times in this newsgroup and got the same response I got none. I know that there are alot of people using and watching this newsgroup with alot of 8bit knowledge but, it seems they are not around as often as the past few years. I know that this group has died down alot in the last few years I use to get an average of 25-30 new messages a day. Now its down to maybe 10-15 a day. It not just this newsgroup that has died off it is also the ST newsgroups that have died off a bit not as much as this group.

Thanks Don

Curt Vendel wrote:

> I think its more of the point that what you have are not common items, very
> little was produced by Micromainframe, so perhaps its more that you've
> baffled the crowd and noone had a definitive answer for you, then again
> maybe everyone was waiting to see what others would say. Newsgroups seem
> to go in waves, it'll get mobbed, then go placid for a bit, then pick up.
>
> Curt
>
> Schoengarth wrote:
>
> > Seems to me this newsgroup is DEAD or about to DIE. I have posted a few
> > questions about some of my equipment and received little or no
> > response. In the past when posting I would be flooded with helpful
> > information. I guess everyone is throwing away their 8 bit equipment?
> > Ill keep my Atari 8 equipment alive.
> >
> > Thanks Don

# 3214. Re: Dead Newsgroup!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-13 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s2s543eihsq74@corp.supernews.com>
Source record: 48807

Schoengarth <dons@qnet.com> wrote in message
news:382D856C.E473E49A@qnet.com...
>
> Seems to me this newsgroup is DEAD or about to DIE. I have posted a few
> questions about some of my equipment and received little or no
> response. In the past when posting I would be flooded with helpful
4 posts, 3 responses by my count.

## 3215. bank switched carts

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-13 00:00:00 UTC
From: Bill Kimbelton <wlkim@fuse.net>
Message-ID: <s2sbpdcehsq18@corp.supernews.com>
Source record: 48808

Anybody ever manage to get an OSS supercart like Action to run in Ram,
maybe using a code rewrite to utilized bank switched XE Ram?

In other words, do disk versions of things like Action exist?

Bill

# 3216. Re: Delurk!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-13 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <942550812mnewsX_velcro_X@netunlimited.net>
Source record: 48809

> On 25 Oct 1999 09:11:42 , Spectre wrote:
>
> >I wrote an Atari BASIC conversion of GDW's game "Warlord of Mars" in
> >the late '80s, but it's trapped on a SSDD disk never to be seen again.
> >I once had the technology to get online with my Atari, but that's not
> >survived to the present.
>
> If the disk is still good, why not connect that old Atari to your PC with a
> null modem cable and transfer it over? Then upload it to the 'net and it'll
> live once again. Or send me a copy of the disk and I'll do it for you.

My gosh yes, it sounds very interesting and it would be a shame if it was gone forever. Especially if it was a complete, functioning game.

When the Atari ST came out and everyone was marveling over the graphics, I drew a nice copy of this ST image of a cutaway planet earth (with the different volcanic layers etc) using BBK Artist for the 8bit. I spent like 3 evenings on that thing and it came out real well. I guess I wanted to prove the 8bit coiuld rival the ST graphics. Anyhow that image was on a disk that either crashed or I lost it.

So I hope that does not happen with your warlord conversion!

VS

To email me just remove the X's and underline marks from my address.

# 3217. Re: GTIA clones?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-13 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <iY1X3.221$NI1.14410@newsread1.prod.itd.earthlink.net>
Source record: 48883

Hi Everyone,

I'm sorry I didnt get into this thread earlier, and unfortunately my newsserver has dumped
the older posts, so If I say anything which has already been said please forgive me.

Everything cut..

I have often wondered what sort of display you could generate with a modern DSP chip
(A cheap one running at say 50Mhz). I'm thinking of using the DSP chip to actually
make the display. It should be capable of much better resolution than the beloved
GTIA and at the same time offer backward compatibility.

About CPU for a new system.

How about using something like an embedded MIPS cpu or similar 32bit cpu. Actually this is
probably overkill. I would be happy with a cpu that's say 20x the speed of the Atari's
6502. (A 16Mhz 32bit cpu would do).

It would provide a decent performance 6502 software emulation, and you could offer
native mode if people wanted a full 32bit system.

The DSP could perform ANTIC/GTIA

I'm not sure how much this would all cost but It could be very minimalistic, physically
small, and Low power.

Anyway, thats my $0.02

You could even emulate a C-64,BBC micro or with Z-80 a Spectrum! with the little beast (Shock horror.... flame
retardent suit on).

If you could make the whole thing for $100 I think heaps of people would be into it.
Hell, how much does a palm-pilot sell for nowdays ? I would *love* a little computer the size of my Sega Genesis
that I could plug a PS/2 keyboard and mouse into, hook it into the AV leads of my TV and use like we used to
with our Atari's.

Cheers
Peter

# 3218. Re: GTIA clones?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-13 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <80ipi8$aao$1@athena.netset.com>
Source record: 48884

Peter Laing <snailboy1@earthlink.netREMOVECAPTIALS> wrote in
<iY1X3.221$Nl1.14410@newsread1.prod.itd.earthlink.net>:

>Hi Everyone,
>
>I'm sorry I didnt get into this thread earlier, and unfortunately my
>newsserver has dumped
>the older posts, so If I say anything which has already been said please
>forgive me.
>
>Everything cut..
>
>I have often wondered what sort of display you could generate with a
modern
>DSP chip
>(A cheap one running at say 50Mhz). I'm thinking of using the DSP chip to
>actually
>make the display. It should be capable of much better resolution than the
>beloved
>GTIA and at the same time offer backward compatibility.
>
>About CPU for a new system.
>
>How about using something like an embedded MIPS cpu or similar 32bit cpu.
>Actually this is
>probably overkill. I would be happy with a cpu that's say 20x the speed
of
>the Atari's
>6502. (A 16Mhz 32bit cpu would do).
>
>It would provide a decent performance 6502 software emulation, and you
>could offer
>native mode if people wanted a full 32bit system.
>
>The DSP could perform ANTIC/GTIA
>
>I'm not sure how much this would all cost but It could be very
minimalistic,
>physically
>small, and Low power.
>
>Anyway, thats my $0.02
>
>You could even emulate a C-64,BBC micro or with Z-80 a Spectrum! with the

>little beast (Shock horror.... flame
>retardent suit on).
>
>If you could make the whole thing for $100 I think heaps of people would
be
>into it.
>Hell, how much does a palm-pilot sell for nowdays ? I would *love* a
little
>computer the size of my Sega Genesis
>that I could plug a PS/2 keyboard and mouse into, hook it into the AV
leads
>of my TV and use like we used to
>with our Atari's.
>
>Cheers
>Peter
>
>
>
>
Hi!

A few thoughts on this:

Zilog has introduced the core for Z80 with $x faster instruction execution. Up to 80 MHz, which means a 320MHz TRS 80 and others. Not for the Atari Topis here, but this leads to several points:

1.) Let's not get into a price range here, or debate, so let us not worry about the $100 target, for now.

2.) There exists quite a field for making CPU's from Field Progammable Gate Arrays, FPGA's. In fact, universities have competitions for designing your own CPU from these.

3.) With hindsight, the core logic can be duplicated, and, vastly improved for speed.

4.) Other chips can be too, and extra features thrown in.

5.) Actual "debugging" could actually be done with an emulation of the new system, on PC's and such, to test functions and software.

People who know how to do this, design a CPU and other chips, with FPGA's and like chips, are out there. Perhaps, they too have fond memories of the Atari's. It takes a willingness to sit down, write out what you want, by first asking "What Do I Want?", doing the research, and finding the people and working within the goal.

It certaintly can be done.

If a Z80 core can be 4X faster, and run up to 80MHz, imagine what can be done here.

Regards,

Jim W. Krych

# 3219. Re: Happy_1050_to_Chip

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-13 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <19991113061218.10455.00000630@ng-cm1.news.cs.com>
Source record: 48885

>Does anybody knows what exactly is this program?

There'e a little more to this story that I think
is not too well known.

Step 1. Happy Drive boots the 1050 to Chip
software. ("Picky" about O.S.'s, BTW)
Now the Happy Drive "thinks" it's an
Archiver Drive.
Step 2. Now reboot the computer only
with Super Archiver Software. Now the
drives thinks it's (almost) a S.A. Some features
don't work, but definitely is more capable that
with the original 1050 to Chip (Archiver I)
Larry

## 3220. Dead Newsgroup!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-13 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <382D856C.E473E49A@qnet.com>
Source record: 48886

Seems to me this newsgroup is DEAD or about to DIE. I have posted a few questions about some of my equipment and received little or no response. In the past when posting I would be flooded with helpful information. I guess everyone is throwing away their 8 bit equipment? Ill keep my Atari 8 equipment alive.

Thanks Don

# 3221. Re: GTIA clones?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-13 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s2r1e6ghsq72@corp.supernews.com>
Source record: 48887

Peter Laing <snailboy1@earthlink.net> wrote in message
news:iY1X3.221$Nl1.14410@newsread1.prod.itd.earthlink.net...
> Hi Everyone,
>
> I'm sorry I didnt get into this thread earlier, and unfortunately my
> newsserver has dumped
> the older posts, so If I say anything which has already been said please
> forgive me.
>
> Everything cut..
>
> I have often wondered what sort of display you could generate with a
modern
> DSP chip
> (A cheap one running at say 50Mhz). I'm thinking of using the DSP chip to
> actually
> make the display. It should be capable of much better resolution than the
> beloved
> GTIA and at the same time offer backward compatibility.
IMO: What the GTIA does with playfields is so simple it would be a shame to
do it in programming vs a few chips. P/M graphics still needs to be done of
course. It would be better to go with a different monitor then TV set or
composite.

I haven't seen the equivalent circuits/plans for a GTIA, but just thinking
about how it could be done in TTL.

You need a latch ~74LS374, shift register ~74LS166, programable divide by N
counter or binary counter with the ability to gate different counts to the
shift register, and three 8 bit DAC. The 8 bit DAC can be made with 9
resistors each.

When the display is active, write the displayed byte to the latch which is
connected to the DAC for color info and the shift register. Translate the
mode into divide by N counter and have its output go to the shift register
for the dot clock. You could divide the bytes into nibble type data just
like GTIA does now, but w/o the overhead.

# 3222. Re: Dead Newsgroup!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-13 00:00:00 UTC
From: Jeff Jewell <jeffjewell@netscape.net>
Message-ID: <382D909D.3E863D4C@netscape.net>
Source record: 48888

Things seem to be about the same as the last year or so, to me.

I don't recognize your name, are you sure everything is coming through? I can see three other posts from you, one of which was mentioning your web site, and the other two were fairly specific and both posted this week, so perhaps no one has had time to look that up yet. I personally didn't respond because I don't happen to have any of that specific info.

Some of us have kept quite a bit of Atari 8 equipment alive. I know I've got at least one of every 8-bit offered to the general public in the US, and five different ones are plugged in and ready to power on as we speak...

Jeff

Schoengarth wrote:

> Seems to me this newsgroup is DEAD or about to DIE. I have posted a few
> questions about some of my equipment and received little or no
> response. In the past when posting I would be flooded with helpful
> information. I guess everyone is throwing away their 8 bit equipment?
> Ill keep my Atari 8 equipment alive.
>
> Thanks Don

## 3223. Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-14 00:00:00 UTC
From: atari@spam-not.ehrich.com
Message-ID: <TcnX3.61$lk1.5257@news3.voicenet.com>
Source record: 48810

Atari Hardware and Software for sale

Click the URL below to go to my home page at:

http://www.voicenet.com/~generic

# 3224. FS: Monday Morning Manager

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-14 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <382e1c4f@athene.hdm-stuttgart.de>
Source record: 48811

I have for sale, Monday Morning Manager (The BaseBall Game)
For the Atari 8-bits, It includes 2 original disks and all
original documentation stored in the original plastic notebook
type manual.

There is no box included.

I'm not sure what its worth so I'll sell it to the highest
offer. I'm located in the USA but will ship overseas.
Buyer pays shipping.

You can e-mail me your offer at:
phantomm@kih.net

# 3225. Re: Delurk!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-14 00:00:00 UTC
From: Nurmix@socal.SPAM
Message-ID: <80lfg5$1bt5@enews4.newsguy.com>
Source record: 48812

On 25 Oct 1999 09:11:42 , Spectre wrote:

>I wrote an Atari BASIC conversion of GDW's game "Warlord of Mars" in
>the late '80s, but it's trapped on a SSDD disk never to be seen again.
>I once had the technology to get online with my Atari, but that's not
>survived to the present.

If the disk is still good, why not connect that old Atari to your PC with a
null modem cable and transfer it over? Then upload it to the 'net and it'll
live once again. Or send me a copy of the disk and I'll do it for you.

8*)

-Paul

--

Paul "Nurmix" Nurminen | ICQ # 50313052 | Atari Falcon030/14+Nemesis
. El Segundo, California USA - Home of Red Light 6 Studio and NURVIS
..
... Visit Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm
.... Electronic Music | Atari Computing | Classic Video Games | Humor
.....
...... SPAM ALERT: Change "SPAM" to "com" if replying by e-mail ! ! !

# 3226. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-14 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_942575058@rtfm.mit.edu>
Source record: 48813
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

# 3227. Re: Static Busting RCA Cable for Computer/Game to TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-14 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <382e965e.78880352@news.ds.centuryinter.net>
Source record: 48814

On 12 Nov 99 18:27:29, X_velcro_X@netunlimited.net (velcro_spy) wrote:

>Once I had a cable with RCA plugs at both ends, the kind used with
>videogames, connecting to an RF switchbox. The great thing about this
>cable was a rectangular plastic box built into the middle of it. It was a
>static busting box designed to reduce interference on the TV screen.
>
>Does anyone know where this sort of cable and box may be purchased?
>
>VS
>
>
>To email me just remove the X's and underline marks from my address.
>
It's called a "donut." It is a ferrite magnet which is in a ring or
cylinder shape through which the signal line passes through the center
of. Not sure how strong a magnet or whatnot is needed though.

## 3228. SIO Cable Differences?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-14 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <19991114070214.02198.00001041@ng-ck1.news.cs.com>
Source record: 48815

(Long Post)
I have read several times that SIO cables can cause I/O problems on the A8, especially if the number of devices daisy-chained gets longer than two.
So, a couple of questions:
1) Were any SIO cables noticably better than others?
I have seen at least three different types that I can think of. (the "Atari OEM" which has a medium thick cable, and flat open slots in the plug; a "third party" type with a thick, gray cable frequently shipped with 3rd party drives; and a "skinny, flexible cable" usually with "molex" plug that had holes in the end rather than the flat slots.)
2) I saw an article a long time ago for a mod to "clean up" the square wave on longer runs. Anybody remember this or know where it might be found?
Larry

# 3229. DUTCH BBS list (BBS Pro!)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-14 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <942584104.1000.0.pluto.d4ee0f47@news.demon.nl>
Source record: 48816

This message is posted because I see sometimes a NEW BBS list on this group,
but the not all the active BBS systems as listed below are in that list.
I have send serveral e-mails but it seems that the person who makes this
list doesn't read them...

Atari Inside BBS
Off-line ?

Pro node #471 Version: 5.0b
Thunderdome BBS
+31-416-279990 21:00 - 8:00 (CET)
300-19.200
E-mail: fox-1@aq.nl

Pro node #472 Version: 5.0b
The Underground Node #472 BBS
+31-416-561927 24hr / 7days
300-19.200
E-mail: SysopTXG@underground.demon.nl

! For all other 8-bit BBS systems that a still active please e-mail me, I
want to compile a new up-to-date list.

## 3230. Re: bank switched carts

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-14 00:00:00 UTC
From: jemglen@my-deja.com
Message-ID: <80meov$806$1@nnrp1.deja.com>
Source record: 48817

> In other words, do disk versions of things like Action exist?
>
> Bill
>

Yes. I have a disk 'version' of Action as well as a cart. The disk version is a pirate copy. It works perfectly well, though slowly compared with the cart (during compilation).

V. useful for using with an emulator though. I use mine with Atari800 running on a Libretto -- the perfect mobile Atari!

Jerry

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3231. Re: Static Busting RCA Cable for Computer/Game to TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-14 00:00:00 UTC
From: Greg <nospam@erols.com>
Message-ID: <m3d7tdgldq.fsf@erols.com>
Source record: 48818

```
>
> >Once I had a cable with RCA plugs at both ends, the kind used with
> >videogames, connecting to an RF switchbox. The great thing about this
> >cable was a rectangular plastic box built into the middle of it. It was a
> >static busting box designed to reduce interference on the TV screen.
> >
> >Does anyone know where this sort of cable and box may be purchased?
> >
> It's called a "donut." It is a ferrite magnet which is in a ring or
> cylinder shape through which the signal line passes through the center
> of. Not sure how strong a magnet or whatnot is needed though.

Its a ferrite torroid (generally not magnetized) thru which the signal
cable is wound. The idea is to present an inductance on the wire
which will attenuate static more than it attenuates the signal. I've
personally never seen them do much of anything though.

You certainly don't need to have one on a video cable, and most any
cable with rca connectors on each end will work fine (no need for
fancy gold connectors and whatnot). Radio Shack sells clip-on models-
and many mailorder places carry them as well.

Many of the mailorder places also have switch boxes. Try
www.bgmicro.com, or Jameco/JDR.

Gregm
```

# 3232. Re: Please Help Atari 800 question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-14 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991114175531.06710.00001066@ng-ci1.aol.com>
Source record: 48819

>It's AC, there is no positive or negative

Mea culpa & Duh; I wasn't thinking very clearly that evening!

Above average intelligence has always run in my family. Ambition, however, has always walked with a slight limp....

## 3233. Re: Dead Newsgroup!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-14 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1e19sa1.1apo5xv1xb9keuN%rlcolli@ibm.net>
Source record: 48820

Schoengarth <dons@qnet.com> wrote:
> I have asked a couple of questions 1) 130xe diagnostic error codes 2)TRAK
> disk drive info. These are the ones that I believed everyone would have a
> lot of info on. These items were mass produced and very common. The only
> response I got was for the TRAK drive and it was a guy telling me he asked
> the same question a few times in this newsgroup and got the same response
> I got none. I know that there are alot of people using and watching this
> newsgroup with alot of 8bit knowledge but, it seems they are not around as
> often as the past few years. I know that this group has died down alot in
> the last few years I use to get an average of 25-30 new messages a day.
> Now its down to maybe 10-15 a day. It not just this newsgroup that has
> died off it is also the ST newsgroups that have died off a bit not as much
> as this group.

Ummm, I average about 30 messages a day. I just counted 36 new messages
in the last day (including 5 in response to this topic). It seems more
lively than the comp.sys.apple2 newsgroup.

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

# 3234. Re: Please Help Atari 800 question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-14 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <382f5e8d$0$1382@news.voyager.net>
Source record: 48821

(Somebody says center positive, somebody else says AC, no positive.)
Right, but only one of the two (outside or inside) is 'hot', ie. has the
juice to it. So, I'm sure something would be messed up if the wrong
'polarity' were applied. One side is cold, the other hot.
Russg

# 3235. Re: Please Help Atari 800 question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-14 00:00:00 UTC
From: Greg <nospam@erols.com>
Message-ID: <m37ljkgzj9.fsf@erols.com>
Source record: 48822

> (Somebody says center positive, somebody else says AC, no positive.)
> Right, but only one of the two (outside or inside) is 'hot', ie. has the
> juice to it. So, I'm sure something would be messed up if the wrong
> 'polarity' were applied. One side is cold, the other hot.

Maybe with switching power supplies, but the Atari supplies are plain old transformers, no ground passes thru to the Atari. Thus, both contacts on the connector are truly AC- with no connection to house ground (other than maybe the video cable shield thru the TV, or thru the 850 to a printer/modem) For a test, put an oscilloscope on the output of the supply, observe the waveform. Then reverse the probe and compare- they will be identical.

The power connectors are frequently used for DC power supplies, so one normally experiences them as you say; one is "hot", the other "ground" (most often ground is the outer one).

The only things in the Atari power supplies are a transformer (120v:9v) and inline fuse on the 120v side.

The XL supplies are lots different, but use that huge DIN connector thing...

Gregm

# 3236. Re: Static Busting RCA Cable for Computer/Game to TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-14 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <942636857mnewsX_velcro_X@netunlimited.net>
Source record: 48823

Gregm wrote:

> Its a ferrite torroid (generally not magnetized) thru which the signal
> cable is wound. The idea is to present an inductance on the wire
> which will attenuate static more than it attenuates the signal. I've
> personally never seen them do much of anything though.
>
> You certainly don't need to have one on a video cable, and most any
> cable with rca connectors on each end will work fine (no need for
> fancy gold connectors and whatnot). Radio Shack sells clip-on models-
> and many mailorder places carry them as well.
>
> Many of the mailorder places also have switch boxes. Try
> www.bgmicro.com, or Jameco/JDR.

I dug through another box, and found the cable with the ferrite torroid. It has a dramatic effect with connecting the 7800 or Amiga 600 to TV, when compared with a plain RCA type cable.

Thanks for the tips though!

VS

To email me just remove the X's and underline marks from my address.

# 3237. Re: Archon!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-15 00:00:00 UTC
From: ottho@my-deja.com
Message-ID: <80o2lq$ajk$1@nnrp1.deja.com>
Source record: 48824

There is a remake for DOS called Archon Ultra, its so so.

In article <80ksom$joq$1@news.storm.ca>,
"David A. Paterson" <david_p@storm.ca> wrote:
> Depending on your operating system, there are a variety of emulators
> available. Probably your best bet would be Atari800, which has DOS,
Linux
> and Windows 9x versions.
>
> Hope this helps,
>
> David P.
>
> Ravenger <ravenger@matnet.com> wrote in message
> news:382DBDA8.385DEC13@matnet.com...
> > Well, I sold my old Atari systems about 10 years ago, and don't
really
> > want to go buy any old systems again, but I do miss a few of the
games
> > from the Atari's. I used to have the Atari 800, and a game I believe
> > Activision made called Archon. There was also an Archon II. These
were
> > chess type games, where if you tried to take a piece, you would
have to
> > fight it out on a battleground to see who gets the square.
> >
> > I haven't been able to find this on a PC, and I have found old
Atari 800
> > games on the Internet that I downloaded, like Pac-Man and others. Is
> > there any way to get the Archon game so I can play them on my 486,
and
> > if so, where do I find them?
> >
> > Any e-mails to me would be appreciated! Thanks!
> >
> > -Rav
> >
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3238. Re: Please Help Atari 800 question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-15 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-1511990000570001@dt086n19.san.rr.com>
Source record: 48825

In article <m37ljkgzj9.fsf@erols.com>, Greg <nospam@erols.com> wrote:

> > (Somebody says center positive, somebody else says AC, no positive.)
> > Right, but only one of the two (outside or inside) is 'hot', ie. has the
> > juice to it. So, I'm sure something would be messed up if the wrong
> > 'polarity' were applied. One side is cold, the other hot.
>
> Maybe with switching power supplies, but the Atari supplies are plain
> old transformers, no ground passes thru to the Atari. Thus, both
> contacts on the connector are truly AC- with no connection to house
> ground (other than maybe the video cable shield thru the TV, or thru
> the 850 to a printer/modem) For a test, put an oscilloscope on the
> output of the supply, observe the waveform. Then reverse the probe
> and compare- they will be identical.
>
> The power connectors are frequently used for DC power supplies,
> so one normally experiences them as you say; one is "hot", the other
> "ground" (most often ground is the outer one).
>
> The only things in the Atari power supplies are a transformer
> (120v:9v) and inline fuse on the 120v side.
>
> The XL supplies are lots different, but use that huge DIN connector
> thing...
>
> Gregm

Like he said, it comes straight from the transformer windings. Don't
listen to me, tear one open yourself. Both sides are floating, neither is
"THE hot lead" until you connect the other to ground. This is why there
is a "hot" and "cold" wire coming in to your home on the 120V line, it is
usually one half of a 240V winding that is center-tapped to ground (ie,
one of the wires going into your home has been tied to ground, so the
other wire will be hot). [sorry to ignore the 220V folks, I just don't
know anything about it!]

On the computer side, there's some filtering, and then both wires go into
a bridge rectifier, which then defines the "ground," depending on how it
is conducting at a particular part of the cycle. You have to let it float
the way the power supply board is set up.
-Rhett

[Hope I didn't cause MORE consternation about this topic. It's just not
that hard!]

# 3239. Re: APE trouble :-(

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-15 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-pEynTM52diSQ@di04-ks.cth.com.au>
Source record: 48826

On Sat, 13 Nov 1999 21:35:27, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

> I have used APE a while back and not touched it in about a year. It's an
> excellent program, but have anybody had problems running it on a PC with a
> Celeron processor ? I used to run it on a 200MMX and now I have a 366
> Celeron. I copied the catalog from my Celeron to yet another machine, a AMD
> K-6/200 and it works on the AMD, but not the Celeron. Are there anything I
> can do ? Run a patch, whatever ?
>
Same here. Ape will not work on my Pll 350, yet workes ok on my dx25
and a P150.

James B

# 3240. Re: Please Help Atari 800 question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-15 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <wkemdrztjr.fsf@erols.com>
Source record: 48827

> On the computer side, there's some filtering, and then both wires go into
> a bridge rectifier, which then defines the "ground," depending on how it
> is conducting at a particular part of the cycle. You have to let it float
> the way the power supply board is set up.

If I recall correctly, the Atari uses the AC waveform to operate its
60hz clock counter; peeks at 18-20 decimal I think?

Gregm

# 3241. FA: Atari 2600 Video Game System.

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-15 00:00:00 UTC
From: "O. Alan Jones" <oajones@bright.net>
Message-ID: <38303CB9.9EBA8FA0@bright.net>
Source record: 48828

Atari 2600 Video Game System. This Atari 2600 is very clean. It comes
with power supply, two joysticks, two paddles, and 52 game cartridges.
The following games are included: Dragster, doge 'em, Defender, Combat,
Berzerk, Chopper Command, Bowling, Breakout, Backgammon, Atlantis,
Asteroids, Air Sea Battle, Baseball,
Freeway, Football, Fishing Derby, E.T., Enduro, Frogs and Flies,
Indy 500, Home Run, Haunted House, Missle Command, Math Gran Prix, MASH,
Laser Blast, Kaboom!, Surround, Super Challenge Baseball, Super
Breakout, Street Racer, Star Voyager, Star Raiders, Stampede, Space
Jockey, Space Invaders, Space Attack, Solar Fox, Slot Racers, Sea Hawk,
Real Sports Football, Pac-Man, Othello, Night Driver, Commando, Yar's
Revenge, Word Zapper, Warlords, Venture, Pole Position, Lost Luggage,
and Desert falcon.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=199404075
--
--Alan

# 3242. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-15 00:00:00 UTC
From: Karolj Nadj <k_nadj@s-direktnet.de>
Message-ID: <80pn1j$ged$1@newsread.f.de.uu.net>
Source record: 48829

hi peter...

i havent much time... so just short notes...

1st... i am not so familiar in really hard 3d-coding on 6502... :)
i do not even understand our coders 3d-routines.... ;)

i will ask him if i could get some sources into the public... i have one fx
which will not be used in our demo so far...

for an source-code url:

try my site:

http://www.s-direktnet.de/homepages/k_nadj/main.html

and walk around...

nothing more to say...

belive me... we HAVE faster 3d-routines in petto... ;) and they are good
indead...
so stay tuned.... maybe i can organize you some stuff...

its hard to convert some routines from c64 because they are mostly done for
the
"chars"-hires-modes...

maybe i will answer tomorrow more stuff...

papa, hve

# 3243. Re: Please Help Atari 800 question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-15 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38306e45.43158010@news.ds.centuryinter.net>
Source record: 48830

On Sun, 14 Nov 1999 20:18:32 -0000, "Russg" <russg@en.com> wrote:

>(Somebody says center positive, somebody else says AC, no positive.)
>Right, but only one of the two (outside or inside) is 'hot', ie. has the
>juice to it. So, I'm sure something would be messed up if the wrong
>'polarity' were applied. One side is cold, the other hot.
>Russg

No actually you are quite wrong about that. You are thinking of electrical outlets where one wire is "hot" and the other is neutral. The "hot" wire alternates between positive and negative, and relative to the neutral wire it comes out the same as having a 180 degree phase relationship but at half strength.

But, did you know that every house/building that has such "hot" wires also has a second "hot" wire that is exactly 180 degrees out of phase? In fact, roughly half the outlets in a home will pair up one of the hot wires with the neutral, and the other half will pair the other hot wire with the neutral. The potential between any one hot and neutral is ~120VAC. The potential between BOTH "hots" is ~240VAC. Often A/C and electric stoves are hooked to both hots at once.

When power leaves the utility (I'm speaking about U.S. here) it is 3 phase and high voltage. Each phase is 120 degrees apart. ONLY ONE OF THESE IS ROUTED TO A HOME. Industry often uses all three, but homes are only fed from one. That one, hits a step down transformer before it goes into your home. On the primary coil of the transformer you have the one hot conductor and a ground. On the secondary coil, you have each end of the coil having leads come off, these provide the two hots that your home gets. Since these are leads from opposite ends of a coil, it is by definition that they are 180 degrees out of phase to each other. It also stands to reason in an AC transformer, that if you could attach a conductor exactly in the center of the coil, that it would have zero potential. This is where the "neutral" comes from. It does not always have zero potential though, because sometimes each hot is not under equal load at all times. That's why it's called "floating."

Anyway, just like the transformer that feeds your home gets a single hot as input, so does your AC PS transformer for your Atari. Since it is a transformer, it has to be that each end of the output coil is equally as hot as the other end, and that they are exactly 180 degrees out of phase. Therefore, BOTH conductors are "hot" and have "juice", and no one conductor is any more or less hot than the other.

# 3244. Re: Static Busting RCA Cable for Computer/Game to TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-15 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <80q0ms$ahe$1@autumn.news.rcn.net>
Source record: 48831

Also, if the interference is light, just tying a knot in the cable sometimes
helps :)

Greg <nospam@erols.com> wrote in message news:m3d7tdgldq.fsf@erols.com...
> >
> > >Once I had a cable with RCA plugs at both ends, the kind used with
> > >videogames, connecting to an RF switchbox. The great thing about this
> > >cable was a rectangular plastic box built into the middle of it. It was
a
> > >static busting box designed to reduce interference on the TV screen.
> > >
> > >Does anyone know where this sort of cable and box may be purchased?
> > >
> > It's called a "donut." It is a ferrite magnet which is in a ring or
> > cylinder shape through which the signal line passes through the center
> > of. Not sure how strong a magnet or whatnot is needed though.
>
>
> Its a ferrite torroid (generally not magnetized) thru which the signal
> cable is wound. The idea is to present an inductance on the wire
> which will attenuate static more than it attenuates the signal. I've
> personally never seen them do much of anything though.
>
> You certainly don't need to have one on a video cable, and most any
> cable with rca connectors on each end will work fine (no need for
> fancy gold connectors and whatnot). Radio Shack sells clip-on models-
> and many mailorder places carry them as well.
>
> Many of the mailorder places also have switch boxes. Try
> www.bgmicro.com, or Jameco/JDR.
>
> Gregm

## 3245. Atari 800Win 2.5

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-15 00:00:00 UTC
From: Ravenger <ravenger@matnet.com>
Message-ID: <383087B6.5BED7334@matnet.com>
Source record: 48832

Well, after trial and error, i got the Atari 800Win 2.5 emulator to finally boot up. Problem is, that's about all I can do. I can't get BASIC to load at all, and keep getting stuck on the memo pad bootup deal. I've tried all the BASIC ROMS I have but it's not working. And I can't get any games to load. Are they supposed to be in .ATR format when I run them, even though there's a "load EXE/COM file" option? I could definitely use some help here. If I can't get to the Atari DOS, I definitely won't be able to do anything.

Thanks in advance!

-Rav

## 3246. -=atari 303xe=-

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-15 00:00:00 UTC
From: Longstar <longstar@box43.gnet.pl>
Message-ID: <YR%X3.31782$jG2.639598@news.tpnet.pl>
Source record: 48833

```
Coming soon... a tb-303 emulator for xe... called ads-339... soon...
generates 8bit waves... soon... on pokey or covox... soon... feel free 2
take a look at www.atari-area.scanner.eu.org/aids... soon...

wuerpe/aids (warp@atari.org * keepin' 8bit scene alive...)
```

## 3247. -=atari 303xe=-

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-15 00:00:00 UTC
From: Longstar <longstar@box43.gnet.pl>
Message-ID: <BO%X3.31770$jG2.639282@news.tpnet.pl>
Source record: 48834

```
Coming soon... a tb-303 emulator for xe... called ads-339... soon...
generates 8bit waves... soon... on pokey or covox... soon... feel free 2
take a look at www.atari-area.scanner.eu.org/aids... soon...

wuerpe/aids (warp@atari.org * keepin' 8bit scene alive...)
```

# 3248. Re: Static Busting RCA Cable for Computer/Game to TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-15 00:00:00 UTC
From: Greg <nospam@erols.com>
Message-ID: <m3g0y7cd2i.fsf@erols.com>
Source record: 48835

> >
> > Many of the mailorder places also have switch boxes. Try
> > www.bgmicro.com, or Jameco/JDR.
>
> I dug through another box, and found the cable with the ferrite torroid. It
> has a dramatic effect with connecting the 7800 or Amiga 600 to TV, when
> compared with a plain RCA type cable.
>
> Thanks for the tips though!

Hm.. live and learn. I stand corrected, thanks!

Gregm

# 3249. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-15 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <80qhi2$jtt$1@fir.prod.itd.earthlink.net>
Source record: 48836

Hi Karloj

Karolj Nadj <k_nadj@s-direktnet.de> wrote in message
news:80pn1j$ged$1@newsread.f.de.uu.net...
> hi peter...
>
> i havent much time... so just short notes...
>
> 1st... i am not so familiar in really hard 3d-coding on 6502... :)
> i do not even understand our coders 3d-routines.... ;)
>
> i will ask him if i could get some sources into the public... i have one
fx
> which will not be used in our demo so far...
>
> for an source-code url:
>
> try my site:
>
> http://www.s-direktnet.de/homepages/k_nadj/main.html
>
> and walk around...

Thanks for the URL Karolj I will have a look.

>
> nothing more to say...
>
> belive me... we HAVE faster 3d-routines in petto... ;) and they are good
> indead...
> so stay tuned.... maybe i can organize you some stuff...
>
> its hard to convert some routines from c64 because they are mostly done
for
> the
> "chars"-hires-modes...

I know what your getting at. One of the reasons I am using the GTIA modes
is the nibble per pixel
and the variety of colors. It's fairly good how even with gr 10 you can use
4 registers for shades
of one color and still have some other registers left over.
>
> maybe i will answer tomorrow more stuff...
>

> papa, hve
>
No worries
Cheers
Peter

# 3250. Re: GTIA clones?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-15 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <80qimt$m9p$1@fir.prod.itd.earthlink.net>
Source record: 48837

Hi Richard,

Richard Cortese <ricortes@netmagic.net> wrote in message
news:s2r1e6ghsq72@corp.supernews.com...
> Peter Laing <snailboy1@earthlink.net> wrote in message
> news:iY1X3.221$Nl1.14410@newsread1.prod.itd.earthlink.net...
> > Hi Everyone,
> >
> > I'm sorry I didnt get into this thread earlier, and unfortunately my
> > newsserver has dumped
> > the older posts, so If I say anything which has already been said please
> > forgive me.
> >
> > Everything cut..
> >
> > I have often wondered what sort of display you could generate with a
> modern
> > DSP chip
> > (A cheap one running at say 50Mhz). I'm thinking of using the DSP chip
to
> > actually
> > make the display. It should be capable of much better resolution than
the
> > beloved
> > GTIA and at the same time offer backward compatibility.
> IMO: What the GTIA does with playfields is so simple it would be a shame
to
> do it in programming vs a few chips. P/M graphics still needs to be done
of
> course. It would be better to go with a different monitor then TV set or
> composite.

Yeah on retrospect this is definately true. Having true RGB out in a VGA
compatible
format would probably be the best idea. People can always add whatever
modulation
to that to get to whatever final state they wish.

>
> I haven't seen the equivalent circuits/plans for a GTIA, but just thinking
> about how it could be done in TTL.
>
> You need a latch ~74LS374, shift register ~74LS166, programable divide by
N
> counter or binary counter with the ability to gate different counts to the

> shift register, and three 8 bit DAC. The 8 bit DAC can be made with 9
> resistors each.
>
You can also forget about counting the 3 8bit DAC (no matter how you
generate
the signals, you are going to want those).

So it's really just your 74LS374,74LS166,and counter.

> When the display is active, write the displayed byte to the latch which is
> connected to the DAC for color info and the shift register. Translate the
> mode into divide by N counter and have its output go to the shift register
> for the dot clock. You could divide the bytes into nibble type data just
> like GTIA does now, but w/o the overhead.
>

I guess I should have said 'ANTIC+GTIA'. I know what you are getting at
Richard (Using logic instead of a CPU). I guess I was a little biased
because
I always thought that the 'CPU as the display generator' had a fair bit of
potential.
(If you have a decent CPU with quite a few cycles per pixel you can do all
sorts
of interesting things). It may also be a little bit of the software
engineer bias showing thru.

Cheers
Peter
snailboy1ATearthlinkDOTnet

# 3251. Re: Disks for Alien Speech Synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-15 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <3830E993.125FE990@qnet.com>
Source record: 48838

Larry,

I have the disks in great condition. I had them out about 3 weeks agoand know I cant find them. I know I have everything complete in the original box but, my problem is I have about 15 boxes full of 8bit epuiment and another 5 full of ST equipment then another 4-5 boxes of 8bit software and I cant seem to find which box I put the Alien II in. I probably have more software for the Alien too thats just a matter of going thru 2-3000 disks. When I find the Alien Ill get your address to mail you a copy of it. I sold my SIO cable I made to hook to my PC so thats why I must mail it to you unless I again go thru my stuff and make another SIO cable.

It rough having so much Atari equipment. Some times I forget what I have. I found some Omnimon paper work but, I dont remember having a Omnimon. Maybe I do maybe I dont. One thing is for sure thought I have alot of Atari stuff and somewhere there is a Alien II!!

Don

## 3252. test

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3838c69a.65774025@news.ds.centuryinter.net>
Source record: 48689

```
test only
```

# 3253. Re: Static Busting RCA Cable for Computer/Game to TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <19991115220241.06332.00001634@ng-fp1.news.cs.com>
Source record: 48690

An old torroid "war story"...
When Colecovisions first came out, I got one,
but the RF interference on the TV was so bad
that I couldn't stand it. Took it back and got
anouther -- same story. Called Coleco
(several times) and finally got a tech guy
who told me that they would send me a new
cable. Cable came with this "little black box"
on it. Amazing improvement from this little
"donut" inside the box. I've been a believer
ever since.
Larry

## 3254. Disks for Alien Speech Synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <19991115225232.09157.00001647@ng-fr1.news.cs.com>
Source record: 48691

```
Help!
Just bought an Alien II synthesizer, but
the disks are *very* bad shape. Does
anyone have disks that I could get a copy?
(or know where I might check)?
Thanks,
Larry White
```

## 3255. For Free in Grand Forks, ND

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: "Daniel F. Boese" <dan_boese@und.nodak.edu>
Message-ID: <3831009C.6A580060@und.nodak.edu>
Source record: 48692
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

i have the following for free to anyone who wants to come pick it up in
Grand Forks, North Dakota:

atari megaste with internal hd (approx 60 megs)
sc1224 monitor
box of books and games
atari 600xl+tape drive+disk drive+300 baud modem
plenty of joysticks

it all worked the last time i played with it ... I REFUSE TO SHIP
ANYTHING

if you're interested, just let me know

dan_boese@und.nodak.edu

# 3256. Re: Please Help Atari 800 question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-cLbiHnICMTSx@di10-ks.cth.com.au>
Source record: 48693

On Mon, 15 Nov 1999 15:03:04, Greg Menke <nospam@erols.com> wrote:

>
> If I recall correctly, the Atari uses the AC waveform to operate its
> 60hz clock counter; peeks at 18-20 decimal I think?

No. not true. That is updated every VBI. That timing is determined by
both antic and the clock speed.

James B

# 3257. Re: Please Help Atari 800 question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-1611990102260001@dt086n19.san.rr.com>
Source record: 48694

In article <38306e45.43158010@news.ds.centuryinter.net>,
ssilicon@centuryinter.net wrote:

> On Sun, 14 Nov 1999 20:18:32 -0000, "Russg" <russg@en.com> wrote:
>
> >(Somebody says center positive, somebody else says AC, no positive.)
> >Right, but only one of the two (outside or inside) is 'hot', ie. has the
> >juice to it. So, I'm sure something would be messed up if the wrong
> >'polarity' were applied. One side is cold, the other hot.
> >Russg
>
> No actually you are quite wrong about that. You are thinking of
> electrical outlets where one wire is "hot" and the other is neutral.
> The "hot" wire alternates between positive and negative, and relative
> to the neutral wire it comes out the same as having a 180 degree phase
> relationship but at half strength.
>
> But, did you know that every house/building that has such "hot" wires
> also has a second "hot" wire that is exactly 180 degrees out of phase?
> In fact, roughly half the outlets in a home will pair up one of the
> hot wires with the neutral, and the other half will pair the other hot
> wire with the neutral. The potential between any one hot and neutral
> is ~120VAC. The potential between BOTH "hots" is ~240VAC. Often A/C
> and electric stoves are hooked to both hots at once.
>

[now COMPLETELY off-topic]
Actually, our house gets only one of the 120V legs from the power pole. I
only noticed it recently. I had always assumed that all houses got both
sides, if only to help distibute the load. But I guess if a house isn't
wired for 240V, they don't (or sometimes don't) bother to bring down both
sides (our house uses natural gas for the
stove/water-heater/clothes-dryer).

-Rhett

# 3258. Re: Please Help Atari 800 question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3831321d.93301080@news.ds.centuryinter.net>
Source record: 48695

On Tue, 16 Nov 1999 09:02:24 GMT, cryorunner@yahoo.com (Rhett James
Barnes) wrote:

>In article <38306e45.43158010@news.ds.centuryinter.net>,
>ssilicon@centuryinter.net wrote:
>
>> On Sun, 14 Nov 1999 20:18:32 -0000, "Russg" <russg@en.com> wrote:
>>
>> >(Somebody says center positive, somebody else says AC, no positive.)
>> >Right, but only one of the two (outside or inside) is 'hot', ie. has the
>> >juice to it. So, I'm sure something would be messed up if the wrong
>> >'polarity' were applied. One side is cold, the other hot.
>> >Russg
>>
>> No actually you are quite wrong about that. You are thinking of
>> electrical outlets where one wire is "hot" and the other is neutral.
>> The "hot" wire alternates between positive and negative, and relative
>> to the neutral wire it comes out the same as having a 180 degree phase
>> relationship but at half strength.
>>
>> But, did you know that every house/building that has such "hot" wires
>> also has a second "hot" wire that is exactly 180 degrees out of phase?
>> In fact, roughly half the outlets in a home will pair up one of the
>> hot wires with the neutral, and the other half will pair the other hot
>> wire with the neutral. The potential between any one hot and neutral
>> is ~120VAC. The potential between BOTH "hots" is ~240VAC. Often A/C
>> and electric stoves are hooked to both hots at once.
>>
>
>[now COMPLETELY off-topic]
>Actually, our house gets only one of the 120V legs from the power pole. I
>only noticed it recently. I had always assumed that all houses got both
>sides, if only to help distibute the load. But I guess if a house isn't
>wired for 240V, they don't (or sometimes don't) bother to bring down both
>sides (our house uses natural gas for the
>stove/water-heater/clothes-dryer).
>
>-Rhett

Your neighbor(s) must have the "other" hot then.

And just to make it on topic again.... Atari computers use
electricity.

:)

# 3259. Re: APE trouble :-(

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <38313704.23DCF9CA@mb1.tu-chemnitz.de>
Source record: 48696

> excellent program, but have anybody had problems running it on a PC with a
> Celeron processor ? I used to run it on a 200MMX and now I have a 366

I had a similar problem. APE refused to work on my P2-233.
I worked around this problem with an add-on serial port card which used
a UART 16550. Since then it worked. Well, my problem didn't depend on
the processor but on the serial ports on my motherboard.

Sven.
--
==========
Sven Gleich (http://www.tu-chemnitz.de/~sgl)
mailto:sven.gleich@mb1.tu-chemnitz.de (until 2ooo)
Atari XL/XE: http://www.tu-chemnitz.de/~sgl/atari
----------
[OL] Wir gehen den langen Weg zwischen Wiege und Grab
allein. Aber unsere Reise durch das Leben wird nicht
von blindem Zufall bestimmt, wir selbst sind durch die
Entscheidungen, die wir treffen, dafï¿½r verantwortlich.
==========

## 3260. Re: Happy_1050_to_Chip

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: werner6567@my-deja.com
Message-ID: <80rh49$po0$1@nnrp1.deja.com>
Source record: 48697

> 
> I can't remember Goonies being massively
protected tho?
> --

Actually, it was easy to make a .PRO disk image
file, using APE's ProSystem, but using the proper
PDB file in the Happy Backup software only allows
the copy to run in the happy drive.

Werner
Brazil

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3261. Re: S-Video on XE (Did it)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <3831420c.7346744@news.localnet.com>
Source record: 48698

The green background indicates to me that the tint is slightly off.
Look for a tint (or hue?) control on the monitor/TV. With a very
slight adjustment you should have an acceptably blue background. As
for the clarity, I'm not quite sure other than maybe your color
control is pumped up too high (which could cause smearing) or maybe
your not properly grounding the connector and/or quite possibly the
SuperVideo upgrade is flaky.

>Created the S-Video to XL/XE cable tonight and succesfully got my 8bit to
>push Video onto my 17" Panasonic PM17 SVGA monitor.
>
>The video was not really acceptable, however. The background was green
>with white lettering and the screen wasnt totally clear.
>
>Is this what I was supposed to get in the way of video?
>
>My XE, by the way, does have the SuperVideo upgrade, as found in AC
>Magazine.
>
>Oh.. the XE was connected via S-Video to an InstantTV device..
>
>The video quality may be a bad or malfunctioning InstantTV, though as I
>still cant get TV/Satellite through Coax or RCA.
>
>
>
>--
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>

# 3262. Re: Rescue on Fractalus: fractals or not?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <38314431.7896655@news.localnet.com>
Source record: 48699

From what I remember, Rescue on Fractalus (Beneath Jaggi Lines) truly
was generated with some kind of Fractal algorithm. If memory serves,
there was a very nice article about this game in a mid 80's issue of
Analog magazine. These back issues may be printed somewhere on the net
and, if so, should be easily found with one of the many search engines
(my favorite is www.google.com).

>Someone mentioned that the 'fractals' Rescue on Fractalus might not be
>fractals at all, and I lost track in the other Lucasfilm games thread:
>how was the landscape generated?
>
>Will Dwinnell
>predictor@compuserve.com

# 3263. Re: Plastic Case Discoloration

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <3831458f.8246747@news.localnet.com>
Source record: 48700

UV radiation is the main cause of the yellowing of certain plastics. The type of plastic used appears to be a major deciding factor on whether or not the yellowing process will occur. Heat may also be a contributing factor (I've opened up many old monitor cases to find the telltale yellowing near the top/inside of the case where the heat tends to congregate. If radiatiation from the CRT was the only factor then the inside sides of the case should also be just as yellowed.)

The two main culprits of UV light are flouresent lights and sunlight. Incandescent lights do not appear to affect plastics significantly enough to be noticeable.

I remember trying to perform a search for a "cleaner" for this yellowing problem but was unsuccessful. However, I've never tried looking for a "protectant."

Another thing I've noticed about plastics is that some will get "gummy" when Liquid Wrench (or a clone product) is sprayed on. Why do I do this? Because some of the computer stuff I get has old dried up tape, stickers, and marker/pen stains which I like to take off. I don't know if there's any correlation between this problem and whether or not a certain kind of plastic is more susceptible to "yellowing."

>I've been having a lot of trouble with the plastic cases on these old
>early-eighties computers turning yellow in places. It's really bad for
>the "XL" style cases, but I can also see it on the 400/800 series stuff as
>well.
>
>Does anyone have any experience with this? I'd like to figure out how to
>prevent this happening to the stuff I already have, and maybe find a way
>to recover the original color on things that are already damaged.
>
>I do know that I live in a relatively damp/salty place, so maybe most
>people don't have this problem. But I've seen it to some degree from many
>manufacturers (most of whom tended to make beige cases back then). It
>kills me because this has already happened to my Apple Lisa, which seems
>to be worth bucks right now.
>
>Let me know if you've had any luck! Thanks.
>-Rhett

## 3264. Mario Brothers on the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <383149b0.9303829@news.localnet.com>
Source record: 48701

The Atari 8-bit version of Mario Brothers has always been a favorite of mine. And, yet, I think the Nintendo and Atari 7800 version sucks. Even the arcade version (using Mame on the PC) isn't so good (the graphics are better but the sound & control are both sub-par). Is it just me or does anyone else agree?

# 3265. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <38314f67.10766614@news.localnet.com>
Source record: 48702

Oh, yeah, trying to figure out the difference between four measly fireballs is soooooooo hard. I guess you've never tried playing a flight simulator game where about a third of the entire keyboard is used to perform different flying functions. NOW THAT'S HARD!!! (At least they don't force me to look for the mysterious ANY KEY.)

Actually, finding the right fireball to destroy the dragons wasn't very hard. All you had to do is lob a specific kind of fireball and, if there was a star studded explosion, then you knew you had the right fireball. Also, I believe there was a definite linear sequence to which fireball destroys which dragon on a specific level.

>** To reply in e-mail, remove "pifwud." and ".invalid" from address **
>
>On Wed, 03 Nov 1999 03:09:12 GMT, Jon Melbo wrote about Re: 'Lucasfilm' games for Atari:
>
>> I know of four. You named two. The other two are Chronos Rift and
>> Rescue on Fractalus.
>
>Koronis Rift was my favorite. I remember the Pokemon-like
>assortment of weapons you could discover. It seems to me like
>the Lucasfilm games always had a high difficulty level.
>Eidolon in particular was very hard. Eidolon had great
>graphics but the gameplay of figuring out which fireballs to
>lob at the dragons was really not much fun in my opinion and
>I kept dying all the time. :(
>
>VS

# 3266. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <38315388.11824201@news.localnet.com>
Source record: 48703

On 5 Nov 1999 18:43:30 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

>Hi Peter, all,
>
>In article <7vtbtg$l8h$1@holly.prod.itd.earthlink.net>,
>Peter Laing <snailboy1@earthlink.netREMOVECAPTIALS> wrote:
>>Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in message
>>news:3821738D.B6790EFE@mail.uni-mainz.de...
>>> >
>>> > How did the relative ports to the Commodore 64 compare to the Atari
>>versions
>>> > ?
>>> > I remember at the time wondering how they got around the speed
>>differences
>>> > between
>>> > then machines and converting to the more limited color palette of the
>>64.
>>>
>>> Hello Peter,
>>> the Lucasfilm games were very sssllooowww on the C64 and had awful
>>> graphics/colors, compared to the Atari versions. But since they were
>>> originally programmed on an Atari system, this is no wonder. Look at
>>
>>In particular I always thought the Atari was a superior target for doing 3D
>>type stuff. Some games
>
>There are several issues to keep in mind.
>
>Regarding the speed difference, keep in mind that Antic uses a lot of
>the CPU cycles for DMA -- someone here suggested around 33%, which
>takes 1.8MHz down to 1.2MHz or so (seems a tad low to me, though).
>While it is a non-trivial speed difference, neither is it an overwhelming
>difference.

That extreme slowdown of 1.2 megahertz only occurs in 40 column
text-style modes. The medium res (4 color ) graphics mode allows the
CPU to run at about 1.5 Mhz. Of course, enabling Antic's PM graphics
also causes a slight degradation (can't remember how much). If the
player or players are relatively small then taking direct "Atari 2600
style" sotware control of the CTIA/GTIA PM registers (thus bypassing
the Antic chip) may allow for a slight speed improvement in a program.

>Regarding colors, the Atari's large palette is unfortunately slaved to
>four (or two) color registers; the 64, on the other hand, has 1000
>color registers -- it gets the colors from RAM, and hence all graphics

>modes are essentially 16-color modes. Thus while the Atari has more
>colors, the 64 is in general more colorful.

1000 color register for 16 colors (and about 5 of these colors are
some shade of grey). How wonderful (snore). This reminds me of all the
shitty CGA based PC games. "Yeah there's 16 colors but they're all
blahhhhh!!!!.

Admittedly, though, the CGA display technology had some other major
weaknesses that wasn't shared by the C64.

The Atari actually has 9 hardware color registers that (sometimes) had
to be shared between the frame buffer and the PM graphics. Of course,
these registers could always be redefined from the insanely large (at
the time) 128 color palette (I won't mention the special 256 color
GTIA modes because they were of limited use).

Still, it's too bad that Atari didn't come out with a "super" Atari
8-bit that incorporated some of the C-64's hardware capability in
order to make the Atari's native capabilities even more flexible.

>You can see this in screenshots, but a striking example is the winning
>picture "Might & Magic" from Symmek99, which you can get at
>http://www.ffd2.com/fridge/misc/symgfx-ntsc.zip (and elsewhere).
>It is just plain 64 multicolor mode, without any special graphics
>tricks, and is very impressive.
>
>Regarding the 64 ports, Ballblazer is nice, The Eidolon is a bit
>slow (but a real treat with a SuperCPU!), I've never seen Koronos Rift,
>and Fractalus is really pretty bad. I think it is partly due to the
>MHz difference -- in Fractalus, every bit helps! -- and largely due to
>what Andreas mentions: it is a port, and not a very good one. Note
>that it was released by Epyx on the 64, not LucasFilm; my recollection
>is that LucasFilm originally designed the games with the Atari specifically
>in mind, and did not plan on porting them -- Fractalus took years to make
>it to the 64.

Although the difference in CPU speed had some factor in Rescue on
Fractalus being faster on the Atari, the biggest advantage was the use
of an Atari low res (multiple scan line) mode which the C-64 didn't
have, and, therefore, had to be simulated in software.
>
>What's not good about the port? Plenty. The Atari and 64 bitmap layouts
>are different, and I don't think the algorithm was redone with this
>in mind (kinda fuzzy on this one, though). What's worse is that
>some things, like updating the game world, are done in the
>interrupt, while the screen update is outside. What this means is
>that where you are in the world is not matched to what you see on
>the screen -- you might move several times before the screen updates --
>so it is very difficult to navigate, to line up on targets, etc. (The
>opposite effect happens with a SuperCPU -- the calculations are done so
>fast that the screen begins to update before it's been drawn!). The

>various game constants -- turn rate, velocity, etc. -- were not adjusted,
>either. And finally, the bunkers are in the main loop, not the interrupt,
>and hence almost never fire a shot/pose any threat or challenge. In short,
>it's your basic bad port leading to a game where it's frustrating to play
>and yet very difficult to die.
>
>All this was fixed in the SuperCPU version though ;-).
>
>Finally, regarding 3D, I would be happy to put up my 3D routines on the 64
>against any Atari 3D program. I think I will win -- not because the 64
>is better at 3D graphics, but because the algorithms are better. My moral
>is that programs often say more about the programmer than the hardware.

The best games are always the ones that are written specifically for a
system by a programmer that has complete understanding of its
hardware/software capabilities. This little truth has been born out in
the Amiga computer. The games ported to that system from the original
Atari ST /IBM PC versions almost always sucked (this includes
Microprose, LucasArts, Sierra Online, and, to a lesser extent,
Electronic Arts games).

>>I've never actually played Alternate Reality. I'm planning on playing it
>>sometime in the future however.
>
>It is neat.
>
>>Anyway I just wanted to add my Support to Lucasfilm for the awesome games
>>they wrote/write.

Except for the ones that LucasArts wrote for the Amiga. I remember the
first Amiga game I ever bought was LucasArts Battlehawks 1941 based on
the strenght of their earlier Atari 8-bit titles. Boy was I ever
disappointed. I've never bought a LucasArts game since. :-(
>
>Totally!
>
>-S
>--
>

# 3267. Re: ASCII versions - for animation

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: Andrew Cadley SYS Staff <ac@sys.uea.ac.uk>
Message-ID: <Pine.OSF.3.95.991116134103.10598A-100000@humphrey.sys.uea.ac.uk>
Source record: 48704
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2

On 10 Nov 1999, Niall Tracey wrote:

> I wish to develop a new type of FMV for the 8bits using ASCII art with
> subtitles. I need to work out the screen dimensions compatible with
> the highest number of machines possible (without leaving too many
> machines using a tiny display), and how much leeway is available in
> defining (simple) colour schemes (basically things like setting
> underwater scenes to blue, and sunset scenes to red/orange etc.).

I've been thinking about this and, while it *sounds* like a good idea, I can already anticipate a couple of problems. While machines like the C64 and BBC have text based screen modes, others like the CPC and Speccy don't. Writing ASCII characters to the screen in those cases is going to be just as slow as working with a full-on bitmap and you're not going to get much of a frame rate.

The colour thing might also be a bit iffy as far as the Speccy goes, because it's graphics are somewhat limited in those respects. Also PCW (and indeed some CPC owners) have only got green. Which isn't quite so good.

Anyhue, it'll be interesting to see what you make of it.

AndyC

# 3268. Re: ASCII versions - for animation

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: William Turner <william.turner@pacemicro.com>
Message-ID: <ant161446fc4LJLo@wturner2.cam.pace.co.uk>
Source record: 48705
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2

In article <Pine.OSF.3.95.991116134103.10598A-100000@humphrey.sys.uea.ac.uk>,
Andrew Cadley SYS Staff <URL:mailto:ac@sys.uea.ac.uk> wrote:
>
>
> On 10 Nov 1999, Niall Tracey wrote:
>
> > I wish to develop a new type of FMV for the 8bits using ASCII art with
> > subtitles. I need to work out the screen dimensions compatible with
> > the highest number of machines possible (without leaving too many
> > machines using a tiny display), and how much leeway is available in
> > defining (simple) colour schemes (basically things like setting
> > underwater scenes to blue, and sunset scenes to red/orange etc.).
>
> I've been thinking about this and, while it *sounds* like a good idea, I
> can already anticipate a couple of problems. While machines like the C64
> and BBC have text based screen modes, others like the CPC and Speccy
> don't. Writing ASCII characters to the screen in those cases is going to
> be just as slow as working with a full-on bitmap and you're not going to
> get much of a frame rate.
>
> The colour thing might also be a bit iffy as far as the Speccy goes,
> because it's graphics are somewhat limited in those respects. Also PCW
> (and indeed some CPC owners) have only got green. Which isn't quite so
> good.
>
> Anyhue, it'll be interesting to see what you make of it.

Does no-one remember VT animations?!

Write interpreters for those instead - then we can have all the
classics back, such as Bambi in the Jungle :-)

w
--
|\ _,,,---,,_ Senior Software Engineer,
ZZZzz /,`.-'`' -. ;-;;,_ Pace Micro Technology PLC,
|,4- ) )-,_. ,\ ( `'-' Cambridge, England.
'---''(_/--' `-'_) Email: William.Turner@pacemicro.com

# 3269. Re: Mario Brothers on the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: Jeffry Johnston <jeffryj@primenet.com>
Message-ID: <80rs5t$r7j$1@nnrp02.primenet.com>
Source record: 48706

Aaron <aarona@/REMOVE/localnet.com> wrote:
: The Atari 8-bit version of Mario Brothers has always been a favorite
: of mine. And, yet, I think the Nintendo and Atari 7800 version sucks.
: Even the arcade version (using Mame on the PC) isn't so good (the
: graphics are better but the sound & control are both sub-par). Is it
: just me or does anyone else agree?

I have never played a true mario bros on the 8-bit, but I love the 5200 version, no idea if they are similar. I did play on the 800 what seems like a ripped version of the 5200 cart, the music was messed up on it, but looked the same to me.

Have Fun
Jeff

# 3270. Re: Please Help Atari 800 question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <wkd7tah20m.fsf@erols.com>
Source record: 48707

> >
> > If I recall correctly, the Atari uses the AC waveform to operate its
> > 60hz clock counter; peeks at 18-20 decimal I think?
>
> No. not true. That is updated every VBI. That timing is determined by
> both antic and the clock speed.

VBI and Antic have to get the 60hz from somewhere- it could derived
from the power line or divided from a clock, but I don't know which.

Gregm

# 3271. Re: Happy_1050_to_Chip

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <AFwxOJNtAZJEDomVSHdPZNmDcXgC@4ax.com>
Source record: 48708

The other Day werner6567@my-deja.com wrote:

>
>>
>> I can't remember Goonies being massively
>protected tho?
>> --
>
>Actually, it was easy to make a .PRO disk image
>file, using APE's ProSystem, but using the proper
>PDB file in the Happy Backup software only allows
>the copy to run in the happy drive.
>
>Werner
>Brazil

Yep, the Pro system is great and I wish the created images could be ran under an emulator as my 2 old machines now have to be packed away as I become a Dad in Jan and this flat isn't big enough for baby & retro :)

Re Goonies and HB...I had an Archiver 810, a Happy 1050 and a Lazer (happy 1050 rip-off) and swear I backed it up fine for use on another non modded drive...??

I had the rip but so many titles had stupid msg's scrawled over the boot up screen or levels like Jumpman where some idiot renamed them with filth so I liked to have a full clean version.
--
Paul Irvine ï¿½ Film Quote #4

"Some people have faults, mines in California"

# 3272. Re: Mario Brothers on the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <dGExOA1EecOVexImyzU8Zm=yizgI@4ax.com>
Source record: 48709

The other Day aarona@/REMOVE/localnet.com (Aaron) wrote:

>The Atari 8-bit version of Mario Brothers has always been a favorite
>of mine. And, yet, I think the Nintendo and Atari 7800 version sucks.
>Even the arcade version (using Mame on the PC) isn't so good (the
>graphics are better but the sound & control are both sub-par). Is it
>just me or does anyone else agree?

Lets be fair to Mame, it relies on many things to make the game work. A good fast C driver, the authors ability to recreate the sounds or get excellent samples (samples are so-so) and of course it needs the correct PC for the game ie fast CPU, good sound & video cards.

Also writing a home version allows for some game tweaking, plus playing at home is a damn sight more fun than an often smokey or noisy arcade.

With all that in mind I prefer Defender on the 8bit to the arcade or other version, the control is tight and its a great blast.

Btw, if you want to see what I mean about tweaking a game then look at Bandits on the 8bit and then look at Stratovox from Taito in MAME and tell me which you prefer :)
--
Paul Irvine ï¿½ Film Quote #4

"Some people have faults, mines in California"

# 3273. Re: GTIA clones?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s3305iknhsq74@corp.supernews.com>
Source record: 48710

Peter Laing <snailboy1@earthlink.net> wrote in message
news:80qimt$m9p$1@fir.prod.itd.earthlink.net...
> Hi Richard,
> > I haven't seen the equivalent circuits/plans for a GTIA, but just
thinking
> > about how it could be done in TTL.
> >
> > You need a latch ~74LS374, shift register ~74LS166, programable divide
by
> N
> > counter or binary counter with the ability to gate different counts to
the
> > shift register, and three 8 bit DAC. The 8 bit DAC can be made with 9
> > resistors each.
> >
> You can also forget about counting the 3 8bit DAC (no matter how you
> generate
> the signals, you are going to want those).
I was mind locked into hobbiest mode for some reason i.e. keep it simple.
But when you are talking about a DSP chip you have already gone beyond the
average hobbiest. I'll adjust.

The DAC with resistors is really simple though. I added one to a cart port
and gave it to Bill Kendrick, for sound that is. I have also made them for
use on IBM printer ports.
> > When the display is active, write the displayed byte to the latch which
is
> > connected to the DAC for color info and the shift register. Translate
the
> > mode into divide by N counter and have its output go to the shift
register
> > for the dot clock. You could divide the bytes into nibble type data just
> > like GTIA does now, but w/o the overhead.
> >
>
> I guess I should have said 'ANTIC+GTIA'. I know what you are getting at
> Richard (Using logic instead of a CPU). I guess I was a little biased
> because
> I always thought that the 'CPU as the display generator' had a fair bit of
> potential.
> (If you have a decent CPU with quite a few cycles per pixel you can do all
> sorts
> of interesting things). It may also be a little bit of the software
> engineer bias showing thru.

I think you still could. For instance, if you are using a variable clock into the 74LS166 to determine pixel width vs mode and the '374s for latching color data, you could write directly to the latch while a single pixel is being displayed. You could vary the clock going into shift register on the fly such that you could do things like 4 pixels worth of a graphic 0 character followed by 4 pixels of the character in graphic 1.

# 3274. Re: Mario Brothers on the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: mr_maddog@my-deja.com
Message-ID: <80s4bc$8vm$1@nnrp1.deja.com>
Source record: 48711

In article <383149b0.9303829@news.localnet.com>,
aarona@/REMOVE/localnet.com wrote:
> The Atari 8-bit version of Mario Brothers has always been a favorite
> of mine. And, yet, I think the Nintendo and Atari 7800 version sucks.
> Even the arcade version (using Mame on the PC) isn't so good (the
> graphics are better but the sound & control are both sub-par). Is it
> just me or does anyone else agree?

I hadn't played Mario Bros. on the 8-bit (only played around with the 5200 version without much of a close look) and it's been years since I played the arcade game.

But from what you're saying it seems it's like that on all the old Nintendo games that are redone for the Atari 800. For well over ten years I've played Donkey Kong to death on my XE. The control is fantastic. Then in '97 I went to Videotopia and played the actual Donkey Kong arcade game. The sounds are great and the levels aren't so squashed. But you know what...the control sucked! :P

Nintendo used not only a 4 direction joystick but from the way it moved you couldn't push it diagonally. Same with DK Jr. only it was slightly better and made me want to get the 8-bit version despite being a very hard game :)

I remember Mario Bros. being a "two" direction stick with no up or down movement, so you're probably right. Then there's Popeye but Parker Bros. did the conversion and it's ok (but not great)

Eric Noss
a.k.a
Mr. Maddog

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3275. Re: Please Help Atari 800 question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s333g8fkhsq41@corp.supernews.com>
Source record: 48712

Greg Menke <nospam@erols.com> wrote in message
news:wkd7tah20m.fsf@erols.com...
> > >
> > > If I recall correctly, the Atari uses the AC waveform to operate its
> > > 60hz clock counter; peeks at 18-20 decimal I think?
> >
> > No. not true. That is updated every VBI. That timing is determined by
> > both antic and the clock speed.
>
> VBI and Antic have to get the 60hz from somewhere- it could derived
> from the power line or divided from a clock, but I don't know which.
>
> Gregm
They divide the system clock, 3.79 mHz, down to produce ~60 Hz. That is one
of the reasons why the jiffy clock is not correct for exact time keeping on
an Atari since it is not exactly 60 Hz.

## 3276. FS: Atari 8 bit items

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: GENE EHRICH <generic3@home.com>
Message-ID: <wygY3.2100$n5.252727@news1.rdc2.pa.home.com>
Source record: 48713

On the Atari page of my web site listed below:

--
http://members.home.net/generic3
On-Line Computer & Video Game Garage Sale
generic3@home.com

# 3277. Re: Atari CX85

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: Clay Halliwell <clay.FAKEMEAT.h@att.net>
Message-ID: <80s4i2$7h8$1@bgtnsc01.worldnet.att.net>
Source record: 48714

FlickerTerm 80 v0.51 supports the CX85 keypad.

--
Clay Halliwell | ATARI XL/XE DO + THE
clay.FAKEMEAT.h@att.net | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H
Keeper of the Atari Jaguar Cheats and Codes FAQ. Request your copy today!
Editor, Jaguar Explorer Online - More Jaguar News Than Should Be Allowed!
http://www.atarihq.com/jeo/ "Where do you want to play Atari today?"

jamesk@news.kingtechsvcs.com wrote in message
<801qqk$17u$1@news.xmission.com>...
>-----BEGIN PGP SIGNED MESSAGE-----
>Hash: SHA1
>
>What applications existed that made use of the Atari CX85 keypad?
>Does it connect to JP1 or JP2?
>
>Can it be programmed for usage in apps like ICET?
>
>
>-----BEGIN PGP SIGNATURE-----
>Version: PGP 6.5.1
>
>iQA/AwUBOCRq9Xz4THjSqYU5EQJvAQCg7NSk12VU8qaAeFBtnYuKbjimZ/0AnjIF
>9ZLxy9EP4hykPvJDY1uPwz6Y
>=6/oj
>-----END PGP SIGNATURE-----
>
>
>

# 3278. Re: ASCII versions - for animation

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: Marko Mäkelä <Marko.Makela@HUT.FI>
Message-ID: <7lyabyny1x.fsf@siphon.tcs.hut.fi>
Source record: 48715
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2

>>>>> "William" == William Turner <william.turner@pacemicro.com> writes:

William> Does no-one remember VT animations?!

William> Write interpreters for those instead - then we can have all
William> the classics back, such as Bambi in the Jungle :-)

There is a Java-based interpreter for ASCII animations. I watched the
beginning of "Star Wars Episode IV" as an ASCII animation, and it was
pretty good. <URL:http://www.asciimation.co.nz/> was the address; I
cannot connect to it right now.

BTW, are there any animations making use of user-programmable
characters  la Digital VT 220?

Marko

# 3279. Re: APE trouble :-(

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <DWgY3.11389$1C4.111130@news1.online.no>
Source record: 48716

But would that crash the program before it starts ? That's what happens to my APE version (1.16 I think). I can't start it at all, it crashes with a runtime error 200 at 0fd8:0091

Isn't the person who made it lurking around here too ? I seem to remember a few posts earlier. Have you any suggestions ?

Thanks

Sven Gleich <sven.gleich@mb1.tu-chemnitz.de> wrote in message news:38313704.23DCF9CA@mb1.tu-chemnitz.de...
> > excellent program, but have anybody had problems running it on a PC with a
> > Celeron processor ? I used to run it on a 200MMX and now I have a 366
>
> I had a similar problem. APE refused to work on my P2-233.
> I worked around this problem with an add-on serial port card which used
> a UART 16550. Since then it worked. Well, my problem didn't depend on
> the processor but on the serial ports on my motherboard.
>
> Sven.
> --
> ======================================================
> Sven Gleich (http://www.tu-chemnitz.de/~sgl)
> mailto:sven.gleich@mb1.tu-chemnitz.de (until 2ooo)
> Atari XL/XE: http://www.tu-chemnitz.de/~sgl/atari
> ------------------------------------------------------
> [OL] Wir gehen den langen Weg zwischen Wiege und Grab
> allein. Aber unsere Reise durch das Leben wird nicht
> von blindem Zufall bestimmt, wir selbst sind durch die
> Entscheidungen, die wir treffen, daf�r verantwortlich.
> ======================================================

# 3280. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: Karolj Nadj <k_nadj@s-direktnet.de>
Message-ID: <80sc59$7nl$1@newsread.f.de.uu.net>
Source record: 48717

hi peter...

another short message...

do i have seen some coding-stuff from you on 8bit??? becoz you use
gtia-modes as well???

"50% mode13" is great indeed... and as the snes by nintendo showed up... a
lot colors
are better than resolution... compared to sega genesis....

btw. i like the lucasfilm-thread going on here... its strange that a game by
1984 is in such
a lot brains...

and dont forget the RoF-intro-music!!! da, dadadada, da ,da,da,da... ;)
sounds great...

and dont forget the "turbin"-sound when getting started the engines and the
doors going open
ready to shoot out... btw. inspired by the film "battlestar galatica"???

i can not remember in any lucasfilm-starwars such a sequenze... ;)

i think george has really some force...

papa, may the force be with you...

heaven

# 3281. Re: ASCII versions - for animation

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: "White Flame (aka David Holz)" <white-flameParrot@geocities.KillTheParrot.com>
Message-ID: <80sfrh$1r8v$1@barad-dur.nas.com>
Source record: 48718
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2

Marko M�kel� <Marko.Makela@HUT.FI> wrote in message
news:7lyabyny1x.fsf@siphon.tcs.hut.fi...
> BTW, are there any animations making use of user-programmable
> characters � la Digital VT 220?

I thought it was VT320 that supported the programmable characters. Hmm.
Anyway, the only program that I've ever seen that made use of those characters
was a .GIF viewer that didn't work too well. :)

--
White Flame (aka David Holz)
http://fly.to/theflame

# 3282. Re: Please Help Atari 800 question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <80smr2$oq0$1@news.storm.ca>
Source record: 48719

```
oooh, nice recovery...
Jon Melbo <ssilicon@centuryinter.net> wrote in message
news:3831321d.93301080@news.ds.centuryinter.net...
> On Tue, 16 Nov 1999 09:02:24 GMT, cryorunner@yahoo.com (Rhett James
> Barnes) wrote:
> >
> >[now COMPLETELY off-topic]
> >Actually, our house gets only one of the 120V legs from the power pole.
I
> >only noticed it recently. I had always assumed that all houses got both
> >sides, if only to help distibute the load. But I guess if a house isn't
> >wired for 240V, they don't (or sometimes don't) bother to bring down both
> >sides (our house uses natural gas for the
> >stove/water-heater/clothes-dryer).
> >
> >-Rhett
>
> Your neighbor(s) must have the "other" hot then.
>
> And just to make it on topic again.... Atari computers use
> electricity.
>
> :)
>
```

## 3283. ---mint, boxed UK101 computer

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: illiad <illiad@homer95.freeserve.co.uk>
Message-ID: <80snhg$1g1$2@news5.svr.pol.co.uk>
Source record: 48720

Mint UK101 computer with original box etc for auction on ebay:-

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=200574071

# 3284. Re: Mario Brothers on the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <13362-3831DACB-490@storefull-173.iap.bryant.webtv.net>
Source record: 48721

mario bros.on the xe is awesome,you just can't beat the 8-bit when someone does it right on it,the only problem it has is when you get to many things moving to close together on the screen,then there is slow down and flicker,it does not happen much to me,and it usually means that i am losing,its funny wth the 7800 version,you would think that they could have done at least as good a job as the 8-bit,it does not slow down or flicker,but graphics wise it is not as good,and game play is also lacking,donkey kong,and dk jr. are still some of my favorites,andd when ever i have a pc drone,or other game drones over,i always show them games like that,and they usually take the joystick away,and you cannot get them off of it,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 3285. Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: npturton <npturton@email.msn.com>
Message-ID: <#BIIttIM$GA.234@cpmsnbbsa05>
Source record: 48722

Hello newsgroup

im after buying an ATARI 800 with 48k of RAM, this is not the XL im talking about but the original one

CTIA or GTIA please advise which availiable

Sellers in the UK primarily but im open to offers

npturton@msn.com

# 3286. FA: 2600 to 400/800 to SMS 3D Glasses(MIB) to Galaxian Tabletop to Saturn & PSX

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: paul-david <pauldb@home.comPLEASENOSPAM>
Message-ID: <3831F074.DDDD861C@home.comPLEASENOSPAM>
Source record: 48723

200523204: Atari 5200 - Pick 2 rare games
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=200523204

200533316: Atari 400/800 computer cartridges w/manuals
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=200533316

200539043: 22 Atari 400/800 computer games w/manuals
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=200539043

200555064: Atari 400/800 computer utilities w/DOS 2.5
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=200555064

200563765: Coleco Galaxian Mini Arcade Tabletop
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=200563765

200568689: Five boxed atari 400/800 computer cartridges
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=200568689

200596793: 3 Star Wars cd-rom games (ibm pc)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=200596793

200601946: Privateer, Syndicate + ,Strike Commander IBM
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=200601946

200608040: Galoob micro machines slot cars and track
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=200608040

200614148: Tyco 440 Pro Racing Center in Box+Lap counter
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=200614148

Tyco US1 US-1 track with slot/train piece
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=201990421

---
Yahoo Auctions
http://auctions.yahoo.com/user/pauldbz

Sega Saturn System, 1 demo, & 2 games(you choose em)
Sega Master System(SMS) 3-D 3D Glasses,"Trackball",Blade Eagle 3-D
Turbo Graphx(TG-16) Fantasy Zone, Air Zonk, Bonk's Adventure
Mattel handheld game SOCCER
Atari 2600 - miner 2049'er (white cartridge)
Sega Genesis Joystick & Game Genie
Sega Genesis with all the connections
SNES with all the connections
12 Rare games for the Atari 2600(with california games)
Intellivision II(INTV 2) + Intellivoice + 3 games

Atari 2600 with 40 games & all the connections
Final Fantasy Tactics + FFVII book

WWF LJN Collectors Case
WWF Hasbro Demolition Ax & Smash & Crush
Star Wars - Kea Moll MOC, Yoda, Jawa

Aurora tjet Ferrari in the box(slot car)
Four Pick-up Trucks slot cars(tyco & life-like)
Dukes of Hazzard/ Smokey & the Bandit slot cars
Tyco Jurassic Park slot cars + dinasaur
Tyco single lane slot car track + Lap counter
---

# 3287. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <80st8u$9pv$1@birch.prod.itd.earthlink.net>
Source record: 48724

Hi Karolj

Karolj Nadj <k_nadj@s-direktnet.de> wrote in message
news:80sc59$7nl$1@newsread.f.de.uu.net...
> hi peter...
>
> another short message...
>
> do i have seen some coding-stuff from you on 8bit??? becoz you use
> gtia-modes as well???

I havent published any of my source code yet. I am planning on publishing
it though. On the Fridge, and on a website when I start promotion
of the game.

>
> "50% mode13" is great indeed... and as the snes by nintendo showed up... a
> lot colors
> are better than resolution... compared to sega genesis....

I've never had a good look at the SNES (I bought a genesis back in NZ when
they
came out, and then another genesis here in the states when they dropped to
$25).
I would have prefered getting the SNES, it has a better selection of games I
like but the
prices of all nintendo stuff seem to stay high! They wanted $45 for a SNES
and the carts
cost more than the genesis. Someday when they are dirt cheap I will pick
one up to
supplement my 2 2600's nintendo, intellivision and genesis ;)

>
> btw. i like the lucasfilm-thread going on here... its strange that a game
by
> 1984 is in such
> a lot brains...
>
> and dont forget the RoF-intro-music!!! da, dadadada, da ,da,da,da... ;)
> sounds great...
>
> and dont forget the "turbin"-sound when getting started the engines and
the
> doors going open
> ready to shoot out... btw. inspired by the film "battlestar galatica"???

I've always been into 3d type games, so ROF was a real classic. I was lucky to find a retailer ditching atari 8 bit stuff back in the late 80's. I grabbed star
raiders and spent lots of hours fighting zylons on my 800XL. Star Raiders was an awesome game for it's size. It had great sound for the engines too. I used to enjoy switching off the shields and computer and setting the speed to max and just zoom thru space with the stereo connected to the 8 bit. Did anyone else do this ?

> 
> i can not remember in any lucasfilm-starwars such a sequenze... ;)
> 
> i think george has really some force...

George certainly realized that great sound is useful for movies, and the 8 bit
lucasfilm games showed that.

I was fairly lucky to also get Mercenary escape from targ.

> 
> papa, may the force be with you...
> 
> heaven
> 
p.s. I had a look at your website and was really impressed. Keep up the good
work.

Cheers
Peter

# 3288. Re: GTIA clones?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-16 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <80tfv0$koe$1@birch.prod.itd.earthlink.net>
Source record: 48725

Hi Richard,

Richard Cortese <ricortes@netmagic.net> wrote in message
news:s3305iknhsq74@corp.supernews.com...
> Peter Laing <snailboy1@earthlink.net> wrote in message
> news:80qimt$m9p$1@fir.prod.itd.earthlink.net...
> > Hi Richard,
> > > I haven't seen the equivalent circuits/plans for a GTIA, but just
> thinking
> > > about how it could be done in TTL.
> > >
> > > You need a latch ~74LS374, shift register ~74LS166, programable divide
> by
> > N
> > > counter or binary counter with the ability to gate different counts to
> the
> > > shift register, and three 8 bit DAC. The 8 bit DAC can be made with 9
> > > resistors each.
> > >
> > You can also forget about counting the 3 8bit DAC (no matter how you
> > generate
> > the signals, you are going to want those).
> I was mind locked into hobbiest mode for some reason i.e. keep it simple.
> But when you are talking about a DSP chip you have already gone beyond the
> average hobbiest. I'll adjust.

Sorry, I didnt mean to sound stuck up or anything. What I meant was that
your idea
was good, and you didnt need to count your DAC because whatever way it was
done
we would need the DAC. Making your idea even simpler/better.

My dad was a radio ham (which I became too) who loved tinkering. He was
really
good at building stuff (a million times better than me). So I sometimes
tend to get
a bit carried away. He built his own 1296 mhz transverters and stuff like
that.
So when I was a kid and we needed a data seperator circuit, he just looked
at
some circuits, pulled out the soldering iron and viola! <- and in a decent
mechanical
package too. Having been around this kind of thing since a kid and then
having
formally trained in it I cant really help it. It's kind of like when

somebody asks me
why does winXX multitasking suck and I have to try and keep it simple. If
I'm not
careful I am into processes and deadlock and resource allocation.

After training as a software engineer and working closely with electronic
engineers,
we would figure out what we wanted, they would do the nuts and bolts design,
populate
the thing and then I would usually end up writing some software on the thing
probing every which place with a scope... ;) I really trained in real time
technical
programming. I was always programming low level stuff and checking it out
with
other equipment. The things were usually embedded of some kind. So I was
looking
at the schematics and really worrying about what latched what, and if it was
active high
or low etc. The bit's inbetween were the electronic and computer engineers
magic
which I could appreciate if I spent some more time looking, but they usually
knew
more about that stuff than I did, so I would take their word for it ;)

>
> The DAC with resistors is really simple though. I added one to a cart port
> and gave it to Bill Kendrick, for sound that is. I have also made them for
> use on IBM printer ports.
> > > When the display is active, write the displayed byte to the latch
which
> is
> > > connected to the DAC for color info and the shift register. Translate
> the
> > > mode into divide by N counter and have its output go to the shift
> register
> > > for the dot clock. You could divide the bytes into nibble type data
just
> > > like GTIA does now, but w/o the overhead.
> > >

> >
> > I guess I should have said 'ANTIC+GTIA'. I know what you are getting at
> > Richard (Using logic instead of a CPU). I guess I was a little biased
> > because
> > I always thought that the 'CPU as the display generator' had a fair bit
of
> > potential.
> > (If you have a decent CPU with quite a few cycles per pixel you can do
all
> > sorts
> > of interesting things). It may also be a little bit of the software

> > engineer bias showing thru.
> I think you still could. For instance, if you are using a variable clock
> into the 74LS166 to determine pixel width vs mode and the '374s for
latching
> color data, you could write directly to the latch while a single pixel is
> being displayed. You could vary the clock going into shift register on the
> fly such that you could do things like 4 pixels worth of a graphic 0
> character followed by 4 pixels of the character in graphic 1.
>
This thing sounds fairly cool. Do you have any idea's on emulating ANTIC ?
or am I going
way off thread here ?

Cheers
Peter

# 3289. Re: Atari CX85

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-17 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <80t07l$g20$1@news.xmission.com>
Source record: 48726

Clay Halliwell <clay.FAKEMEAT.h@att.net> wrote:
> FlickerTerm 80 v0.51 supports the CX85 keypad.

Does it autoload a driver, or do I need to manually load
a driver to get this support?

Would be nice to have a keypad for the dialer in a term. program.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 3290. Re: Spelunker for download for a short time

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-17 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <382da1ac.4358817@trumpet.uni-mannheim.de>
Source record: 48727

On Wed, 10 Nov 1999 09:09:10 +0100, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>I think I only have the cartridge version and the Activision disk version,
>so that could be a problem. I'll have to check my disks to see them. I do
>have the intro standalone though, Gr. 9 mothership launching attack
>fighters.
>
OK, guys, I have the RoF! with the intro and no problem -
converted both to ATR and DCM. Would you like me to e-mail
it or put it somewhere for download?

--
__________ ____---____ Marco Antonio Checa Funcke
_________D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 3291. Re: Please Help Atari 800 question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-17 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-g5dzC7vDRlFC@di15-ks.cth.com.au>
Source record: 48728

On Tue, 16 Nov 1999 10:07:06, "Richard Cortese"
<ricortes@netmagic.net> wrote:

> Greg Menke <nospam@erols.com> wrote in message
> news:wkd7tah20m.fsf@erols.com...
> > > > >
> > > > > If I recall correctly, the Atari uses the AC waveform to operate its
> > > > > 60hz clock counter; peeks at 18-20 decimal I think?
> > > >
> > > > No. not true. That is updated every VBI. That timing is determined by
> > > > both antic and the clock speed.
> > >
> > > VBI and Antic have to get the 60hz from somewhere- it could derived
> > > from the power line or divided from a clock, but I don't know which.
> > >
> > > Gregm
> They divide the system clock, 3.79 mHz, down to produce ~60 Hz. That is one
> of the reasons why the jiffy clock is not correct for exact time keeping on
> an Atari since it is not exactly 60 Hz.

Don't forget PAL systems. The VBI rate is at 50Hz.

James B

# 3292. Re: Please Help Atari 800 question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-17 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-17NTd87ckiB8@di15-ks.cth.com.au>
Source record: 48729

On Tue, 16 Nov 1999 09:02:24, cryorunner@yahoo.com (Rhett James
Barnes) wrote:

> In article <38306e45.43158010@news.ds.centuryinter.net>,
> ssilicon@centuryinter.net wrote:
>
> > On Sun, 14 Nov 1999 20:18:32 -0000, "Russg" <russg@en.com> wrote:
> >
> > >(Somebody says center positive, somebody else says AC, no positive.)
> > >Right, but only one of the two (outside or inside) is 'hot', ie. has the
> > >juice to it. So, I'm sure something would be messed up if the wrong
> > >'polarity' were applied. One side is cold, the other hot.
> > >Russg
> >
> > No actually you are quite wrong about that. You are thinking of
> > electrical outlets where one wire is "hot" and the other is neutral.
> > The "hot" wire alternates between positive and negative, and relative
> > to the neutral wire it comes out the same as having a 180 degree phase
> > relationship but at half strength.
> >
> > But, did you know that every house/building that has such "hot" wires
> > also has a second "hot" wire that is exactly 180 degrees out of phase?
> > In fact, roughly half the outlets in a home will pair up one of the
> > hot wires with the neutral, and the other half will pair the other hot
> > wire with the neutral. The potential between any one hot and neutral
> > is ~120VAC. The potential between BOTH "hots" is ~240VAC. Often A/C
> > and electric stoves are hooked to both hots at once.
> >
>
> [now COMPLETELY off-topic]
> Actually, our house gets only one of the 120V legs from the power pole. I
> only noticed it recently. I had always assumed that all houses got both
> sides, if only to help distibute the load. But I guess if a house isn't
> wired for 240V, they don't (or sometimes don't) bother to bring down both
> sides (our house uses natural gas for the
> stove/water-heater/clothes-dryer).

Man your system is crazy. Ours (Australia) has 240 v mains. The high
voltage 3phase is transformed down to 240V 3 phase plus netural. Yes
there is a way to do that in the transformer.
Each house gets 1 phase, sometimes 2 depending on howmuch is used.
Some places get all 3 phases to run things like welders, large
electric motors etc.

James B

# 3293. Re: Mario Brothers on the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-17 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <3832744f.7808030@news.localnet.com>
Source record: 48730

the Atari 800 and 5200 versions appear to be exactly the same. My
8-bit file for this game also produces the strange buzzing/clicking
where the music (and a few other sound effects) are supposed to play.
However, the problem only occurs on the XL & XE models. It runs
perfectly on the older Atari 800. I'm baffled by the reason. All the
sound related registers *should* be the same for all the Atari
8-bitters. If anyone could tell me why, I'd gladly spend the time to
modify the program with a hex editor/disassembler (I've had some
success modifying a small handfull of other games to work on the XL/XE
series...for example, my original version of Berzerk would crash on
the later models because there was a small routine to zero out the
hardware registers. Unfortunately, this is a no-no for the XL/XE's
because zeroing out PortB causes the ROM based OS to be substitued by
underlying RAM and *BOOM* a crash immediately occurs. I don't fault
the programmers for this problem...I fault Atari for screwing around
with a hardware register that should never have been tampered with!!!)

>Aaron <aarona@/REMOVE/localnet.com> wrote:
>: The Atari 8-bit version of Mario Brothers has always been a favorite
>: of mine. And, yet, I think the Nintendo and Atari 7800 version sucks.
>: Even the arcade version (using Mame on the PC) isn't so good (the
>: graphics are better but the sound & control are both sub-par). Is it
>: just me or does anyone else agree?
>
>I have never played a true mario bros on the 8-bit, but I love the 5200
>version, no idea if they are similar. I did play on the 800 what seems
>like a ripped version of the 5200 cart, the music was messed up on it,
>but looked the same to me.
>
>Have Fun
>Jeff

# 3294. Re: Mario Brothers on the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-17 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <383277c4.8692711@news.localnet.com>
Source record: 48731

I used to play Bandits. It was a halfway decent Galaxian style game. Unfortunately, my version would crash after about three levels. Also, because it was essentially an Apple II port, the game made little use of Player/Missile graphics for a more colorful display. I've never heard of Stratovox. How old is this arcade game?

Noisy Arcades are part of the experience. I liked it. It's certainly better than raspy SoundBlaster *compatible* cards.

The arcade version of Defender was virtually unplayable. It begged to have a real joystick. WAIT!!!! THE ATARI VERSION USED ONE!! WHAT A CONCEPT!!!!! :-)

>The other Day aarona@/REMOVE/localnet.com (Aaron) wrote:
>
>>The Atari 8-bit version of Mario Brothers has always been a favorite
>>of mine. And, yet, I think the Nintendo and Atari 7800 version sucks.
>>Even the arcade version (using Mame on the PC) isn't so good (the
>>graphics are better but the sound & control are both sub-par). Is it
>>just me or does anyone else agree?
>
>Lets be fair to Mame, it relies on many things to make the game work. A
>good fast C driver, the authors ability to recreate the sounds or get
>excellent samples (samples are so-so) and of course it needs the correct
>PC for the game ie fast CPU, good sound & video cards.
>
>Also writing a home version allows for some game tweaking, plus playing
>at home is a damn sight more fun than an often smokey or noisy arcade.
>
>With all that in mind I prefer Defender on the 8bit to the arcade or
>other version, the control is tight and its a great blast.
>
>Btw, if you want to see what I mean about tweaking a game then look at
>Bandits on the 8bit and then look at Stratovox from Taito in MAME and
>tell me which you prefer :)
>--
>Paul Irvine • Film Quote #4
>
>"Some people have faults, mines in California"

# 3295. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-17 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <38327de8.10265688@news.localnet.com>
Source record: 48732

I used to love turning off the shields for a black background and fly
through debris at varying speeds. The simple SFX for this game was
incredibly effective. Ever see the updated version for the ST? I
didn't find it especially interesting.

>I've always been into 3d type games, so ROF was a real classic. I was lucky
>to find a retailer ditching atari 8 bit stuff back in the late 80's. I
>grabbed star
>raiders and spent lots of hours fighting zylons on my 800XL. Star Raiders
>was an awesome game for it's size. It had great sound for the engines too.
>I used to enjoy switching off the shields and computer and setting the speed
>to max and just zoom thru space with the stereo connected to the 8 bit.
>Did anyone else do this ?

# 3296. Analog Computing files at kevins site

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-17 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <80u17g$bds$1@nets3.rz.RWTH-Aachen.DE>
Source record: 48733

Howdy folks

I recently downloaded a bunch of files (which used to be in Analog Computing) from sunsite.unc.edu/kevina/atari/mag/

Unfortunately these files (which all end with .ARC) could not be UnArced using SuperUnArc by Bob Puff. PKUNZIP told me there were errors in the ZIPfile and I needed ZipFix. PKUNPAKJ unpacked the stuff but told me about CRC errors. When I looked at the resulting files, only the first couple of characters seemed to be unpacked. Am I doing somethign wrong here? The ANTIC files were NO problem.

CU Mathy van Nisselroy

## 3297. 2 rare gems! Laser Gates and Radar Lock mint! Cheap! (Atari 2600)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-17 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <80u2vb$oge$1@nnrp02.primenet.com>
Source record: 48734
Cross-posted to:
alt.atari.2600.vcs,alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.classic

```
Well, maybe cheap. ;)

Please go to:

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=satcom2

and bid on these prized possesions of mine. I would have NEVER put these up
if I wasn't in such a financial bind this month. *sigh* -Satcom2
```

# 3298. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-17 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <38328184.11189180@news.localnet.com>
Source record: 48735

```
>> Regarding colors, the Atari's large palette is unfortunately slaved to
>> four (or two) color registers; the 64, on the other hand, has 1000
>> color registers -- it gets the colors from RAM, and hence all graphics
>> modes are essentially 16-color modes. Thus while the Atari has more
>> colors, the 64 is in general more colorful.
>
>Steve, thanks for the clarification on the 64's hardware, I have a couple
>of questions that this immediately brings up:
>
>1] If the 64 has 1000's of color registers how are colors determined
> on a per pixel basis ? Wouldnt this require at least 10 bits of
>addressing
> per pixel ? Are colors based on some lower resolution grid ?
>
>2] If the modes are all 16 color modes I am guessing that this means that
> each color-register holds a single nibble that represents the color ?

YES.

>
>3] Does this mean that the 64 in hardware can do 160x200x4 bits ?

NO!

Prepare to have your eyes glazed over with technobable (I just wrote
the below information but don't want to spend 10 hours structuring it
for maximum understandability).

16K of RAM would be required to produce true 160x200x4 bits. This is
an unnacceptable amount to tie to a video display on an 64K max 8-bit
computer. It also would have presented problems in terms of keeping
the price of the hardware down to consumer level (ie. the increased
RAM fetch for screen display would require faster speed, and higher
priced, RAM and other chips).

The Atari (who's underlying technology is almost half a decade older
than the C-64's) doesn't really deal with this problem in a wholly
satisfying way. For example, the Atari's 4 color display (at a
resolution of 160x200) uses 4 "global" color registers that, when
loaded with one of the possible 128 color variants, causes all the bit
patterns on the screen that correspond to this color register to
automatically change color.

The engineers of the C-64 (or, more specifically, the VIC-2 chip)
ingeniously solved this problem by incorporating an extra 1 kilobyte
(or was it half a K?) of special RAM called color memory. In high res
```

mode (320x200), each byte of this special memory controls the color of a high res 8x8 pixel region of the C-64's display. The regions correspond exactly to individual characters in text mode but can also be taken advantage of in most of the other C-64's graphics modes (but are still limited to 8x8 regions).

The C-64 also has Atari-style color registers that govern the color of a specific bit pattern over the entire screen (ie. change that color register and all parts of the screen that contain that specific bit pattern automatically change to the same color).

The combination of the above two methods of color control is important because, in the C-64 multicolor mode, a byte of graphics memory (not color memory) controls 4 pixels and each pixel is controlled by 2 bits (2 bits multiplied by 4 pixels equals 8 bits ...or a byte). 2 bits per pixel allows for a selection of 4 different colors. Unfortunately, there isn't enough color RAM (that special 1K region) to control all four of these colors...so a compromise is obtained. One or two of the four possible bit patterns tell the Vic II chip to look at the COLOR MEMORY (that special 1K region) to display a specific color in that 8x8 (now a lower res 4x8) region. The rest (of the 4 possible) bit patterns tell the Vic II chip to display the color that's loaded into the Atari-style global color registers. This effectively allows the C-64 to display a full 16 colors on the screen with limitations as to where these colors can be placed. (ie. only 4 in any low-res 4x8 pixel region and some of these 4 colors are the same everywhere while others can be separately changed within their 4x8 region).

One unfortunate (and, for me, inexcusable) aspect of the C-64 is that it's entire color palette is only 16 colors and a third of those are tied to levels of grey!!! The Atari, on the other hand, has a 128 color palette (8 of those being levels of grey). Most Atari's also have a GTIA mode that expands the range to a full 256 colors (16 of those are greys) but have major limitations in terms of resolution. These extra colors are NOT usable for PM graphics (which are still tied to a palette of 128 colors).

Of course, as any good Atari/C-64 programmer knows, there are ways to "cheat" and get more colors using such techniques as PM graphics (sprites), DLI's (interrupts), color artifacting (in high res only... and only if you're using video-in and not separate chroma/luma inputs) but all of these techniques are software controlled and, therefore, slows down the CPU.

# 3299. Re: Please Help Atari 800 question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-17 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-17119904363100001@dt086n19.san.rr.com>
Source record: 48736

In article <olg28mVLDrMR-pn2-17NTd87ckiB8@di15-ks.cth.com.au>,
sup8pdct@mail.cth.com.au wrote:

> On Tue, 16 Nov 1999 09:02:24, cryorunner@yahoo.com (Rhett James
> Barnes) wrote:
>
> > In article <38306e45.43158010@news.ds.centuryinter.net>,
> > ssilicon@centuryinter.net wrote:
> >
> > > On Sun, 14 Nov 1999 20:18:32 -0000, "Russg" <russg@en.com> wrote:
> > >
> > > >(Somebody says center positive, somebody else says AC, no positive.)
> > > >Right, but only one of the two (outside or inside) is 'hot', ie. has the
> > > >juice to it. So, I'm sure something would be messed up if the wrong
> > > >'polarity' were applied. One side is cold, the other hot.
> > > >Russg
> > >
> > > No actually you are quite wrong about that. You are thinking of
> > > electrical outlets where one wire is "hot" and the other is neutral.
> > > The "hot" wire alternates between positive and negative, and relative
> > > to the neutral wire it comes out the same as having a 180 degree phase
> > > relationship but at half strength.
> > >
> > > But, did you know that every house/building that has such "hot" wires
> > > also has a second "hot" wire that is exactly 180 degrees out of phase?
> > > In fact, roughly half the outlets in a home will pair up one of the
> > > hot wires with the neutral, and the other half will pair the other hot
> > > wire with the neutral. The potential between any one hot and neutral
> > > is ~120VAC. The potential between BOTH "hots" is ~240VAC. Often A/C
> > > and electric stoves are hooked to both hots at once.
> > >
> >
> > [now COMPLETELY off-topic]
> > Actually, our house gets only one of the 120V legs from the power pole. I
> > only noticed it recently. I had always assumed that all houses got both
> > sides, if only to help distibute the load. But I guess if a house isn't
> > wired for 240V, they don't (or sometimes don't) bother to bring down both
> > sides (our house uses natural gas for the
> > stove/water-heater/clothes-dryer).
>
> Man your system is crazy. Ours (Australia) has 240 v mains. The high
> voltage 3phase is transformed down to 240V 3 phase plus netural. Yes
> there is a way to do that in the transformer.
> Each house gets 1 phase, sometimes 2 depending on howmuch is used.

> Some places get all 3 phases to run things like welders, large
> electric motors etc.
>
> James B

[ TRYING to steer this back on (or at least near) topic ]

Yeah, it's a pitty that there's really no residential three-phase service here in the U.S. I guess 99.99% of people don't need it, but I can see it coming in handy in some cases. But you don't even have the OPTION here, as it's not on the pole. At least the Ozzies can pay for a three-phase drop to run big-ass motors or what ever they might want to do (install an elevator in your house?).

[here it comes...]

Reminds me of the story about the old mainframe that DEC was trying to show-case at a convention way-back-when. Seems the big thing was wired for 240 three-phase (Y- not delta-) to give it enough juice, and the convention hall did not have the facilities to equip it. But the mainframe was actually wired internally as three separate power supplies each taking a leg of the 240-Y (independent of any phase requirements).

So they just got three really long extention cords, took them to opposite sides of the hall (different breakers) and plugged them into 240V single-phase sockets. No problem at all. I can just imagine three huge linear supplies chugging a long at 240v 30A just to run the thing.

[hey, at least there was a COMPUTER in this post]
-Rhett

## 3300. Atari 8bit IRC chat

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-17 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <80uapu$9q0$1@news.netvision.net.il>
Source record: 48737

IRC Server: ssilicon.w1zard.net port 6667
and Join #atari8

for a live talk with atari 8bit fans...

NIR

# 3301. Re: GTIA clones?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-17 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s35j5gighsq8@corp.supernews.com>
Source record: 48738

Peter Laing <snailboy1@earthlink.net> wrote in message
news:80tfv0$koe$1@birch.prod.itd.earthlink.net...
> > I was mind locked into hobbiest mode for some reason i.e. keep it
simple.
> > But when you are talking about a DSP chip you have already gone beyond
the
> > average hobbiest. I'll adjust.
>
> Sorry, I didnt mean to sound stuck up or anything.
Oh no! I didn't get that impression at all.

What I am referring to is my own take on the capability of an average Atari
user. Almost invariably they are technical/tinkerer types in other fields
who decide their first soldering project vs rebuilding a car engine or
building a recreation room for their house will be with their Atari.

Just my estimate, but when Nick first did his MAX 232 sio2pc cable it seemed
like 70% of the people that tried building them needed some form of help.

In some ways I am really slow to shift gears. Several days ago I sent out
connection lists for adding a 2nd PIA chip and was in the keep it simple
mode. I failed to get out of low gear when I read your post and didn't
realize it until after I posted.
> My dad was a radio ham (which I became too) who loved tinkering. He was
> really
I was brought up with building crystal radios and Gilbert chemistry sets.
Ended up as a chemist for a career and building audio amplifiers as a hobby.
Then came the Elf 1802 system!
> This thing sounds fairly cool. Do you have any idea's on emulating ANTIC
?
> or am I going
> way off thread here ?
I am still under the impression that ANTIC works as a Harvard<?> type
computer. I should know the term, but lost too many brain cells to beer over
the years.

That is, both the instruction and data are encoded in a single byte to get
more instructions per machine cycle. I think the PIC micro controllers work
in a similar manner.

That is, one nibble is 4 bits of instruction and the other nibble is data.
That is why we have 0-15 graphics modes since you can encode that many in a
nibble. Depending on instruction, ANTIC and do things like display a line
AND treat the next two bytes as a jump address for instance.

That would be tough to do in hardware, at least for me. Almost like you would have to make a read from the DSP chip toggle mode data into another latch automatically. It would make the system a little faster since the DSP chip would not be responsible for decoding both nibbles.

If you make simple reads latch both mode and pixel data, then you could really toss out my first idea. I think that infers you would just have your DSP chip read a block of memory and in the process of reading the memory it would automatically be latched into the shift register and '374.

# 3302. Re: Mario Brothers on the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-17 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <srQyOOXKcfkQ4lObE38fAMXdd3=l@4ax.com>
Source record: 48739

The other Day aarona@/REMOVE/localnet.com (Aaron) wrote:

>I used to play Bandits. It was a halfway decent Galaxian style game.
>Unfortunately, my version would crash after about three levels. Also,
>because it was essentially an Apple II port, the game made little use
>of Player/Missile graphics for a more colorful display. I've never
>heard of Stratovox. How old is this arcade game?

It's a 1980 arcade game..Its been part of MAME for a while, you will see
where Bandits came from. Btw speaking of galaxians, the most fun
Galaxians on the Atari was Galactic chase, I thought the Atari own
version was so-so..

Btw, if you need a working Bandits let me know..
>
>Noisy Arcades are part of the experience. I liked it. It's certainly
>better than raspy SoundBlaster *compatible* cards.

Surely no one in ther right mind thinks the words 'compatible' on PC
equipment actually means it :)

Joking aside I do agree to a point, I watched Tron the other night and
the scene where they go thru the arcade was real nice, the blending of
all those wonderful game noises and a decent size screen to play on was
fun although having a person look over your shoulder while you made an
ass of yourself on a new game wasn't so fun :)
>
>The arcade version of Defender was virtually unplayable. It begged to
>have a real joystick. WAIT!!!! THE ATARI VERSION USED ONE!! WHAT A
>CONCEPT!!!!! :-)

Ha ha.....Very nice of them as well :)
--
Paul Irvine ï¿½ Film Quote #4

"Some people have faults, mines in California"

# 3303. Re: Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-17 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <S7gyOFKZz1Eju38DtGPm9EhfKnN0@4ax.com>
Source record: 48740

The other Day "npturton" <npturton@email.msn.com> wrote:

>Hello newsgroup
>
>im after buying an ATARI 800 with 48k of RAM, this is not the XL im talking
>about but the original one
>
>CTIA or GTIA please advise which availiable
>
>Sellers in the UK primarily but im open to offers
>
>npturton@msn.com

Get the headers from the last week, there was someone selling one in the
UK but I deleted the list he sent by accident.
--
Paul Irvine ï¿½ Film Quote #4

"Some people have faults, mines in California"

## 3304. 1050 Speedy drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-17 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <80v5j9$dot$1@epos.tesco.net>
Source record: 48741

I have just bought one of these, with the manual in German, the country of origin. As my technical German is poor (very) is there a translation on the net, or can anyone help please ?

Thanks again

Richard

# 3305. Re: Mario Brothers on the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-17 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <80vfbn$kqs$1@ash.prod.itd.earthlink.net>
Source record: 48742

Hi Aaron,

Aaron <aarona@/REMOVE/localnet.com> wrote in message
news:383277c4.8692711@news.localnet.com...
> I used to play Bandits. It was a halfway decent Galaxian style game.
> Unfortunately, my version would crash after about three levels. Also,
> because it was essentially an Apple II port, the game made little use
> of Player/Missile graphics for a more colorful display. I've never
> heard of Stratovox. How old is this arcade game?
>
> Noisy Arcades are part of the experience. I liked it. It's certainly
> better than raspy SoundBlaster *compatible* cards.
>
Yeah I used to enjoy the arcade experience too. It was awesome wandering
into this place with all these machines with custom hardware just to make
the graphics beautiful...

> The arcade version of Defender was virtually unplayable. It begged to
> have a real joystick. WAIT!!!! THE ATARI VERSION USED ONE!! WHAT A
> CONCEPT!!!!! :-)

Nah, you didnt spend enough time on defender. It was great having the
controls
laid out like that. You just smacked your thumb down and your ship
reversed.
Blast away on thrust and fire simultaneously to get up some speed.
I found the 8 bit cart version of defender not so great compared to the
arcade.
It was a good attempt, but it had one big problem:

Reversing was slow (A real annoying factor when a baiter was on your tail)

We used to play a game called baiter catching. We would wait around for
a bunch of baitors and then blast them. Whoever got the most won.

Baiters were those nasty saucers that turned up if you took too long and
could
move really fast.

I wasnt great at this game, but I knew people who could play defender really
well
and they sure loved the controls. Who knows how many bucks they shelled out
to get that good.

<rest cut>
Peter

# 3306. Re: Mario Brothers on the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-18 00:00:00 UTC
From: Ken Siders <ksiders@no.spam.columbus.rr.com>
Message-ID: <iBHY3.362$5P1.35408@typhoon.columbus.rr.com>
Source record: 48743

Aaron <aarona@/REMOVE/localnet.com> wrote in message
news:3832744f.7808030@news.localnet.com...
> the Atari 800 and 5200 versions appear to be exactly the same. My
> 8-bit file for this game also produces the strange buzzing/clicking
> where the music (and a few other sound effects) are supposed to play.
> However, the problem only occurs on the XL & XE models. It runs
> perfectly on the older Atari 800. I'm baffled by the reason. All the
> sound related registers *should* be the same for all the Atari
> 8-bitters. If anyone could tell me why, I'd gladly spend the time to
> modify the program with a hex editor/disassembler with!!!)

If by file version you are talking about the 5200 conversion, I patched
a version to store a 3 in location $D20F (SKCTL) and 0 into $D208 (AUDCTL)
on program run -- warning this is strictly from memory. I believe there was
a new version for the XE game system as a cartridge that looked a lot better
but I only seen it in a magazine review.

--Ken

# 3307. Re: Archon!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-18 00:00:00 UTC
From: Jamn
Message-ID: <jLJY3.3292$fy1.274@tundra.ops.attcanada.net>
Source record: 48744

Yes, very true.

However, the Amiga versions of Archon and Archon II are unmatched. You
gotta like the sound effects in StErEo!

...Jamn

<ottho@my-deja.com> wrote in message news:80o2lq$ajk$1@nnrp1.deja.com...
> There is a remake for DOS called Archon Ultra, its so so.
>
>
> In article <80ksom$joq$1@news.storm.ca>,
> "David A. Paterson" <david_p@storm.ca> wrote:
> > Depending on your operating system, there are a variety of emulators
> > available. Probably your best bet would be Atari800, which has DOS,
> Linux
> > and Windows 9x versions.
> >
> > Hope this helps,
> >
> > David P.
> >
> > Ravenger <ravenger@matnet.com> wrote in message
> > news:382DBDA8.385DEC13@matnet.com...
> > > Well, I sold my old Atari systems about 10 years ago, and don't
> really
> > > want to go buy any old systems again, but I do miss a few of the
> games
> > > from the Atari's. I used to have the Atari 800, and a game I believe
> > > Activision made called Archon. There was also an Archon II. These
> were
> > > chess type games, where if you tried to take a piece, you would
> have to
> > > fight it out on a battleground to see who gets the square.
> > >
> > > I haven't been able to find this on a PC, and I have found old
> Atari 800
> > > games on the Internet that I downloaded, like Pac-Man and others. Is
> > > there any way to get the Archon game so I can play them on my 486,
> and
> > > if so, where do I find them?
> > >
> > > Any e-mails to me would be appreciated! Thanks!
> > >
> > > -Rav

> > >
> >
> >
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>

# 3308. ATARI/IBM Software/Hardware going cheap. Site updated.

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-18 00:00:00 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <383374CE.C125001A@cyberpeeps.freeserve.co.uk>
Source record: 48745

Due to space needed I am selling my excess Software and Hardware for IBM PC, ATARI JAG, ST, STE, 800XL, 2600, 7800 and PC stuff prices starting from 30p.

Look at my web site http://www.cyberpeeps.freeserve.co.uk
Updated 27/6/99

# 3309. Re: Rescue on Fractalus: fractals or not?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-18 00:00:00 UTC
From: werner6567@my-deja.com
Message-ID: <810io3$e87$1@nnrp1.deja.com>
Source record: 48746

In article <38265686.13E3@compuserve.com>,
Will Dwinnell <predictor@compuserve.com> wrote:
> Someone mentioned that the 'fractals' Rescue on Fractalus might not be
> fractals at all, and I lost track in the other Lucasfilm games thread:
> how was the landscape generated?
>
> Will Dwinnell
> predictor@compuserve.com
>

There is an article at
http://www.atarimagazines.com/v3n4/lucasfilm.html that explains
something about it.

Werner
Brazil

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3310. Re: 1050 Speedy drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-18 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <810e44$h2$1@news.netvision.net.il>
Source record: 48747

Is the speedy upgrade still available for purchase?
if so from where i can get it?

i ran the speedy 1050 german text manul throug a german to english translator and this what i got..
there still some changes needs to be done to the text, i will apreachiate if some one can email me the resault.

nir

NOTE! THIS WAS CORRECTED WITHOUT MUCH EXPENDITURE WITH OMNIPAGE SCANNED AND OCR'ED, IN WORD 97 SOMETHING AND STORED THEN AS HTML! I WHITE, THIS IS NOT OPTIMAL. IF I MORE TIME PROPERTY AND THE NEED THERE IS, I BECOME THIS IMPROVING!

SPEEDY 1050 / mini SPEEDY MANUAL (C) Compy Shop

ATTENTION IMPORTANT! ONLY READING!
In order the SPEEDY 1050 (mini SPEEDY) into your drive assembly builds to k?nnen, m?ssen you the Laufwerksgeh?use?ffnen. Do you remember please, there? They thereby each guaranteeing of the firm ATARI at your Ger?t lose. Also do we m?ssen you on it refer to, there? we adhesion f?r possible Sch?den do not?bernehmen, which resulted from a unsachgem??en installation of the extensions supplied by us. In the case of doubt you leave the SPEEDY 1050 (MiniSPEEDY } of us to insert, extra costs surely stand in no Verh?ltnis to a damage perhaps developed, which a layman inserts with arrange can.
If you think yourselves it capable of to insert the extension to itself position yourselves the following tool:
1. Screwdriver
2. Normal screwdriver (small)
3. Flat-nose pliers
4. Side cutter
In order the SPEEDY 1050 (mini SPEEDY) into your drive assembly builds to k?nnen, removes you first once all cables and patch cords from your drive assembly. Afterwards you turn it so there? They on the lower surface of your drive assembly see k?nnen. There are six screws. L?sen you these screws and put them aside. Now you turn your drive assembly carefully, but are now loose caution, all parts.
Now you k?nnen the Geh?useoberteil with the brown front plate together take off. Put both parts aside.
The drive assembly mechanic lies loosely on four St?tzen. Raise the mechanics in front and you recognize a quantity of cables, which go from the mechanics to the basic plate. Normally not necessarily from one the plug is to be taken off, notes you nevertheless the direction of the Rabelverbindunaen fitted on the basic plate. By mistake once if a plug

should be taken off, a wrong plug-on can have devastating consequences.
Remove now the four black rubber plugs, which the drive assembly mechanic
normally rests upon. These plugs are very hinderlich with the development
of drive assembly electronics. Here again the reference, there? They all
parts, which develop you, sorgf?ltig keep, you need everything afterwards
to the assembly.
Drive assembly electronics is held in the Geh?usevorderteil by two plastic
nose. These are in the front Geh?useteil, in each case one on the right of
and left. They get electronics from the Geh?useunterteil, by bending the
noses carefully to the side, and electronics thereby on one side raise.



If you took now this H?rde, k?nnen electronics without further difficulties
from the Geh?useunterteil to lift out. Do you pay attention to it,
absolutely there? none of the cables abrei?t, which connect the drive
assembly mechanic with electronics!
They k?nnen now the silver metal screen recognize. This screen consists of
two parts, which are connected four latches at the lower surface of the
plate to more?ber. Bend these four noses with the flat-nose pliers to the
side and take the metal screen off.
They do not k?nnen this screen after installation of the SPEEDY (mini
SPEEDY) omit, this have negative Einflu? a drive assembly function.
For the more comfortable installation of the SPEEDY 1050 (mini SPEEDY) put
drive assembly electronics best again into the Geh?useunterteil and to fold
the drive assembly mechanic to the rear. The cables are normally long
enough, so there? They plugs do not take off m?ssen.
In the center of the plate, where the screen was before, see now to 5
gr??ere IC's, the computer in your floppy station. These construction
units are from left to the right:
Disk controller 2793 or 2797 (40 poles)
ROM or EPROM with the operating system (24 poles)
CCU 6507 (28 poles)
RAM 68lO (24 poles)
PIO 6532 (40 poles)
Lever now with the help of a screwdriver the ROM (U10) and the CCU (U9)
from your bases and put you these aside. These construction units are not
no more ben?tigt now. Into free the base of the CCU (U9), become, put now
the SPEEDY 1050 plate.
Owners of a mini SPEEDY m?ssen with put in the plate on it respect, there?
They the plate the wrong way round do not put in! The ROM (with the
sticker) and RAM (with the designation 6264) m?ssen to the left show!
With the gro?en SPEEDY plate mu? the high-standing, silver quartz by the
cutout in the plate look. Do you pay attention please to it, there? all
pins of the SPEEDY plate in the base are. With some drive assemblies the
plate la?t itself somewhat heavily puts in. But none fears for, prints you
calmly somewhat more kr?ftiger on the plate, daf?r is the SPEEDY afterwards
the more surely into bases.

Into the Verst?rkerschaltung f?r the serial signals are 4 condensers, which affect the pulse slope with the erh?hten Daten?bertragung. These condensers m?ssen you as n?chstes remove. Take a side cutter and pinch the following condensers simply off:
C56 - C57 - C58 - C61
They find these condensers on the 1050 of basic platinum in the back right, beside the three gro?en to Elkos. Consider also please the design in this fitting instruction.
Is not necessary?brigens, the 4 condensers after a possible development of the SPEEDY 1050 (mini SPEEDY) again einzul?ten. An absence of these condensers beeinflu?t in no case the Daten?bertragung, in the opposite, it becomes only safer thereby. If you should possess two drive assemblies, remove these 4 condensers also there, even if no SPEEDY is in this drive assembly.
Make k?nnen you as n?chstes function control and the speed adjustment. Connect in addition please the drive assembly with Netzger?t and computers. If everything functions correctly, now, after switches on the drive assembly, the control light m??te f?r the mains voltage lights up. To insert Schlie?en it now the flap of the drive assembly pit without a disk. Now m??te also did Busy thelamp light up and the write/read head mu? a few steps to the diskette center induce themselves.
If all functions of your drive assembly with here the describing?bereinstimmen, everything is correct and you k?nnen with the?berpr?fen number of revolutions continue. Tunes possibly somewhat not, go through you please again all ausgef?hrten steps sorgf?ltig and particularly?berpr?fen the contacts, which connect the SPEEDY 1050 (mini SPEEDY) with the PU BASE, on correct fit.
In order now the number of revolutions?berpr?fen to k?nnen, insert you please the provided SPEEDY SYSTEMDISRETTE into the drive assembly in and to switch the computer. After short load time the Hauptmen appears?. From here you arrive with pressure at the key 1 into the SPEEDY MEN?. With repeated pressure on the key 1 you arrive to TEST into the SPEEDY 1050 (mini SPEEDY).



A pressure on the key 4 starts the speed test. They get the BEING and the IST speed indicated. The optimal speed betr?gt 288 revolutions per minute. By the drive assembly mechanic and to ungleichm??ig rotating disks this speed remains not due arising always constantly and it to k?nnen speed fluctuations up to 0.6 UPM. This is v?llig normal and should not not worry you. With the automatic controller VR2 you should stop the number of revolutions thus so, there? the speed between 287.5 and 288.0 UPM betr?gt, better somewhat less than more. The speed governor is directly behind the drive assembly chassis on the left side of the basic plate (design consider). NOTE! The range of control is much gro? and minimum adjusting causes already a gro?e Geschwindigkeits?nderung.
Owners of a SPEEDY 1050 with TRACK announcement m?ssen now still the

indicator plate are the front plate of their drive assembly insert. Here one cannot give general Ratschl?ge. Look for the best place f?r the announcement and cut yourselves a suitable cutout into the front plate. A ordnungsgem??e function of the announcement can be likewise?berpr?ft in the SPEEDY 1050 TEST. After pressure on the key 3 you k?nnen the TRACK announcement with the default on the screen compare. At the same time the function of the buzzer is tested.
Before you assemble now your floppy disk drive again, k?nnen still two zus?tzliche switches into your drive assembly insert. The first switch is a write lockout switch, with whose assistance you describe Diskettenr?ckseiten k?nnen, without these cuts to m?ssen. With the second switch you have the M?glichkeit to place the SPEEDY hardwarem??ig slowly if you want to load gesch?tzte software for example. The installation of these two switches is much easy and can after the design easily be made. F?r the write lockout switch mu? the plug J11 (4 polig) to be taken off and the cable directly to the pins be angel?tet. The plug remains loose thereafter in the Geh?use. As a function check k?nnen you still another light emitting diode with insert, which lights up, if you describe the disk k?nnen.
SPEEDY S, SPEEDY D, SPEEDY DS
The sector copier in the SPEEDY S (HS) or the DOS in the SPEEDY D k?nnen through anbooten (switch on the computer) into the computer to be invited. Leave simply for this the drive assembly flap open, if them the DOS or the sector copier ben?tigen. With the SPEEDY DS you have a zus?tzlichen switch, with which you w?hlen between the two versions k?nnen.
Thus the w?re installation of the SPEEDY 1050 (mini SPEEDY) into your drive assembly terminates. We hope, there? everything folded well and there? It much Spa? with the extension will have.



(C) Compy Shop SPEEDY 1050 / mini SPEEDY MANUAL

SPEEDY SYSTEM FLOPPY
Insert the system floppy into your drive assembly and to switch you your computer. The OPTION key mu? not to be gedr?ckt. After few seconds the HAUPTMEN appears? with several point of selection. Here now a short description of all Men?punkte and their handling.
MAIN MENU PUNKT_1_ - _SPEEDY MEN? (V 1,1)
Here it is indicated how many SPEEDY drive assemblies are attached. " SLOW " switched drive assemblies are not recognized. With the key ' D ' can be gew?hlt, which drive assembly is to be addressed.
l.__SPEEDY 1050 TEST
1. SPEEDY RAM TEST
The 8k-Byte RAM on the SPEEDY 1050 (mini SPEEDY) tests plate.
2. SPEEDY ROM TEST
The ROM of the SPEEDY tests 1050 (mini SPEEDY) on programming errors.
3. INDICATE TEST
Tests the display and the buzzer of a SPEEDY 1050 with TRACK announcement.
4. SPEED TEST
The number of revolutions of the driving motor is tested. Exact

Beschreibuna in installation-alltrain
2. FUNCTION CONTROL
With the keys 1-6 you set the appropriate control bit f?r the angewahlten functions. The control bit k?nnen only with the key ' R ' to be zur?ckgesetzt.
The functions of the control bit in detail:
1 - With arise a write/read error is the buzzer a warning clay/tone to deliver. Functioned nat?rlich only with a SPEEDY T.
2 - Do not switch the driving motor off with command $51 (all sectors from internal Buffer write immediately ) .
3 - With command $20 (special format instruction) the boat and directory sector do not write.
4 - Ausf?hren when formatting no VERIFY. Erm?glicht formatting in approx. 9 seconds. Caution with cheap disk!



5 - TRACK announcement in Rexadezimaler form represent.
6 - With arise a write/read error the ERROR status in hexadecimal form on the display represent. To determine together with the function 1 sometimes a very n?tzliches aid around the position and the status of a zerst?rten sector on a disk. Functioned nat?rlich also only on a SPEEDY T.
The complete control byte is indicated on the screen. After the Dr?cken of the key ' W ' the byte is sent to the drive assembly.
3. SLOW MODE CONTROL
With the key ' D ' k?nnen you the SPEEDYLaufwerk anw?hlen also here, which you adjust m?chten. With the ~~asten 1-4 you set again the individual status bit fiir the following functions:
1 - Sector read slowly. The sectors are read in no more TRACK way in RAM of the SPEEDY, but read in individually and sent individually to the computer, as is iiblich with a normal drive assembly without extension.
2 - Sector write slowly. The sectors are only written to no more, as?blich, immediately individually TRACK way in the internal RAM of the SPEEDY buffered and with a TRACK change, but gotten by the computer and written.
3 - COM $57 with Verify. DOS 2,DOS 2,5 and DOS 3 use the instruction 557 for the letter of a sector. This means, there? after the letter of each sector a Verify one ausgef?hrt. So that the letter of a sector with this Dosarten does not last to for a long time, is normally switched off in the SPEEDY of these Verify. Do you want, there? the Verify is ausgef?hrt, m?ssen you this bit to set. Disadvantage: Very slow recording procedure.
4 - Drive assembly in SLOW mode. Hei?t there? al]e auxiliary instruction, which is considered more?ber the normal command sentence of the 1050er operating system go outal, no more. This can be n?tig, if kopiergesch?tzte software on a SPEEDY drive assembly is to run. If the SPEEDY is to work again with erh?hter speed after the activation of this status bit, helps to switch on only ausund again the drive assembly.
With the key ' R ' are again zur?ckgesetzt all status bit. After the dr?cken key ' W ' is sent the adjusted status to the SPEEDY drive assembly.

4. DRIVE ASSEMBLY = ORIGINAL
With some copy-slit programs is it necessarily, there? They from their SPEEDY 1050 (mini SPEEDY) again normal 1050 make for drive assembly. With some other Floppyspeedern only a development helps the extension. This is not necessary with the SPEEDY. With the help of this function the SPEEDY operating system is rnodifiziert in such a way, there? a SPEEDY 1050 (mini SPEEDY) drive assembly like quite normal 1050 without extension verh?lt itself. A program cannot determine now no more whether an extension is in the drive assembly. The SPEEDY 1050 (mini SPEEDY) can restart only by out and the drive assembly to be activated.
HAUPTMEN? POINT 2 - SPEEDY BACKUP
This program serves for copies from kopiergesch?tzter software. Approx. 80% of all gesch?tzten (SINGLE Density) disks in the trade k?nnen to be copied. The operation erkl?rt itself to a large extent automatically. Do not k?nnen to be copied: TRACK with more than 19 sectors per TRACK. Sectors with ver?nderlichen data. MEDIUM Density disks. The status one TRACKS which can be copied is indicated on the screen. The individual status messages mean in detail:
. = normal TRACKS with 18 sectors.
- = on the TRACK are less than 18 sectors.
+ = on the TRACK are more than 18 sectors.
X = TRACK is unformated.
U = format clearly or not be found on the TRACK too many sectors pie of this disk cannot be recognized becomes probably to fen.
E = an error is with copies arisen.
HAUPTMEN? POINT 3 - SPEED INIT
You find the guidance for this program in the MAIN MENU
under the POINT 4 - GUIDANCE FOR the INIT.



HAUPTMEN? POINT 5 - _SECTOR COPIER
This is the standard copier f?r ungesch?tzte disks in all diskette format. It functions also on drive assemblies, which are not ausger?stet with a SPEEDY 1050 (mini SPEEDY). All COMPY SHOP RAM disk and the RAM disk 130 XE is fully unterst?tzt. Thus it is for example m?glich a DOUBLE Density disk in a passage to copy if the computer with at least 192 k-byte RAM is ausger?stet. The operation of the sector copier erkl?rt itself in all functions selbstst?ndig.
HAUPTMEN?_PUNKT 6 - DISK MAP BY
With this program you k?nnen an upper view more?ber a disk to give leave yourselves. Full and empty sectors are not indicated at all exactly the same like defective or existing sectors. The sequence of the sectors present at a TRACK can be indicated. You find the meaning of the individual status value in the program in the Men? point INFORMATION.
HAUPTMEN?_PUNKT 7 - _HSS COPIER
At present this is the quickest sector copier it f?r the SPEEDY 1050 (mini SPEEDY) gives. You find a description of this program in the MAIN MENU

POINT 8 GUIDANCE HSS COPIER. This copier does not function unfortunately on all 1050 drive assemblies. This is because of the construction unit tolerance of the 1050 electronics. If you should have problems with this copier, inquire please in the COMPY SHOP, perhaps can you quickly and easily be helped.
DESCRIPTION OF THE PERMANENT DRIVE ASSEMBLY INSTRUCTION
The list of the SIO commands follows f?r the SPEEDY 1050 (mini SPEEDY). This list is particularly f?r the interested machine language programmer meant, who programs its SPEEDY 1050 (MiniSPEEDY) itself m?chte.
COMMAND is the value, which is before call of the SIO routine $$E459 () in the storage location $302. AUX1 and AUX2 entprechen the values, which are in the storage locations $30a (Low byte) and $30b (High byte). With some instructions AUX1 and AUX2 are not used and d?rfen arbitrary values to assume.



COMMAND: $52
FUNCTION: Sector read
AUX1: Sector number Low byte
AUX2: Sector number High byte
DESCRIPTION: Depending upon Density 128 or 256 bytes are sent to the computer. With the sectors 1-3 also with DOUBLE Density only 128 bytes are sent.
REMARK: Sector number 0000 selects the Zeropage RAM in the SPEEDY 1050 (mini SPEEDY). With sectors more gr??er $8000 that is selected RAM or the ROM.
($8000-9fff = RAM / $$C000 or $$E000-FFFF = ROM)
COMMAND: $50
FUNCTION: Sector write without Verify
AUX1: Sector number Low byte
AUX2: Sector number High byte
DESCRIPTION: The drive assembly expects 128 or 256 bytes depending upon Density. Sectors 1-3 are always 128 bytes long.
REMARK: The SPEEDY main memory $8000 - $9fff can be described purposefully. Zeropage (sector 0000) cannot be described.
COMMAND: $57
FUNCTION: Sector write with Verify
AUX1: Sector number Low byte
AUX2: Sector number High byte
DESCRIPTION: Like instruction $50
REMARK: Like instruction $50. Starting from the SPEEDY version 1,4 SPEEDY internal is switched off with this command of the Verify. In order to permit the Verify again, mu? with instruction $4b the bit 2 in the configuration byte to be set.

COMMAND: $53
FUNCTION: Drive assembly status determine
AUX1: Does not use
AUX2: Does not use
DESCRIPTION: The drive assembly sends 4 bytes, which contain the status of the inserted disk and the last diskette operation.
Byte 1: DRIVE STATUS
Bit 0 - COMMAND FRAME ERROR
Bit 1 - CHECKSUM ERROR
Bit 2 - OPERATION ERROR
Bit 3 - WRITE PROTECT
Bit 4 - ENGINE ON
Bit 5 - DOUBLE DENSITY
Bit 6 - unused
Bit 7 - BINARILY (MEDIUM) DENSITY
Byte 2: CONTROLLER STATUS
Bit 0 - BUSY
Bit l - DRQ
Bit 2 - Lost data
Bit 3 - (carriage return character) ERROR
Bit 4 - RECORD EMERGENCY FOUND
Bit 5 - RECORD TYPE
Bit 6 - WRITE PROTECT
Bit 7 - EMERGENCY READY
Byte 3: Time Out value fur format disk ($$E0)
Byte 4: unused (always 0)
COMMAND: $21
FUNCTION: Format disk (SINGLE/DOUBLE }
AUX1: Function byte 1
AUX2: Function byte 2
DESCRIPTION: This command is used, in order to format disks in single or double Density (720 sectors). The Density format is stopped by a previous $4f-befehl (drive assembly configuration). One does not configure the drive assembly after switching on on, in SINGLE Density one formats automatically. Is to be formatted in medium Density (1040 sectors), mu? are in function byte 1 the value $11 and in function byte 2 the value 4. The drive assembly sends to that formats depending upon Density 128 or 256 bytes to the computer. The first two bytes always are after successful formatiern $$FF.



COMMAND: $22
FUNCTION: Format disk (MEDIUM)
AUX1: Does not use
AUX2: Does not use
DESCRIPTION: To format this command used around disks in l050 dual Density (MEDIUM = 1040 sectors). Always 128 bytes are sent to the computer. The first two bytes always are after erFolgreichem formatiern $$FF.
This were the standard instruction normal 1050. All following instructions do not k?nnen with a SLOW switched SPEEDY to be addressed.

COMMAND: $20
FUNCTION: Automatic format
AUX1: Function byte 1
AUX2: Function byte 2
DESCRIPTION: The drive assembly only the instruction is given to format
to. It is zur?ckgemeldet immediately a ' Complete '. With this
instruction all three formats k?nnen to be generated. The gew?nschte
density mu? before with the instruction $4f (configure to drive assembly)
to be adjusted. Is to be formatted in medium Density (1040 sectors), mu?
in function byte 1 the value S11 and in function byte 2 the value 4 find in
Write protect zur?ckgemeldet itself immediately. Errors with do not format
k?nnen the computer to be announced, since no data are zur?ckgesendet after
Befehlsausf?hrung. Abh?ngig of the DRIVE/DISPLAY status is written
automatically after that to format the vtoc (DOS 2/2.5/BIBO-DOS compatibly)
and 3 boat sector.
COMMAND: $3f
FUNCTION: SIO Geschwindigkeitsbyte determine
AUX1: Does not use
AUX2: Does not use
DESCRIPTION: A byte is sent to the computer, which contains the upper
carrying speed in High speed. This byte is ben?tigt f?r the HIGH speed SIO
routine and betr?gt with the SPEEDY 1050 (mini SPEEDY) normally 09.



COMMAND: $4e
FUNCTION: Drive assembly configuration pick out
AUX1: Does not use
AUX2: Does not use
DESCRIPTION: The 12 bytes of the configuration table are sent to the
computer.
Byte 1 - Number of the TRACK (40)
Byte 2 - Step rate (1)
Byte 3 - Sector/TRACK High (0)
Byte 4 - Sector TRACK Low (18/26)
Byte 5 - Number of K?pfe (0)
Byte 6 - Recording format (0=FM/4=MFM)
Byte 7 - Byte/sector High (1=256/0=128)
Byte 8 - Byte/sector Low (0=256/128=128)
Byte 9 - Drive assembly actively (255)
Byte 10 - unused (0)
Byte 11 - unused (0)
Byte 12 - unused (0)
COMMAND: $4f
FUNCTION: Configure to drive assembly
AUX1: Does not use
AUX2: Does not use
DESCRIPTION: This instruction is used, in order to stop the drive assembly
f?r the n?chsten formatting instruction. The drive assembly expects 12
bytes, which correspond exactly to the sequence of the previous instruction

($4e) m?ssen.
COMMAND: $51
FUNCTION: Recording procedure terminate
AUXl: Function byte 1
AUX2: Function byte 2
DESCRIPTION: After each write instruction the drive assembly waits approx.
2
Seconds to the data from the Trackbuffer on those
Disk to be written. This becomes by that
Instruction $51 accelerates. All data in the Trackbuffer
unverz?glich on the disk are written and
abh?ngig of the DRIVE/DISPLAY status ($44) the engine
after recording procedure immediately stopped. Are
both function byte $$FF becomes auxiliaryborrowed all
Sectors from the Cache Buffer on the disk written.


_

COMMAND: $44
FUNCTION: DRIVE/DISPLAY attitude
AUX1: Configuration byte
AUX2: Does not use
DESCRIPTION: The value in AUX1 sets the DRIVE/DISPLAY status byte in the
drive assembly. This byte can be picked out more?ber no instruction
directly, so there? all bits to be always set correctly m?ssen.
Bit 0 - Bell with ERROR permit
Bit 1 - unused
Bit 2 - unused
Bit 3 - Do not switch $51 off engine with COM
Bit 4 - With COM $20 vtoc and BOAT do not write
Bit 5 - Format without Verify
Bit 6 - TRACK announcement in hexadecimal
Bit 7 - ERROR - announcement switch on
COMMAND: $4b
FUNCTION: Slow/Fast configuration
AUX1: Configuration byte
AUX2: Does not use
DESCRIPTION: With the value in AUX1 the DRIVE Slow Statusbyte of the drive
assembly is beeinflu?t. This byte can be picked out more?ber no
instruction directly, so there? all bits to be set correctly m?ssen.
Bit 0 - READ sector slow
Bit 1 - Write sector slow
Bit 2 - Command $57 verify switch on
Bit 3 - Drive assembly vollst?ndig in slow mode
Bit 4 - unused
Bit 5 - Cache Buffer switch off
Bit 6 - 1 TRACK slow (after TRACK change 0)
Bit 7 - 1 disk slow (after diskette change 0)
COMMAND: $4c

FUNCTION: Direct branch instruction without R?ckmeldung
AUX1: Branch address Low byte
AUX2: Branch address High byte
DESCRIPTION: The microprocessor in the drive assembly is veranla?t by this instruction to jump directly to the storage location which is in AUX1 and AUX2. The drive assembly does not give a message so there to the computer zur?ck? a R?ckmeldung from the program to be given mu?, to that the processor jumped.



COMMAND: $4d
FUNCTION: Direct branch instruction with R?ckmeldung
AUX1: Branch address Low byte
AUX2: Branch address High byte
DESCRIPTION: This instruction resembles the preceding up to the difference, there? the drive assembly before Ausf?hrung of the program a jerk message (Complete) to the computer sends.
COMMAND: $41
FUNCTION: Command table verl?ngern or verk?rzen
AUX1: Does not use
AUX2: Does not use
DESCRIPTION: The drive assembly expects 3 bytes of the computer. The 1. Byte is the new command. 2. and 3. Byte is the start address the?ber new command reached program in the low/high byte format. If the new instruction already is in the command table, this is provided with the new start address. The start address 0000 is the instruction from the command table is gel?scht.
COMMAND: $68
FUNCTION: Determine for a long time the SIO routine
AUX1: Does not use
AUX2: Does not use
DESCRIPTION: With this instruction the long one of the SIO routine is determined, which is loaded with the instruction $69 from the drive assembly into the computer. The drive assembly sends 2 bytes, which contain the L?nge (low/high).
COMMAND: $69
FUNCTION: SIO routine to the computer send
AUX1: Relokator - address low byte
AUX2: Relokator - address high byte
DESCRIPTION: This instruction sends the High speed SIO routine in from the instruction the $68 determined long ones to the computer. This routine is already relokiert in the drive assembly to the start address, which is in AUX1 and AUX2.



COMMAND: $60
FUNCTION: TRACKS write

AUX1: TRACK initial sector low byte
AUX2: TRACK initial sector high byte
DESCRIPTION: The complete data f?r a TRACK are written with this instruction on the disk or into the Trackbuffer. The number of bytes which can be beaver-carried is calculated by the number of sectors times the bytes per sector. Because of the very difficult Timings this instruction functions only into more normally?bertragungsrate.
COMMAND: $62
FUNCTION: TRACKS read
AUX1: TRACK initial sector low byte
AUX2: TRACK initial sector high byte
DESCRIPTION: Read a complete TRACK with an instruction of the disk or from the Trackbuffer. The number to expecting bytes is calculated by the number of sectors times the bytes per sector.



At the Schlu? now still another example, how these instructions are used. With this small demo program the High speed routine of the SPEEDY can be loaded into the computer. This program with the BIBO ASSEMBLER was written.

```
00010 LI OFF
00020 OR $4000
00030 _________________
00040 ADDR = $5000 ADDRESS F?R THE SIO ROUTINE
00050 _______________
00060 LDA #$31 BUS ID
00070 STA $0300
00080 LDA #1 DRIVE NUMBER = 1
00090 STA $0301
00100 LDA #$68 COMMAND $68
00110 STA $0302
00120 LDA #$40 STATUS FOR DATA VINTAGES
00125 STA $0303
00130 LDA #8
00140 STA $0304 ADDRESS F?R LOW L?NGENBYTE
00150 STA $0306 VALUE FOR TIMEOUT APPROX. 8 SEC..
00160 LDA #3
00170 STA $0305 ADDRESS F?R HIGH L?NGENBYTE
00180 LDA #2
00190 STA $0308 2 BYTES VINTAGES
00200 LDA #0
00210 STA $0309
00220 JSR $$E459 RE-ENTRY POINT OF THE SIO ROUTINE IN THE OS
00230 BMI ERROR
00240 INC. $0302 COMMAND $69
00250 LDA #ADR
00260 STA $0304 TARGET ADDRESS OF THE SIO ROUTINE LOW
00270 STA $030A RELOKIERADRESSE THE SIO ROUTINE LOW
00280 LDA / ADDR
```

```
00290 STA $0305 TARGET ADDRESS OF THE SIO ROUTINE HIGH
00300 STA $030B RELOKIERADRESSE THE SIO ROUTINE HIGH
00310 LDA #$40
00320 STA $0303 STATUS F?R DATA VINTAGES
00330 JSR $$E459 RE-ENTRY POINT OF THE SIO ROUTINE IN THE OS
00340 BMI ERROR
00350 CLC CARRY GEL?SCHT = ROUTINE LOADED
00360 RTS
00370 ERROR SECONDS OF CARRY SET = ROUTINE COULD NOT DO
00380 RTS INVITED
```

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Richard Daley wrote in message <80v5j9$dot$1@epos.tesco.net>...
>I have just bought one of these, with the manual in German, the country of
>origin. As my technical German is poor (very) is there a translation on the
>net, or can anyone help please ?
>
>Thanks again
>
>Richard
>
>

# 3311. Re: 1050 Speedy drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-18 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <810p3v$92g$1@nets3.rz.RWTH-Aachen.DE>
Source record: 48748

Howdy Nir, Richard, folks

The Mini-Speedy is still/again available. The ABBUC has bought all the rights to it 3-4 years ago.

Go to: www.atari-computers.de/abbuc

Look for FloppyDoc or Reparatur Service or Erhard Puetz.

On Erhards site you can choose between English or German. He should have a page on Speedy's which cost DM45 or about 22 US Dollars. Without postage. He can also help you with other questions you might have.

BTW the ABBUC has 460 members all over the world. A disk and paper magazin (which compliment each other) appairs every 2 month. It helps if you understand German. O yes, the ABBUC is strickly ATARI 8 bit only.

CU Mathy van Nisselroy

PS you can learn how to become a member (DM60) on the ABBUC site

## 3312. Halve screens

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-18 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <810peo$92g$2@nets3.rz.RWTH-Aachen.DE>
Source record: 48749

Howdy folks

Here's one for the real hardware pro's.

Normally a TV screen is "build up" by displaying two halves of the picture.
First one then the other at halve the frequency of the power outlet.

Atari's (as well as C64's) display "halve a picture" all of the time.
Would it be possible (either by using twice the amount of chips or by
"upgrading" the existing chip design) to display two different "halves"?

CU Mathy van Nisselroy

PS the above describtion is a "bit" condensed.

# 3313. Re: Analog Computing files at kevins site

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-18 00:00:00 UTC
From: velcro@rachof.netunlimited.net.invalid
Message-ID: <810opm$e6u$1@news.netunlimited.net>
Source record: 48750

** To reply in e-mail, remove "rachof." and ".invalid" from address **

On 17 Nov 1999 10:49:20 GMT, Mathy Van Nisselroy wrote about Analog Computing files at kevins site:
> Howdy folks

"Howdy?" Wht are you, the Dutch Cowboy, haha?

> I recently downloaded a bunch of files (which used to be in Analog Computing)
> from sunsite.unc.edu/kevina/atari/mag/
>
> Unfortunately these files (which all end with .ARC) could not be UnArced using
> SuperUnArc by Bob Puff. PKUNZIP told me there were errors in the ZIPfile and I
> needed ZipFix. PKUNPAKJ unpacked the stuff but told me about CRC errors. When
> I looked at the resulting files, only the first couple of characters seemed to
> be unpacked. Am I doing somethign wrong here? The ANTIC files were NO
> problem.

Did you accidentally download them as text or ASCII? It may be the
files were UPloaded incorrectly, corrupting them and no-one caught
it. You might try a different ARC program, even a DOS ARC program.

VS

## 3314. Re: Atari 800Win 2.5

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-18 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19991118075815.01784.00000245@ngol08.aol.com>
Source record: 48751

In the cartridge menu (under the Atari menu), you should click the button and browse to your ataribas.rom file, even though it probably already shows it. That way Atari800win knows exactly where it is. Same goes for the hardware menu. And then use the disk menu to select an ATR file with an Atari DOS on it. Then choose Reboot from the Atari menu and you should be in business.

badbob1952@aol.com

# 3315. Re: Mario Brothers on the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-18 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3833FA76.E01DF85E@mail.uni-mainz.de>
Source record: 48752

Aaron schrieb:
>
> I used to play Bandits. It was a halfway decent Galaxian style game.
> Unfortunately, my version would crash after about three levels. Also,
> because it was essentially an Apple II port, the game made little use
> of Player/Missile graphics for a more colorful display. I've never
> heard of Stratovox. How old is this arcade game?
>
> Noisy Arcades are part of the experience. I liked it. It's certainly
> better than raspy SoundBlaster *compatible* cards.
>
Hello Aaron,
I had different versions of Bandits in my collection. One did have a copy protection the other one did not. Now guess, which one crashed after the third level ?!? It was the copy protected one !! Looks like those guys from Sirius used data sectors for their copy protection (like Activision used data sectors for their copy protection of the European versions of the Eidolon and Koronis Rift !!). Thats the reason why this one crashes at level three. Try to get the unprotected original or get a pirate copy (and copy this one onto your original if you like).

By the way, you said you patched some old 800 games, so they also work on the XL/XE Ataris. Bandits is such a game, that merely works with the old 800 Os or a translator on XL/XE machines. Do you have a patch for this game too, so we do not need to load any Translator on the newer 8Bit machines ??? greetings - Andreas Magenheimer

# 3316. Re: Analog Computing files at kevins site

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-18 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3833FD34.B24CA265@mail.uni-mainz.de>
Source record: 48753

Mathy Van Nisselroy schrieb:
>
> Howdy folks
>
> I recently downloaded a bunch of files (which used to be in Analog Computing)
> from sunsite.unc.edu/kevina/atari/mag/
>
> Unfortunately these files (which all end with .ARC) could not be UnArced using
> SuperUnArc by Bob Puff. PKUNZIP told me there were errors in the ZIPfile and I
> needed ZipFix. PKUNPAKJ unpacked the stuff but told me about CRC errors. When
> I looked at the resulting files, only the first couple of characters seemed to
> be unpacked. Am I doing somethign wrong here? The ANTIC files were NO
> problem.
>
> CU Mathy van Nisselroy

Hello Mathy,
this is probably a problem with your browser. I had those strange
depacking problems with ZIP, ARC and DCM files too. They appeared when I
used NETSCAPE to download them. Every try to unpack these files on a PC
or Atari failed. Thus I tried it again and again with no success. So I
went over to "big brother is watching you" Bill Gates and his Microsoft
Explorer. Everything went fine then. Looks like we 8Bitters have to use
M$ software to download our stuff... greets - Andreas

# 3317. Re: 1050 Speedy drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-18 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38341FE2.5E8C3DB1@mail.uni-mainz.de>
Source record: 48754

Nir Dary schrieb:
> 
> Is the speedy upgrade still available for purchase?
> if so from where i can get it?
> 
> i ran the speedy 1050 german text manul throug a german to english
> translator and this what i got..
> there still some changes needs to be done to the text, i will apreachiate if
> some one can email me the resault.
> 
> nir
> 
> NOTE! THIS WAS CORRECTED WITHOUT MUCH EXPENDITURE WITH OMNIPAGE SCANNED
> AND OCR'ED, IN WORD 97 SOMETHING AND STORED THEN AS HTML! I WHITE, THIS IS
> NOT OPTIMAL. IF I MORE TIME PROPERTY AND THE NEED THERE IS, I BECOME THIS
> IMPROVING!
> 

Hello Nir,
tried to finish your Speedy translation. But beware: I am german, thus I
understand it quite well, but english is not as well spoken... By the
way: which TV standard do you have ?!? I have heard, that a Speedy 1050
enhancement works very well on PAL systems, it looks like it does not
work on NTSC systems and I do not know if it works on Secam or other
systems... (Luckily there is only PAL and NTSC Atari hardware !!)
Greets - Andreas

> SPEEDY 1050 / mini SPEEDY MANUAL (C) Compy Shop
> 
> ATTENTION IMPORTANT! READ THIS !!

In order to install the SPEEDY 1050 (mini SPEEDY) into your drive you
have to open its case. Thereby you may lose any guaranty of ATARI or
the firm/dealer/vendor, you purchased the drive from. We can not be
held responsible for any damage done to your drive nor do we replace any
broken hardware. In the case of doubt you give the SPEEDY 1050
(MiniSPEEDY) to us (Compyshop, nowadays ABBUC !) to properly insert it
into your 1050. We take some extra costs for this service, that are well
worth paying, than probably damaging your hardware. If you think you are
capable of inserting the extension yourself, position yourself the
following tools:

> 1. Screwdriver
> 2. Normal screwdriver (small)
> 3. Flat-nose pliers

> 4. Side cutter

In order to install the SPEEDY 1050 (mini SPEEDY) into your drive first remove all cables and patch cords from your drive. Afterwards you turn it upside down, so you now look on the lower surface of
> your drive. There are six screws. Unscrew these screws and put them aside (in a safe place !). Now you turn your drive assembly carefully, but with caution, so you do not lose any parts. Now you can take away/off the upper case part together with the brown front plate. Put both parts aside. The drive assembly mechanic lies loosely on four ... (Stuetzen/Pfeilern). Raise the mechanic in front and you recognize a quantity of cables, which go from the mechanic to the basic plate. Normally it is not necessarily to take off the plugs, you can however remove them from the basic plate, if you like. Caution: Remember the correct plug-ins, please or write them down !!

Then remove the four black rubber plugs, which the drive assembly mechanic normally rests upon and keep them in a safe place. You will need them afterwards. The drive assembly electronics is held in the front case by two plastic noses. They are on each side of the front case (right and left). They prevent the floppy board from moving away. Bend the noses carefully to the side and thereby raise the board.

If you took this hurdle, you can lift the board without any further difficulties from the lower case. You should pay as well some attention to it. Now you may recognize a silver metal screen, that hides the ROM chips under it. This screen consists of two parts, which are connected with four latches at the lower surface of the floppyboard. Bend these four noses with the flat-nose pliers to the side and take the metal screen off (we do not need it anymore!).

In the center of the plate, where the screen was before, you will now see 5 bigger IC's, the "computer" in your floppy station. These construction units are from left to the right:

> Disc controller 2793 or 2797 (40 poles)
> ROM or EPROM with the operating system (24 poles)
> CCU 6507 (28 poles)
> RAM 68lO (24 poles)
> PIO 6532 (40 poles)

Lever now (with the help of a screwdriver) the ROM (U10) and the CcU (U9) from their bases and put you them aside. These IC`s are nott needed any longer !! Into free the space of the CCU (U9), put the SPEEDY 1050 plate. Owners of a mini SPEEDY should put the plate => facing to the left <= in here. Do not put in the plate in the wrong way !! The ROM (with the sticker) and RAM (with the designation 6264) should face to the left !!

If you have one of the older BIG SPEEDY plates, you should fit the high-standing silver quartz by the cutout in the plate look. Pay some attention here !! With some drive assemblies the plate itself somewhat heavily puts in. But don`t be frightened, the Speedy therefore fits better and tougher in its place...

Cut here !! (I have to go now !!)

Next: Cut off four condensers, get your drive together again and set
your RPM to 288 with the Speedy system disk. you should then be able to
use all Speedy software and load+save+format (up to 180kbyte) with Ultra
Speed !! Greetings - Andreas magenheimer

> Page 2
> SPEEDY 1050 / mini SPEEDY MANUAL (C) Compy Shop
>
> Into the Verst?rkerschaltung f?r the serial signals are 4 condensers, which
> affect the pulse slope with the erh?hten Daten?bertragung. These
> condensers m?ssen you as n?chstes remove. Take a side cutter and pinch the
> following condensers simply off:
> C56 - C57 - C58 - C61
> They find these condensers on the 1050 of basic platinum in the back right,
> beside the three gro?en to Elkos. Consider also please the design in this
> fitting instruction.
> Is not necessary?brigens, the 4 condensers after a possible development of
> the SPEEDY 1050 (mini SPEEDY) again einzul?ten. An absence of these
> condensers beeinflu?t in no case the Daten?bertragung, in the opposite, it
> becomes only safer thereby. If you should possess two drive assemblies,
> remove these 4 condensers also there, even if no SPEEDY is in this drive
> assembly.
> Make k?nnen you as n?chstes function control and the speed adjustment.
> Connect in addition please the drive assembly with Netzger?t and computers.
> If everything functions correctly, now, after switches on the drive
> assembly, the control light m??te f?r the mains voltage lights up. To
> insert Schlie?en it now the flap of the drive assembly pit without a disk.
> Now m??te also did Busy thelamp light up and the write/read head mu? a few
> steps to the diskette center induce themselves.
> If all functions of your drive assembly with here the
> describing?bereinstimmen, everything is correct and you k?nnen with
> the?berpr?fen number of revolutions continue. Tunes possibly somewhat not,
> go through you please again all ausgef?hrten steps sorgf?ltig and
> particularly?berpr?fen the contacts, which connect the SPEEDY 1050 (mini
> SPEEDY) with the PU BASE, on correct fit.
> In order now the number of revolutions?berpr?fen to k?nnen, insert you
> please the provided SPEEDY SYSTEMDISRETTE into the drive assembly in and to
> switch the computer. After short load time the Hauptmen appears?. From
> here you arrive with pressure at the key 1 into the SPEEDY MEN?. With
> repeated pressure on the key 1 you arrive to TEST into the SPEEDY 1050
> (mini SPEEDY).
>
> Page 3
> (C) Compy Shop SPEEDY 1050 / mini SPEEDY MANUAL
>
> A pressure on the key 4 starts the speed test. They get the BEING and the
> IST speed indicated. The optimal speed betr?gt 288 revolutions per minute.
> By the drive assembly mechanic and to ungleichm??ig rotating disks this
> speed remains not due arising always constantly and it to k?nnen speed
> fluctuations up to 0.6 UPM. This is v?llig normal and should not not worry

> you. With the automatic controller VR2 you should stop the number of
> revolutions thus so, there? the speed between 287.5 and 288.0 UPM betr?gt,
> better somewhat less than more. The speed governor is directly behind the
> drive assembly chassis on the left side of the basic plate (design
> consider). NOTE! The range of control is much gro? and minimum adjusting
> causes already a gro?e Geschwindigkeits?nderung.
> Owners of a SPEEDY 1050 with TRACK announcement m?ssen now still the
> indicator plate are the front plate of their drive assembly insert. Here
> one cannot give general Ratschl?ge. Look for the best place f?r the
> announcement and cut yourselves a suitable cutout into the front plate. A
> ordnungsgem??e function of the announcement can be likewise?berpr?ft in the
> SPEEDY 1050 TEST. After pressure on the key 3 you k?nnen the TRACK
> announcement with the default on the screen compare. At the same time the
> function of the buzzer is tested.
> Before you assemble now your floppy disk drive again, k?nnen still two
> zus?tzliche switches into your drive assembly insert. The first switch is
> a write lockout switch, with whose assistance you describe
> Diskettenr?ckseiten k?nnen, without these cuts to m?ssen. With the second
> switch you have the M?glichkeit to place the SPEEDY hardwarem??ig slowly if
> you want to load gesch?tzte software for example. The installation of
> these two switches is much easy and can after the design easily be made.
> F?r the write lockout switch mu? the plug J11 (4 polig) to be taken off
> and the cable directly to the pins be angel?tet. The plug remains loose
> thereafter in the Geh?use. As a function check k?nnen you still another
> light emitting diode with insert, which lights up, if you describe the disk
> k?nnen.
> SPEEDY S, SPEEDY D, SPEEDY DS
> The sector copier in the SPEEDY S (HS) or the DOS in the SPEEDY D k?nnen
> through anbooten (switch on the computer) into the computer to be invited.
> Leave simply for this the drive assembly flap open, if them the DOS or the
> sector copier ben?tigen. With the SPEEDY DS you have a zus?tzlichen switch,
> with which you w?hlen between the two versions k?nnen.
> Thus the w?re installation of the SPEEDY 1050 (mini SPEEDY) into your drive
> assembly terminates. We hope, there? everything folded well and there?
> It much Spa? with the extension will have.
>
> Page 4
>
> (C) Compy Shop SPEEDY 1050 / mini SPEEDY MANUAL
>
> SPEEDY SYSTEM FLOPPY
> Insert the system floppy into your drive assembly and to switch you your
> computer. The OPTION key mu? not to be gedr?ckt. After few seconds the
> HAUPTMEN appears? with several point of selection. Here now a short
> description of all Men?punkte and their handling.
> MAIN MENU PUNKT_1_ - _SPEEDY MEN? (V 1,1)
> Here it is indicated how many SPEEDY drive assemblies are attached. " SLOW
> " switched drive assemblies are not recognized. With the key ' D ' can be
> gew?hlt, which drive assembly is to be addressed.
> l.__SPEEDY 1050 TEST

> 1. SPEEDY RAM TEST
> The 8k-Byte RAM on the SPEEDY 1050 (mini SPEEDY) tests plate.
> 2. SPEEDY ROM TEST
> The ROM of the SPEEDY tests 1050 (mini SPEEDY) on programming errors.
> 3. INDICATE TEST
> Tests the display and the buzzer of a SPEEDY 1050 with TRACK announcement.
> 4. SPEED TEST
> The number of revolutions of the driving motor is tested. Exact
> Beschreibuna in installation-alltrain
> 2. FUNCTION CONTROL
> With the keys 1-6 you set the appropriate control bit f?r the angewahlten
> functions. The control bit k?nnen only with the key ' R ' to be
> zur?ckgesetzt.
> The functions of the control bit in detail:
> 1 - With arise a write/read error is the buzzer a warning clay/tone to
> deliver. Functioned nat?rlich only with a SPEEDY T.
> 2 - Do not switch the driving motor off with command $51 (all sectors from
> internal Buffer write immediately ) .
> 3 - With command $20 (special format instruction) the boat and directory
> sector do not write.
> 4 - Ausf?hren when formatting no VERIFY. Erm?glicht formatting in approx.
> 9 seconds. Caution with cheap disk!
>
> Page 6
> SPEEDY 1050 / mini SPEEDY MANUAL (C) Compy Shop
>
> 5 - TRACK announcement in Rexadezimaler form represent.
> 6 - With arise a write/read error the ERROR status in hexadecimal form on
> the display represent. To determine together with the function 1 sometimes
> a very n?tzliches aid around the position and the status of a zerst?rten
> sector on a disk. Functioned nat?rlich also only on a SPEEDY T.
> The complete control byte is indicated on the screen. After the Dr?cken of
> the key ' W ' the byte is sent to the drive assembly.
> 3. SLOW MODE CONTROL
> With the key ' D ' k?nnen you the SPEEDYLaufwerk anw?hlen also here, which
> you adjust m?chten. With the ~~asten 1-4 you set again the individual
> status bit fiir the following functions:
> 1 - Sector read slowly. The sectors are read in no more TRACK way in RAM
> of the SPEEDY, but read in individually and sent individually to the
> computer, as is iiblich with a normal drive assembly without extension.
> 2 - Sector write slowly. The sectors are only written to no more,
> as?blich, immediately individually TRACK way in the internal RAM of the
> SPEEDY buffered and with a TRACK change, but gotten by the computer and
> written.
> 3 - COM $57 with Verify. DOS 2,DOS 2,5 and DOS 3 use the instruction 557
> for the letter of a sector. This means, there? after the letter of each
> sector a Verify one ausgef?hrt. So that the letter of a sector with this
> Dosarten does not last to for a long time, is normally switched off in the
> SPEEDY of these Verify. Do you want, there? the Verify is ausgef?hrt,
> m?ssen you this bit to set. Disadvantage: Very slow recording procedure.

> 4 - Drive assembly in SLOW mode. Hei?t there? al]e auxiliary
> instruction, which is considered more?ber the normal command sentence of the
> 1050er operating system go outal, no more. This can be n?tig, if
> kopiergesch?tzte software on a SPEEDY drive assembly is to run. If the
> SPEEDY is to work again with erh?hter speed after the activation of this
> status bit, helps to switch on only ausund again the drive assembly.
> With the key ' R ' are again zur?ckgesetzt all status bit. After the
> dr?cken key ' W ' is sent the adjusted status to the SPEEDY drive assembly.
>
> Page 7
> (C) Compy Shop SPEEDY 1050 / mini SPEEDY MANUAL
>
> 4. DRIVE ASSEMBLY = ORIGINAL
> With some copy-slit programs is it necessarily, there? They from their
> SPEEDY 1050 (mini SPEEDY) again normal 1050 make for drive assembly. With
> some other Floppyspeedern only a development helps the extension. This is
> not necessary with the SPEEDY. With the help of this function the SPEEDY
> operating system is rnodifiziert in such a way, there? a SPEEDY 1050 (mini
> SPEEDY) drive assembly like quite normal 1050 without extension verh?lt
> itself. A program cannot determine now no more whether an extension is in
> the drive assembly. The SPEEDY 1050 (mini SPEEDY) can restart only by out
> and the drive assembly to be activated.
> HAUPTMEN? POINT 2 - SPEEDY BACKUP
> This program serves for copies from kopiergesch?tzter software. Approx.
> 80% of all gesch?tzten (SINGLE Density) disks in the trade k?nnen to be
> copied. The operation erkl?rt itself to a large extent automatically. Do
> not k?nnen to be copied: TRACK with more than 19 sectors per TRACK.
> Sectors with ver?nderlichen data. MEDIUM Density disks. The status one
> TRACKS which can be copied is indicated on the screen. The individual
> status messages mean in detail:
> . = normal TRACKS with 18 sectors.
> - = on the TRACK are less than 18 sectors.
> + = on the TRACK are more than 18 sectors.
> X = TRACK is unformated.
> U = format clearly or not be found on the TRACK too many sectors pie of
> this disk cannot be recognized becomes probably to fen.
> E = an error is with copies arisen.
> HAUPTMEN? POINT 3 - SPEED INIT
> You find the guidance for this program in the MAIN MENU
> under the POINT 4 - GUIDANCE FOR the INIT.
>
> Page 8
> SPEEDY 1050 / mini SPEEDY MANUAL (C) Compy Shop
>
> HAUPTMEN? POINT 5 - _SECTOR COPIER
> This is the standard copier f?r ungesch?tzte disks in all diskette format.
> It functions also on drive assemblies, which are not ausger?stet with a
> SPEEDY 1050 (mini SPEEDY). All COMPY SHOP RAM disk and the RAM disk 130 XE
> is fully unterst?tzt. Thus it is for example m?glich a DOUBLE Density disk
> in a passage to copy if the computer with at least 192 k-byte RAM is

> ausger?stet. The operation of the sector copier erkl?rt itself in all
> functions selbstst?ndig.
> HAUPTMEN?_PUNKT 6 - DISK MAP BY
> With this program you k?nnen an upper view more?ber a disk to give leave
> yourselves. Full and empty sectors are not indicated at all exactly the
> same like defective or existing sectors. The sequence of the sectors
> present at a TRACK can be indicated. You find the meaning of the
> individual status value in the program in the Men? point INFORMATION.
> HAUPTMEN?_PUNKT 7 - _HSS COPIER
> At present this is the quickest sector copier it f?r the SPEEDY 1050 (mini
> SPEEDY) gives. You find a description of this program in the MAIN MENU
> POINT 8 GUIDANCE HSS COPIER. This copier does not function unfortunately
> on all 1050 drive assemblies. This is because of the construction unit
> tolerance of the 1050 electronics. If you should have problems with this
> copier, inquire please in the COMPY SHOP, perhaps can you quickly and
> easily be helped.
> DESCRIPTION OF THE PERMANENT DRIVE ASSEMBLY INSTRUCTION
> The list of the SIO commands follows f?r the SPEEDY 1050 (mini SPEEDY).
> This list is particularly f?r the interested machine language programmer
> meant, who programs its SPEEDY 1050 (MiniSPEEDY) itself m?chte.
> COMMAND is the value, which is before call of the SIO routine $$E459 () in
> the storage location $302. AUX1 and AUX2 entprechen the values, which are
> in the storage locations $30a (Low byte) and $30b (High byte). With some
> instructions AUX1 and AUX2 are not used and d?rfen arbitrary values to
> assume.
>
> Page 9
> (C) Compy Shop SPEEDY 1050 / mini SPEEDY MANUAL
>
> COMMAND: $52
> FUNCTION: Sector read
> AUX1: Sector number Low byte
> AUX2: Sector number High byte
> DESCRIPTION: Depending upon Density 128 or 256 bytes are sent to the
> computer. With the sectors 1-3 also with DOUBLE Density only 128 bytes are
> sent.
> REMARK: Sector number 0000 selects the Zeropage RAM in the SPEEDY 1050
> (mini SPEEDY). With sectors more gr??er $8000 that is selected RAM or the
> ROM.
> ($8000-9fff = RAM / $$C000 or $$E000-FFFF = ROM)
> COMMAND: $50
> FUNCTION: Sector write without Verify
> AUX1: Sector number Low byte
> AUX2: Sector number High byte
> DESCRIPTION: The drive assembly expects 128 or 256 bytes depending upon
> Density. Sectors 1-3 are always 128 bytes long.
> REMARK: The SPEEDY main memory $8000 - $9fff can be described
> purposefully. Zeropage (sector 0000) cannot be described.
> COMMAND: $57
> FUNCTION: Sector write with Verify

> AUX1: Sector number Low byte
> AUX2: Sector number High byte
> DESCRIPTION: Like instruction $50
> REMARK: Like instruction $50. Starting from the SPEEDY version 1,4 SPEEDY
> internal is switched off with this command of the Verify. In order to
> permit the Verify again, mu? with instruction $4b the bit 2 in the
> configuration byte to be set.
>
> Page 10
> SPEEDY 1050 / mini SPEEDY MANUAL (C) Compy Shop
>
> COMMAND: $53
> FUNCTION: Drive assembly status determine
> AUX1: Does not use
> AUX2: Does not use
> DESCRIPTION: The drive assembly sends 4 bytes, which contain the status of
> the inserted disk and the last diskette operation.
> Byte 1: DRIVE STATUS
> Bit 0 - COMMAND FRAME ERROR
> Bit 1 - CHECKSUM ERROR
> Bit 2 - OPERATION ERROR
> Bit 3 - WRITE PROTECT
> Bit 4 - ENGINE ON
> Bit 5 - DOUBLE DENSITY
> Bit 6 - unused
> Bit 7 - BINARILY (MEDIUM) DENSITY
> Byte 2: CONTROLLER STATUS
> Bit 0 - BUSY
> Bit l - DRQ
> Bit 2 - Lost data
> Bit 3 - (carriage return character) ERROR
> Bit 4 - RECORD EMERGENCY FOUND
> Bit 5 - RECORD TYPE
> Bit 6 - WRITE PROTECT
> Bit 7 - EMERGENCY READY
> Byte 3: Time Out value fur format disk ($$E0)
> Byte 4: unused (always 0)
> COMMAND: $21
> FUNCTION: Format disk (SINGLE/DOUBLE }
> AUX1: Function byte 1
> AUX2: Function byte 2
> DESCRIPTION: This command is used, in order to format disks in single or
> double Density (720 sectors). The Density format is stopped by a previous
> $4f-befehl (drive assembly configuration). One does not configure the
> drive assembly after switching on on, in SINGLE Density one formats
> automatically. Is to be formatted in medium Density (1040 sectors), mu?
> are in function byte 1 the value $11 and in function byte 2 the value 4.
> The drive assembly sends to that formats depending upon Density 128 or 256
> bytes to the computer. The first two bytes always are after successful
> formatiern $$FF.

>
> Page 11
> (C) Compy Shop SPEEDY 1050 / mini SPEEDY MANUAL
>
> COMMAND: $22
> FUNCTION: Format disk (MEDIUM)
> AUX1: Does not use
> AUX2: Does not use
> DESCRIPTION: To format this command used around disks in l050 dual Density
> (MEDIUM = 1040 sectors). Always 128 bytes are sent to the computer. The
> first two bytes always are after erFolgreichem formatiern $$FF.
> This were the standard instruction normal 1050. All following instructions
> do not k?nnen with a SLOW switched SPEEDY to be addressed.
> COMMAND: $20
> FUNCTION: Automatic format
> AUX1: Function byte 1
> AUX2: Function byte 2
> DESCRIPTION: The drive assembly only the instruction is given to format
> to. It is zur?ckgemeldet immediately a ' Complete '. With this
> instruction all three formats k?nnen to be generated. The gew?nschte
> density mu? before with the instruction $4f (configure to drive assembly)
> to be adjusted. Is to be formatted in medium Density (1040 sectors), mu?
> in function byte 1 the value S11 and in function byte 2 the value 4 find in
> Write protect zur?ckgemeldet itself immediately. Errors with do not format
> k?nnen the computer to be announced, since no data are zur?ckgesendet after
> Befehlsausf?hrung. Abh?ngig of the DRIVE/DISPLAY status is written
> automatically after that to format the vtoc (DOS 2/2.5/BIBO-DOS compatibly)
> and 3 boat sector.
> COMMAND: $3f
> FUNCTION: SIO Geschwindigkeitsbyte determine
> AUX1: Does not use
> AUX2: Does not use
> DESCRIPTION: A byte is sent to the computer, which contains the upper
> carrying speed in High speed. This byte is ben?tigt f?r the HIGH speed SIO
> routine and betr?gt with the SPEEDY 1050 (mini SPEEDY) normally 09.
>
> Page 12
> SPEEDY 1050 / mini SPEEDY MANUAL (C) Compy Shop
>
> COMMAND: $4e
> FUNCTION: Drive assembly configuration pick out
> AUX1: Does not use
> AUX2: Does not use
> DESCRIPTION: The 12 bytes of the configuration table are sent to the
> computer.
> Byte 1 - Number of the TRACK (40)
> Byte 2 - Step rate (1)
> Byte 3 - Sector/TRACK High (0)
> Byte 4 - Sector TRACK Low (18/26)
> Byte 5 - Number of K?pfe (0)

> Byte 6 - Recording format (0=FM/4=MFM)
> Byte 7 - Byte/sector High (1=256/0=128)
> Byte 8 - Byte/sector Low (0=256/128=128)
> Byte 9 - Drive assembly actively (255)
> Byte 10 - unused (0)
> Byte 11 - unused (0)
> Byte 12 - unused (0)
> COMMAND: $4f
> FUNCTION: Configure to drive assembly
> AUX1: Does not use
> AUX2: Does not use
> DESCRIPTION: This instruction is used, in order to stop the drive assembly
> f?r the n?chsten formatting instruction. The drive assembly expects 12
> bytes, which correspond exactly to the sequence of the previous instruction
> ($4e) m?ssen.
> COMMAND: $51
> FUNCTION: Recording procedure terminate
> AUXl: Function byte 1
> AUX2: Function byte 2
> DESCRIPTION: After each write instruction the drive assembly waits approx.
> 2
> Seconds to the data from the Trackbuffer on those
> Disk to be written. This becomes by that
> Instruction $51 accelerates. All data in the Trackbuffer
> unverz?glich on the disk are written and
> abh?ngig of the DRIVE/DISPLAY status ($44) the engine
> after recording procedure immediately stopped. Are
> both function byte $$FF becomes auxiliaryborrowed all
> Sectors from the Cache Buffer on the disk written.
>
> Page 13
> (C) Compy Shop SPEEDY 1050 / mini SPEEDY MANUAL
> _
>
> COMMAND: $44
> FUNCTION: DRIVE/DISPLAY attitude
> AUX1: Configuration byte
> AUX2: Does not use
> DESCRIPTION: The value in AUX1 sets the DRIVE/DISPLAY status byte in the
> drive assembly. This byte can be picked out more?ber no instruction
> directly, so there? all bits to be always set correctly m?ssen.
> Bit 0 - Bell with ERROR permit
> Bit 1 - unused
> Bit 2 - unused
> Bit 3 - Do not switch $51 off engine with COM
> Bit 4 - With COM $20 vtoc and BOAT do not write
> Bit 5 - Format without Verify
> Bit 6 - TRACK announcement in hexadecimal
> Bit 7 - ERROR - announcement switch on
> COMMAND: $4b

> FUNCTION: Slow/Fast configuration
> AUX1: Configuration byte
> AUX2: Does not use
> DESCRIPTION: With the value in AUX1 the DRIVE Slow Statusbyte of the drive
> assembly is beeinflu?t. This byte can be picked out more?ber no
> instruction directly, so there? all bits to be set correctly m?ssen.
> Bit 0 - READ sector slow
> Bit 1 - Write sector slow
> Bit 2 - Command $57 verify switch on
> Bit 3 - Drive assembly vollst?ndig in slow mode
> Bit 4 - unused
> Bit 5 - Cache Buffer switch off
> Bit 6 - 1 TRACK slow (after TRACK change 0)
> Bit 7 - 1 disk slow (after diskette change 0)
> COMMAND: $4c
> FUNCTION: Direct branch instruction without R?ckmeldung
> AUX1: Branch address Low byte
> AUX2: Branch address High byte
> DESCRIPTION: The microprocessor in the drive assembly is veranla?t by this
> instruction to jump directly to the storage location which is in AUX1 and
> AUX2. The drive assembly does not give a message so there to the computer
> zur?ck? a R?ckmeldung from the program to be given mu?, to that the
> processor jumped.
>
> Page 14
> SPEEDY 1050 / mini SPEEDY MANUAL (C) Compy Shop
>
> COMMAND: $4d
> FUNCTION: Direct branch instruction with R?ckmeldung
> AUX1: Branch address Low byte
> AUX2: Branch address High byte
> DESCRIPTION: This instruction resembles the preceding up to the
> difference, there? the drive assembly before Ausf?hrung of the program a
> jerk message (Complete) to the computer sends.
> COMMAND: $41
> FUNCTION: Command table verl?ngern or verk?rzen
> AUX1: Does not use
> AUX2: Does not use
> DESCRIPTION: The drive assembly expects 3 bytes of the computer. The 1.
> Byte is the new command. 2. and 3. Byte is the start address the?ber new
> command reached program in the low/high byte format. If the new instruction
> already is in the command table, this is provided with the new start
> address. The start address 0000 is the instruction from the command table
> is gel?scht.
> COMMAND: $68
> FUNCTION: Determine for a long time the SIO routine
> AUX1: Does not use
> AUX2: Does not use
> DESCRIPTION: With this instruction the long one of the SIO routine is
> determined, which is loaded with the instruction $69 from the drive

> assembly into the computer. The drive assembly sends 2 bytes, which
> contain the L?nge (low/high).
> COMMAND: $69
> FUNCTION: SIO routine to the computer send
> AUX1: Relokator - address low byte
> AUX2: Relokator - address high byte
> DESCRIPTION: This instruction sends the High speed SIO routine in from the
> instruction the $68 determined long ones to the computer. This routine is
> already relokiert in the drive assembly to the start address, which is in
> AUX1 and AUX2.
>
> Page 15
> (C) Compy Shop SPEEDY 1050 / mini SPEEDY MANUAL
>
> COMMAND: $60
> FUNCTION: TRACKS write
> AUX1: TRACK initial sector low byte
> AUX2: TRACK initial sector high byte
> DESCRIPTION: The complete data f?r a TRACK are written with this
> instruction on the disk or into the Trackbuffer. The number of bytes which
> can be beaver-carried is calculated by the number of sectors times the
> bytes per sector. Because of the very difficult Timings this instruction
> functions only into more normally?bertragungsrate.
> COMMAND: $62
> FUNCTION: TRACKS read
> AUX1: TRACK initial sector low byte
> AUX2: TRACK initial sector high byte
> DESCRIPTION: Read a complete TRACK with an instruction of the disk or from
> the Trackbuffer. The number to expecting bytes is calculated by the number
> of sectors times the bytes per sector.
>
> Page 16
> SPEEDY 1050 / mini SPEEDY MANUAL (C) Compy Shop
>
> At the Schlu? now still another example, how these instructions are used.
> With this small demo program the High speed routine of the SPEEDY can be
> loaded into the computer. This program with the BIBO ASSEMBLER was
> written.
> 00010 LI OFF
> 00020 OR $4000
> 00030 _____
> 00040 ADDR = $5000 ADDRESS F?R THE SIO ROUTINE
> 00050 _____
> 00060 LDA #$31 BUS ID
> 00070 STA $0300
> 00080 LDA #1 DRIVE NUMBER = 1
> 00090 STA $0301
> 00100 LDA #$68 COMMAND $68
> 00110 STA $0302
> 00120 LDA #$40 STATUS FOR DATA VINTAGES

```
> 00125 STA $0303
> 00130 LDA #8
> 00140 STA $0304 ADDRESS F?R LOW L?NGENBYTE
> 00150 STA $0306 VALUE FOR TIMEOUT APPROX. 8 SEC..
> 00160 LDA #3
> 00170 STA $0305 ADDRESS F?R HIGH L?NGENBYTE
> 00180 LDA #2
> 00190 STA $0308 2 BYTES VINTAGES
> 00200 LDA #0
> 00210 STA $0309
> 00220 JSR $$E459 RE-ENTRY POINT OF THE SIO ROUTINE IN THE OS
> 00230 BMI ERROR
> 00240 INC. $0302 COMMAND $69
> 00250 LDA #ADR
> 00260 STA $0304 TARGET ADDRESS OF THE SIO ROUTINE LOW
> 00270 STA $030A RELOKIERADRESSE THE SIO ROUTINE LOW
> 00280 LDA / ADDR
> 00290 STA $0305 TARGET ADDRESS OF THE SIO ROUTINE HIGH
> 00300 STA $030B RELOKIERADRESSE THE SIO ROUTINE HIGH
> 00310 LDA #$40
> 00320 STA $0303 STATUS F?R DATA VINTAGES
> 00330 JSR $$E459 RE-ENTRY POINT OF THE SIO ROUTINE IN THE OS
> 00340 BMI ERROR
> 00350 CLC CARRY GEL?SCHT = ROUTINE LOADED
> 00360 RTS
> 00370 ERROR SECONDS OF CARRY SET = ROUTINE COULD NOT DO
> 00380 RTS INVITED
>
> Page 17
>
> Richard Daley wrote in message <80v5j9$dot$1@epos.tesco.net>...
> >I have just bought one of these, with the manual in German, the country of
> >origin. As my technical German is poor (very) is there a translation on the
> >net, or can anyone help please ?
> >
> >Thanks again
> >
> >Richard
> >
```

## 3318. Atari information wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-18 00:00:00 UTC
From: Instruction Manuals UK <peterhale@manuals.force9.co.uk>
Message-ID: <ZpXY3.9861$1Q3.59584@stones>
Source record: 48755
Cross-posted to: alt.atari,alt.atari.2600,alt.games.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st.misc,msn.atari,news.misc.sys.atari.st,pl.comp.sys.atari

Does anybody have the telephone number for the U.K head office of atari corporation ????

Also are there any online user guides for any old or current atari hardware ??

please email me,thanks in advance.

--
Peter Hale
Marketing Manager
peterhale@instruction-manuals.co.uk
www.instruction-manuals.co.uk
Fax 0870 7065552

## 3319. Atari 1050 bit copier

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-18 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <811mel$jm8$1@barcode.tesco.net>
Source record: 48756

Does anyone have one for sale or know where one can be found please. This is an "add on" mod for the 1050 super archiver.

Richard

Thanks for all the info re the speedy drive. Very much appreciated and welcome.

## 3320. Atari 815 and 1090

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-18 00:00:00 UTC
From: obera000 <obera000@unbc.ca>
Message-ID: <Pine.LNX.3.96.991118124653.13506A-100000@ugrad.unbc.ca>
Source record: 48757

Does anyone have a 815 or 1090 for sale... on that still works ofcourse.

Arron
obera000@telus.net

## 3321. Re: Archon!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-18 00:00:00 UTC
From: ottho@my-deja.com
Message-ID: <8122ep$iqa$1@nnrp1.deja.com>
Source record: 48758

Do you know if they run in UAE or other Amiga emulator? and if they do,
where can I get the image files for them (Archon & ArchonII) ?

In article <jLJY3.3292$fy1.274@tundra.ops.attcanada.net>,
"Jamn" <[nospam]jdrywood@eatonyaleltd.attcanada.net> wrote:
>
> Yes, very true.
>
> However, the Amiga versions of Archon and Archon II are unmatched.
You
> gotta like the sound effects in StErEo!
>
> ...Jamn

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3322. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-18 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <812bs7$3kk$1@kc.trail.com>
Source record: 48759

Hi Aaron,

In article <38315388.11824201@news.localnet.com>,
Aaron <aarona@/REMOVE/localnet.com> wrote:
>>
>>Regarding the speed difference, keep in mind that Antic uses a lot of
>>the CPU cycles for DMA -- someone here suggested around 33%, which
>>takes 1.8MHz down to 1.2MHz or so (seems a tad low to me, though).
>>While it is a non-trivial speed difference, neither is it an overwhelming
>>difference.
>
>That extreme slowdown of 1.2 megahertz only occurs in 40 column
>text-style modes. The medium res (4 color ) graphics mode allows the
>CPU to run at about 1.5 Mhz. Of course, enabling Antic's PM graphics

My recollection was that hires mode (i.e. common game graphics modes)
ran at around 1.35 MHz. Instead of speculating, go ahead and post
the actual numbers so we can see what the right answer is.

>>Regarding colors, the Atari's large palette is unfortunately slaved to
>>four (or two) color registers; the 64, on the other hand, has 1000
>>color registers -- it gets the colors from RAM, and hence all graphics
>>modes are essentially 16-color modes. Thus while the Atari has more
>>colors, the 64 is in general more colorful.
>
>1000 color register for 16 colors (and about 5 of these colors are
>some shade of grey).

I suppose they are, if you count black and white as shades of gray.

> How wonderful (snore). This reminds me of all the
>shitty CGA based PC games. "Yeah there's 16 colors but they're all
>blahhhhh!!!!.

CGA is a good example of what happens when you are limited to registers.

You can always downgrade the 64 to the Atari's 2- and 4-color modes,
though, if that is your preference. But while we can all come up with
statistics and marketing specs and all sorts of theoretical arguments
for some sort of imagined superiority, why not try my original suggestion:

>>You can see this in screenshots, but a striking example is the winning
>>picture "Might & Magic" from Symmek99, which you can get at
>>http://www.ffd2.com/fridge/misc/symgfx-ntsc.zip (and elsewhere).

It looks best on the real thing, but as a service to all the less-motivated
readers I have temporarily put a GIF of the picture at

http://www.ffd2.com/fridge/symmek/mightandmagic-valsary.gif

Some pictures in that directory use graphics tricks to varying degrees;
some, like Might and Magic, are just plain C64 multicolor mode. I leave
it to the viewer to judge for himself how "limited" the 64's palette is,
and whether there is a difference between "more colors" and "more colorful".

Note that those pictures are not supposed to be the cream of the crop;
they are just the entries from SymMek99, from the GIF distribution.

>Although the difference in CPU speed had some factor in Rescue on
>Fractalus being faster on the Atari, the biggest advantage was the use
>of an Atari low res (multiple scan line) mode which the C-64 didn't
>have, and, therefore, had to be simulated in software.

Ah, you've examined the code, then, and made some timing calculations?

>>Finally, regarding 3D, I would be happy to put up my 3D routines on the 64
>>against any Atari 3D program. I think I will win -- not because the 64
>>is better at 3D graphics, but because the algorithms are better. My moral
>>is that programs often say more about the programmer than the hardware.
>
>The best games are always the ones that are written specifically for a
>system by a programmer that has complete understanding of its
>hardware/software capabilities. This little truth has been born out in

I'm not sure what you're addressing in my comment, but aside from the CPU,
very little in 3D programming is platform-specific.

(I am also puzzled by the earlier suggestion that 64 routines are difficult
to port because they are somehow interconnected with the particular
graphics mode. They just aren't.).

Regarding the best games, I don't think there's too much correlation
betwen coding skill and game quality. Said another way, I don't think
it takes much effort to think up some games that are beautiful pieces
of programming and steaming piles of... gameplay.

-S
--

# 3323. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-18 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <812etm$3sm$1@kc.trail.com>
Source record: 48760

Hi Aaron,

Your information below is not correct.

In article <38328184.11189180@news.localnet.com>,
Aaron <aarona@/REMOVE/localnet.com> wrote:
>
>The Atari (who's underlying technology is almost half a decade older
>than the C-64's)

The Atari was released in 1979. The C64 was released in 1982. Which
half a decade are you referring to?

Unless you are suggesting that Antic et.al. are based on the 2600 (Stella)
technology.

>The engineers of the C-64 (or, more specifically, the VIC-2 chip)
>ingeniously solved this problem by incorporating an extra 1 kilobyte
>(or was it half a K?) of special RAM called color memory. In high res
>mode (320x200), each byte of this special memory controls the color of
>a high res 8x8 pixel region of the C-64's display. The regions

There is indeed 1k of color RAM. It is not used in hires mode, however.
Hires mode uses 1k of system RAM for color; the low nybble specifies
one color, the high nybble specifies the other.

>The combination of the above two methods of color control is important
>because, in the C-64 multicolor mode, a byte of graphics memory (not
>color memory) controls 4 pixels and each pixel is controlled by 2 bits
>(2 bits multiplied by 4 pixels equals 8 bits ...or a byte). 2 bits per
>pixel allows for a selection of 4 different colors. Unfortunately,
>there isn't enough color RAM (that special 1K region) to control all
>four of these colors...so a compromise is obtained. One or two of the
>four possible bit patterns tell the Vic II chip to look at the COLOR
>MEMORY (that special 1K region) to display a specific color in that
>8x8 (now a lower res 4x8) region. The rest (of the 4 possible) bit
>patterns tell the Vic II chip to display the color that's loaded into
>the Atari-style global color registers.

In multicolor mode, both system RAM and color RAM is used -- two nybbles
of system RAM, one nybble of color RAM (only the low four bits of color
RAM is physically connected), and one register. So there's a common
background color, and three independent colors.

Where did you get the above information?

>One unfortunate (and, for me, inexcusable) aspect of the C-64 is that
>it's entire color palette is only 16 colors and a third of those are
>tied to levels of grey!!! The Atari, on the other hand, has a 128
>color palette (8 of those being levels of grey). Most Atari's also

This has been covered many times.

Your vociferous dissatisfaction makes me wonder, however -- when, during programming the 64, have you personally found yourself wishing for alternate shades of color?

Alternatively, which programs were you running and felt that, if only there were a different nuance of red the program would be vastly improved?

I'm not saying that I wouldn't like having more colors; I'm not saying I wouldn't like being able to choose the palette; I'm not saying the Atari is useless for graphics. I am saying that your argument is a little silly.

I'm also suggesting that more colorful is more desirable than more colors.

Finally, just as a matter of curiosity -- and your eyes are probably better than mine -- but since you've brought up the subject several times now, how many of the Atari's 128 shades appear "non-gray" (non-gray/black/white) to you?

-S
--

## 3324. Cosmic Swarm, Frankensteins Monster, and more

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-18 00:00:00 UTC
From: Mighty YO <yoyo@socket.net>
Message-ID: <s39gu68v1eo12@corp.supernews.com>
Source record: 48761
Cross-posted to:
alt.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari

You don't see these games everyday. I have these and several other atari items on ebay. I have alot of games that I will be listing over the next week that you won't want to miss. Check it out.

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=mighty-yo

# 3325. More Atari! Inventory Growing! FREE Atari Computer Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-18 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <812k1i$l4b$1@user2.teleport.com>
Source record: 48762
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

(Update: 11/18/99) I've just added more 8 Bit Software to my Catalog. Programming Languages & DOS's from OSS, HOFACKER, Alpha and even Atari MicroSoft BASIC & Atari LOGO. Lots of Utilities & Copiers like Chipmunk and Impersonator. My Catalog is growing by leaps & bounds.

(Update: 11/04/99) I've just added a bunch of Titles to my Atari 8 Bit SoftWare Catalogs. All Games!!! A number of them are UnOpened! Many for only $5 a pop! And I went through my Catalog and did some adjusting of prices. Right now my 8 Bit SoftWare Catalog has a bigger Byte count than ever.

Atarians Unite! Are you pining for the days of a simpler Computer? Do you miss Arcade Classics like Asteroids, BattleZone, Joust, Missile Command, Robotron 2084 and my favourite Star Raiders! Well Bravo Sierra Computers has them. Are you wandering, wandering in the desert of violent video games. Games too violent for children? With Blood & gore? Two companions of youth nowadays. Especially those you hear about in the news who kill fellow students at school. If your preferences for games lean more towards family friendly. Like it used to be. Try some of my Atari Arcade classics. I have oodles of Atari SoftWare! As well as truckloads of Atari HardWare. And Libraries of Atari Books. Reference material and things you thought you'd never find! So come check it out. The best of Classic Atari 8 Bit & Atari ST. E-Mail me at

e-mail: atari@benjamin.net

Or call me anytime at (503)256-9974 to talk to a warm, friendly, people person! Your more likely to reach me from 3 PM-3 AM Pacific Standard time. And thats most likely the times I can return calls. I'm perfectly willing to call you, on my own dime to answer your questions. I'm a people person and those who have dealt with me will find me patient, a good listener and even a good teacher. So if you can't call me Today? Call me Tonight!

Click for WebSite!

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. In Fact check it regularly as my Catalogs are updated regularly. I have 6 different Catalogs, and my SoftWare Catalogs are my

largest. They have the biggest Byte Count. And remember if you can't come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

***FREE*** Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. Now we've moved our meeting to a new night. Same Bat Time! Same Bat Channel! We meet the 2nd Thursday of each Month. Our Next meeting will be Thursday, December 9th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop or Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 3326. NEW Meeting Night! Atari Club Meeting in Portland, Oregon. USA!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-18 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <812kkb$mqc$1@user2.teleport.com>
Source record: 48763
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,
Body handling: HTML body converted to readable text

Please direct all replies through E-Mail at bensmith@teleport.com or atari@benjamin.net instead of NewsGroups as I don't regularly check NewsGroups.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. Now we've moved our meeting to a new night. Same Bat Time! Same Bat Channel! We meet the 2nd Thursday of each Month. Our Next meeting will be Thursday, December 9th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop or Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974 DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST! http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 3327. Re: 1050 Speedy drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-19 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <19991118211036.16711.00000793@ng-fa1.news.cs.com>
Source record: 48764

What is the difference between Speedy
and mini-speedy? How do they compare
to "Happy" or US Doubler drives. Have
heard that Speedy drives will not work
on NTSC systems. Wrong SIO speed?
Larry

## 3328. Re: Archon!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-19 00:00:00 UTC
From: Jamn
Message-ID: <Z43Z3.3362$fy1.285@tundra.ops.attcanada.net>
Source record: 48765

From what I understand, they do. However, you must set your emulated
amiga to 512k chip memory only (as was necessary on the original machines)

I'm sorry to say that I don't know where you can find the ADF's for
them, but I do know that they're out there. I have a real amiga with the
original Archon disks, but they are copy protected.

...Jamn

<ottho@my-deja.com> wrote in message news:8122ep$iqa$1@nnrp1.deja.com...
> Do you know if they run in UAE or other Amiga emulator? and if they do,
> where can I get the image files for them (Archon & ArchonII) ?
>
>
> In article <jLJY3.3292$fy1.274@tundra.ops.attcanada.net>,
> "Jamn" <[nospam]jdrywood@eatonyaleltd.attcanada.net> wrote:
> >
> > Yes, very true.
> >
> > However, the Amiga versions of Archon and Archon II are unmatched.
> You
> > gotta like the sound effects in StErEo!
> >
> > ...Jamn
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>

## 3329. Has anyone successfully programmed the USD bin file into a ROM?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-19 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <812ua8$1qa$1@newsource.ihug.co.nz>
Source record: 48766

To go along with my existing USD 1050, I'm trying to make another 1050
into a USD drive. I have the rom file, but have been very unsuccessful
at being able to program it into a borrowed eprom burner, I have tried
various other roms, and successfully written coded to those, so the burner
is okay. It is just the USD rom(4k). Is there anything I should look out
for?
The eprom burner refuses to accept the rom as valid. (corrupt?)

Failing that, has anyone got a source of prewritten roms I could buy?

regards

Aaron
Maintainer of Atari 8 bit Games Webpage.
For all your ATR needs...
http://homepages.ihug.co.nz/~aaronat/atari.html

## 3330. 2 joystick

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-19 00:00:00 UTC
From: Carlos Pitt <armandi@tin.it>
Message-ID: <813pcf$3hp$1@nslave2.tin.it>
Source record: 48767
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,it.comp.retrocomputing,it.comp.giochi

Come faccio a collegare 2 joystick al PC per
giocare con alcuni emulatori per ATARI e MultiArcade
per giocare in due in contemporanea ?

How can I connect two joystick to PC
to play games with emulators, such as Atari or MultiArcade
and play games that supports two players ?

Please reply to armandi@tin.it

## 3331. FA: Atari 1020 printer

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-19 00:00:00 UTC
From: "O. Alan Jones" <oajones@bright.net>
Message-ID: <383574F8.FEA3DA1E@bright.net>
Source record: 48768

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=203702835

--Alan

# 3332. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-19 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s3atsnqi3ef10@corp.supernews.com>
Source record: 48769

Steve Judd <sjudd@kc.trail.com> wrote in message
news:812bs7$3kk$1@kc.trail.com...
> My recollection was that hires mode (i.e. common game graphics modes)
> ran at around 1.35 MHz. Instead of speculating, go ahead and post
> the actual numbers so we can see what the right answer is.
Actually most games like Frogger, Zengi, ... were written in a ~20X24
graphic character mode that had the equivalent of 160X192 in 5 colors. A lot
used display list interrupts for multiple mode changes, extra colors, what
have you, but it was just the way high ROM prices and disk drives being rare
that manifested itself.
> > How wonderful (snore). This reminds me of all the
> >shitty CGA based PC games. "Yeah there's 16 colors but they're all
> >blahhhhh!!!!.
>
> CGA is a good example of what happens when you are limited to registers.
Actually, IMO the 16 color EGA 320X200 was very good. CGA 320X200 in 4
colors was the one that was really bad.

# 3333. Re: Has anyone successfully programmed the USD bin file into a ROM?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-19 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s3b624v33ef63@corp.supernews.com>
Source record: 48770

Where did you get the instructions on piggy backing 6810s?

What I know is there are two types of 4k roms used in 1050s, so you may have bought the wrong/different type.

I also have had balky ROMs. That is, I use a standard programming algo for them and they fail to program. I switch to an adaptive mode, i.e. it hits the ROM until it reads back the right data, then hits all the locations with 3 times that number of programming pulses no matter what the manufacturer says is required.
Aaron Wheeler <aaronat@ihug.co.nz> wrote in message
news:812ua8$1qa$1@newsource.ihug.co.nz...
> To go along with my existing USD 1050, I'm trying to make another 1050
> into a USD drive. I have the rom file, but have been very unsuccessful
> at being able to program it into a borrowed eprom burner, I have tried
> various other roms, and successfully written coded to those, so the burner
> is okay. It is just the USD rom(4k). Is there anything I should look out
> for?
> The eprom burner refuses to accept the rom as valid. (corrupt?)
>
> Failing that, has anyone got a source of prewritten roms I could buy?
>
> regards
>
> Aaron
> Maintainer of Atari 8 bit Games Webpage.
> For all your ATR needs...
> http://homepages.ihug.co.nz/~aaronat/atari.html
>
>
>

# 3334. Re: Mario Brothers on the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-19 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yogcqi9mu.fsf@co.umist.ac.uk>
Source record: 48771

"Ken Siders" <ksiders@no.spam.columbus.rr.com> writes:

> Aaron <aarona@/REMOVE/localnet.com> wrote in message
> news:3832744f.7808030@news.localnet.com...
> > the Atari 800 and 5200 versions appear to be exactly the same. My
> > 8-bit file for this game also produces the strange buzzing/clicking
> > where the music (and a few other sound effects) are supposed to play.
> I believe there was
> a new version for the XE game system as a cartridge that looked a lot better
> but I only seen it in a magazine review.

Yup, that's right. I've never played the original version, but the
graphics on the XE version are good, as are the controls, and the
music adds nicely to the atmosphere. It's one of the best 2 players
games I've played on the 8-bit Atari. The graphics compare favourably
with the Nintendo version, but I think the Atari controls are better.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

## 3335. Help with SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-19 00:00:00 UTC
From: John Kwiatkowski <johnmk@shell.clark.net>
Message-ID: <6gjZ3.39788$oa2.214145@iad-read.news.verio.net>
Source record: 48772

I picked up an SIO2PC cable with the Atari 800XL I bought. Works fine,
only thing is the cable is short. What kind of cable do I need
so I can extend it? Standard serial cable or NULL modem cable?

The SIO2PC cable has a DB-9F to plug into the PC. So my extension will
need to have a male DB-9 and a female DB-9. Don't some
wires get crossed with a NULL modem cable, that probably won't
work?

I'm heading out to a computer show tomorrow and should be able
to pick something up cheap. Any restrictions on the length of
an SIO2PC cable I should worry about? I'd like to get it to
about 10 feet.

# 3336. Re: Help with SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-19 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3835c63b.393409041@news.ds.centuryinter.net>
Source record: 48773

On Fri, 19 Nov 1999 21:26:26 GMT, John Kwiatkowski
<johnmk@shell.clark.net> wrote:

>
> I picked up an SIO2PC cable with the Atari 800XL I bought. Works fine,
> only thing is the cable is short. What kind of cable do I need
> so I can extend it? Standard serial cable or NULL modem cable?
>
> The SIO2PC cable has a DB-9F to plug into the PC. So my extension will
> need to have a male DB-9 and a female DB-9. Don't some
> wires get crossed with a NULL modem cable, that probably won't
> work?
>
> I'm heading out to a computer show tomorrow and should be able
> to pick something up cheap. Any restrictions on the length of
> an SIO2PC cable I should worry about? I'd like to get it to
> about 10 feet.

You need a "strait through" type cable. Unfortunately, these are hard
to find in DB9. But maybe you can get one. If not, what might work
(in theory anyway) is to get a 10' strait through wired DB25 cable.
Then get two adapters. One adapter should be a DB9M to DB25F. This
will go on your SIO2PC cable, essentially making it have a DB25 type
serial connector instead of a DB9 type. If your computer also has a
DB25 type serial port then you're done. If all you have on the PC is
DB9 type serial ports, then you need the second adapter to mate the
end of the DB25 cable to the computer. This adapter would be a DB25M
to DB9F.

If you aren't in a big hurry and don't mind ordering your cables and
adapters, it's hard to beat Computergate for price. Check
www.computergate.com

I've used them many times for many things. Always been satisifed.

# 3337. HELP! Writer's Tool by OSS

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-19 00:00:00 UTC
From: harveyklein@webtv.net
Message-ID: <24251-3835C3D9-52@storefull-114.iap.bryant.webtv.net>
Source record: 48774

I just bought a Writer's Tool cartridge and manual by OSS. Apparently there is also a disk that is required to operate the system. Does anyone have this or a copy available?
Any help would be appreciated.
Harvey

# 3338. Re: Help with SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-19 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.991119182229.20096A-100000@vtn1>
Source record: 48775

On Fri, 19 Nov 1999, Jon Melbo wrote:

> On Fri, 19 Nov 1999 21:26:26 GMT, John Kwiatkowski
> <johnmk@shell.clark.net> wrote:
>
> >
> > I picked up an SIO2PC cable with the Atari 800XL I bought. Works fine,
> > only thing is the cable is short. What kind of cable do I need
> > so I can extend it? Standard serial cable or NULL modem cable?
> >
> > The SIO2PC cable has a DB-9F to plug into the PC. So my extension will
> > need to have a male DB-9 and a female DB-9. Don't some
> > wires get crossed with a NULL modem cable, that probably won't
> > work?
> >
> > I'm heading out to a computer show tomorrow and should be able
> > to pick something up cheap. Any restrictions on the length of
> > an SIO2PC cable I should worry about? I'd like to get it to
> > about 10 feet.
>
> You need a "strait through" type cable. Unfortunately, these are hard
> to find in DB9. But maybe you can get one. If not, what might work
> (in theory anyway) is to get a 10' strait through wired DB25 cable.
> Then get two adapters. One adapter should be a DB9M to DB25F. This
> will go on your SIO2PC cable, essentially making it have a DB25 type
> serial connector instead of a DB9 type. If your computer also has a
> DB25 type serial port then you're done. If all you have on the PC is
> DB9 type serial ports, then you need the second adapter to mate the
> end of the DB25 cable to the computer. This adapter would be a DB25M
> to DB9F.
>
> If you aren't in a big hurry and don't mind ordering your cables and
> adapters, it's hard to beat Computergate for price. Check
> www.computergate.com
>
> I've used them many times for many things. Always been satisifed.
>
>
>

For many years Radio Shack sold "Joystick Extension Cords" for about $5.
They're exactly what's needed as all 9 wires were connected so that one
cord could be sold for both Atari and Commodore use. The DB9 connectors
are (were?) straight friction fit (much like many serial mouse connectors)
but that shouldn't present any problems.

I don't know if they still stock them but it might be worth a look.

jkp

## 3339. Windows version of APE

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-19 00:00:00 UTC
From: Chad Hendrickson <chadh@REMOVEmediaone.net>
Message-ID: <x0oZ3.3594$L4.11856952@rmnws01.ce.mediaone.net>
Source record: 48776

There was talk awhile back about a Windows version of APE. There is nothing about this on the APE web page. Is there a demo of it anywhere? How well does it work? I would love to see it.

Thanks
Chad

# 3340. Re: GTIA clones?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-19 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <81529r$nek$1@oak.prod.itd.earthlink.net>
Source record: 48777

Hi Richard,

Richard Cortese <ricortes@netmagic.net> wrote in message
news:s35j5gighsq8@corp.supernews.com...
> Peter Laing <snailboy1@earthlink.net> wrote in message
> news:80tfv0$koe$1@birch.prod.itd.earthlink.net...
> > > I was mind locked into hobbiest mode for some reason i.e. keep it
> simple.
> > > But when you are talking about a DSP chip you have already gone beyond
> the
> > > average hobbiest. I'll adjust.
> >
> > Sorry, I didnt mean to sound stuck up or anything.
> Oh no! I didn't get that impression at all.
>
> What I am referring to is my own take on the capability of an average
Atari
> user. Almost invariably they are technical/tinkerer types in other fields
> who decide their first soldering project vs rebuilding a car engine or
> building a recreation room for their house will be with their Atari.
>
> Just my estimate, but when Nick first did his MAX 232 sio2pc cable it
seemed
> like 70% of the people that tried building them needed some form of help.
>
Ahh ok I wasnt sure what the target audience was because I missed the start
of the thread so I've been playing catchup ever since. I'm getting a bit of
a better
idea now. What was the target for the original post. An Atari ? Or did
somebody
want to hook up a gtia clone to something else ?

> In some ways I am really slow to shift gears. Several days ago I sent out
> connection lists for adding a 2nd PIA chip and was in the keep it simple
> mode. I failed to get out of low gear when I read your post and didn't
> realize it until after I posted.
> > My dad was a radio ham (which I became too) who loved tinkering. He was
> > really
> I was brought up with building crystal radios and Gilbert chemistry sets.
> Ended up as a chemist for a career and building audio amplifiers as a
hobby.
> Then came the Elf 1802 system!
> > This thing sounds fairly cool. Do you have any idea's on emulating
ANTIC
> ?

> > or am I going
> > way off thread here ?
> I am still under the impression that ANTIC works as a Harvard<?> type
> computer. I should know the term, but lost too many brain cells to beer
over
> the years.

I had never thought about ANTIC in terms of architecture but you bring up an
interesting point.
>
> That is, both the instruction and data are encoded in a single byte to get
> more instructions per machine cycle. I think the PIC micro controllers
work
> in a similar manner.

There are lots of weird examples of this in the microcontroller world. The
8051
has a totally separate data memory from its intruction memory. Lots of the
time
the data memory is read only. I think for something to be truely harvard it
has
to have separate busses for address and data. The whole idea's to get away
from having instruction and data competing for bandwidth.
>
> That is, one nibble is 4 bits of instruction and the other nibble is data.
> That is why we have 0-15 graphics modes since you can encode that many in
a
> nibble. Depending on instruction, ANTIC and do things like display a line
> AND treat the next two bytes as a jump address for instance.

In's an interesting case you bring up here. The data is fetched at the same
time
as the instruction, so you dont have to worry about doing extra fetches. I
would
also make the guess that the ANTIC designers wanted to keep the memory
bandwidth
requirements to a minimum, so fitting everything into one fetch was probably
a plan.
It would be interesting to compare how much bandwidth ANTIC draws displaying
192 GR.8 scanlines normally, versus how much bandwidth it uses when you
explicitly perform a LMS for every scanline. (So sucking up 3 fetches
versus 1 for
every scanline). It would be a little inaccurate because you are still
going to have to
do a LMS to get over the 4K chunk with the normal display list.

This would be an interesting benchmark to run.
>
> That would be tough to do in hardware, at least for me. Almost like you
> would have to make a read from the DSP chip toggle mode data into another
> latch automatically. It would make the system a little faster since the

DSP
> chip would not be responsible for decoding both nibbles.
>
> If you make simple reads latch both mode and pixel data, then you could
> really toss out my first idea. I think that infers you would just have
your
> DSP chip read a block of memory and in the process of reading the memory
it
> would automatically be latched into the shift register and '374.

Were you just planning on emulating GTIA, or doing the whole smash
(ANTIC&GTIA) ?
If it's just GTIA then I think your circuit is much better solution. If
it's ANTIC&GTIA then
I think using a DSP would be the easiest way to do this (With your circuit
for the GTIA).

Do timing diagrams of ANTIC exist ? I'd be curious to see them. I'm
particuarly curious
about how player missiles are handled. During flyback would be my guess.
That way it's
just doing some simple logic on each byte of playfield, and throwing the
result to GTIA.

Cheers
Peter

# 3341. Re: Plastic Case Discoloration

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-19 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <38360813.9130D3D9@sisna.com>
Source record: 48778

Hahahaha!

Yellowing on the older computer cases comes from being in a Smokers enviroment! Much to anyone's other excuse, I personally have found none, it the user smoked the case yellowed, no exception. I have cases from the ealry 80's, no yellowing, they come from a non smoking user.

Now some of these cases can be cleaned in a dishwasher with bleach added, granted you have to remove the computer componets and put in only the case but they can be cleaned up, this way.

bob

# 3342. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-19 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <8154h4$r3h$1@oak.prod.itd.earthlink.net>
Source record: 48779

Hi Steve Aaron,

At the risk of having to wear an asbestos suit...

Steve Judd <sjudd@kc.trail.com> wrote in message
news:812etm$3sm$1@kc.trail.com...
> Hi Aaron,
>
> Your information below is not correct.
>
> In article <38328184.11189180@news.localnet.com>,
> Aaron <aarona@/REMOVE/localnet.com> wrote:
> >
> >The Atari (who's underlying technology is almost half a decade older
> >than the C-64's)
>
> The Atari was released in 1979. The C64 was released in 1982. Which
> half a decade are you referring to?

3 years ;) It's over 2.5 years if you had a rounding to 5 routine.

>
> Unless you are suggesting that Antic et.al. are based on the 2600 (Stella)
> technology.
>
> >The engineers of the C-64 (or, more specifically, the VIC-2 chip)
> >ingeniously solved this problem by incorporating an extra 1 kilobyte
> >(or was it half a K?) of special RAM called color memory. In high res
> >mode (320x200), each byte of this special memory controls the color of
> >a high res 8x8 pixel region of the C-64's display. The regions
>
> There is indeed 1k of color RAM. It is not used in hires mode, however.
> Hires mode uses 1k of system RAM for color; the low nybble specifies
> one color, the high nybble specifies the other.
>
> >The combination of the above two methods of color control is important
> >because, in the C-64 multicolor mode, a byte of graphics memory (not
> >color memory) controls 4 pixels and each pixel is controlled by 2 bits
> >(2 bits multiplied by 4 pixels equals 8 bits ...or a byte). 2 bits per
> >pixel allows for a selection of 4 different colors. Unfortunately,
> >there isn't enough color RAM (that special 1K region) to control all
> >four of these colors...so a compromise is obtained. One or two of the
> >four possible bit patterns tell the Vic II chip to look at the COLOR
> >MEMORY (that special 1K region) to display a specific color in that
> >8x8 (now a lower res 4x8) region. The rest (of the 4 possible) bit

> >patterns tell the Vic II chip to display the color that's loaded into
> >the Atari-style global color registers.
>
> In multicolor mode, both system RAM and color RAM is used -- two nybbles
> of system RAM, one nybble of color RAM (only the low four bits of color
> RAM is physically connected), and one register. So there's a common
> background color, and three independent colors.
>
> Where did you get the above information?
>
> >One unfortunate (and, for me, inexcusable) aspect of the C-64 is that
> >it's entire color palette is only 16 colors and a third of those are
> >tied to levels of grey!!! The Atari, on the other hand, has a 128
> >color palette (8 of those being levels of grey). Most Atari's also
>
> This has been covered many times.
>
> Your vociferous dissatisfaction makes me wonder, however -- when, during
> programming the 64, have you personally found yourself wishing for
alternate
> shades of color?
>
> Alternatively, which programs were you running and felt that, if only
> there were a different nuance of red the program would be vastly improved?
>
> I'm not saying that I wouldn't like having more colors; I'm not saying
> I wouldn't like being able to choose the palette; I'm not saying the Atari
> is useless for graphics. I am saying that your argument is a little
silly.
>
> I'm also suggesting that more colorful is more desirable than more colors.

I've got to disagree with this one Steve. Only because it's a
generalization.
In some cases lots of colors are great, and in others lots of shades are
great.

After thinking about this, and having programmed systems with Color-grid
based
displays like the C-64 (not exactly the same, but similar) and the Atari
with it's
style of implementation I can say that in some circumstances the 64 type
arrangement
seems far superior and in others the Atari seems better. I love the shading
effects
you can pull off on the Atari GTIA modes in particular. On my hitachi 6809
systems
I had 8 foreground and 8 background colors in a 80x25 resolution. The
bitmap
was 640x200.

The GTIA resolution handicap of (80 x number of scanlines) is a compromise
just like anything else on these 8 bit systems.

My personal wish is that the Atari designers had squeezed the following
extra things
into the 8 bit.

16 color registers (So 16 colors available from 256 in GTIA mode 10)
Using two different color registers rather than one color register and two
luminance values for the highest resolution mode/gr.0 character mode.

>
> Finally, just as a matter of curiosity -- and your eyes are probably
better
> than mine -- but since you've brought up the subject several times now,
how
> many of the Atari's 128 shades appear "non-gray" (non-gray/black/white) to
> you?

This depends on the TV-set.
On lots of displays I have looked at you can see the background hue. So
it's only 8
for normal modes or 16 for GTIA modes. So 120 or 240 other shades.

This is annoying to me. I would like black to be really really black and
not some very very
dark shade of purple or other color.

If the brightness is cranked down so you cant see the background shade on
luminance 0
then you get a different number again ;)

My friend had paradroid and uridium on the 64. I thought all those shades
of gray looked
fairly cool, and were useful for those games ;)

p.s. I looked at that gif you have on your site and it looks like something
has messed up
one of the color's and turned them all white.

>
> -S
> --
>
Cheers
Peter

# 3343. Re: Has anyone successfully programmed the USD bin file into a ROM?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-19 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <19131-38362205-98@storefull-175.iap.bryant.webtv.net>
Source record: 48780

please do not copy the usdoubler,bob klass has the rights to this
product now,and you can but it directly from him,or me,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 3344. 2 joystick

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-19 00:00:00 UTC
From: Carlos Pitt <armandi@tin.it>
Message-ID: <815vho$4p6$1@nslave2.tin.it>
Source record: 48781
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,it.comp.retrocomputing,it.comp.giochi

Come faccio a collegare 2 joystick al PC per
giocare con alcuni emulatori per ATARI e MultiArcade
per giocare in due in contemporanea ?

How can I connect two joystick to PC
to play games with emulators, such as Atari or MultiArcade
and play games that supports two players ?

Please reply to armandi@tin.it

# 3345. Re: Help with SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-20 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <816gt0$l1v$1@autumn.news.rcn.net>
Source record: 48589

What about shielding? We don't know how long a run he's contemplating.

John K. Picken <yg473@victoria.tc.ca> wrote in message
news:Pine.GSO.3.95.iB1.0.991119182229.20096A-100000@vtn1...
>
>
> On Fri, 19 Nov 1999, Jon Melbo wrote:
>
> > On Fri, 19 Nov 1999 21:26:26 GMT, John Kwiatkowski
> > <johnmk@shell.clark.net> wrote:
> >
> > >
> > > I picked up an SIO2PC cable with the Atari 800XL I bought. Works
fine,
> > > only thing is the cable is short. What kind of cable do I need
> > > so I can extend it? Standard serial cable or NULL modem cable?
> > >
> > > The SIO2PC cable has a DB-9F to plug into the PC. So my extension
will
> > > need to have a male DB-9 and a female DB-9. Don't some
> > > wires get crossed with a NULL modem cable, that probably won't
> > > work?
> > >
> > > I'm heading out to a computer show tomorrow and should be able
> > > to pick something up cheap. Any restrictions on the length of
> > > an SIO2PC cable I should worry about? I'd like to get it to
> > > about 10 feet.
> >
> > You need a "strait through" type cable. Unfortunately, these are hard
> > to find in DB9. But maybe you can get one. If not, what might work
> > (in theory anyway) is to get a 10' strait through wired DB25 cable.
> > Then get two adapters. One adapter should be a DB9M to DB25F. This
> > will go on your SIO2PC cable, essentially making it have a DB25 type
> > serial connector instead of a DB9 type. If your computer also has a
> > DB25 type serial port then you're done. If all you have on the PC is
> > DB9 type serial ports, then you need the second adapter to mate the
> > end of the DB25 cable to the computer. This adapter would be a DB25M
> > to DB9F.
> >
> > If you aren't in a big hurry and don't mind ordering your cables and
> > adapters, it's hard to beat Computergate for price. Check
> > www.computergate.com
> >
> > I've used them many times for many things. Always been satisifed.

> >
> >
> >
>
> For many years Radio Shack sold "Joystick Extension Cords" for about $5.
> They're exactly what's needed as all 9 wires were connected so that one
> cord could be sold for both Atari and Commodore use. The DB9 connectors
> are (were?) straight friction fit (much like many serial mouse connectors)
> but that shouldn't present any problems.
>
> I don't know if they still stock them but it might be worth a look.
>
> jkp
>
>

# 3346. Re: Music in Atari games

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-20 00:00:00 UTC
From: bmouchmino@aol.com
Message-ID: <19991120123042.03886.00000186@ngol04.aol.com>
Source record: 48590

dunxuk@aol.com wrote:

> Does anyone have any opinion as to which 8 bit Atari game had the best music.

I'd probably vote for a Polish game.
The opening tune in Snowball is incredible, the music in Smus is also great.

In the UK productions, I'd probably go for Warhawk, Jet Set Willy, one of the
Zeppelin games or Winter Olympiad '88.

> I would personally vote for a vertically-scrolling shoot-em-up I used to play
> solidly if I could only remember the name of it (!).

The Tail of Beta Lyrae (by Datamost)?
Yup, great music...

If we're talking about pre-86 stuff, I'd probably vote for Alternate Reality.
Or Conan.
Or MULE.
Or Archon.
Or maybe Ballblazer.
Heck, too difficult to choose :)

> It was the 4-channel sound that really set the Atari apart,

Yes and no.
Even as a true Atari die-hard, I have to admit the SID is potentially better
than
the Pokey chip.
Still, I feel really charmed when listening to the Atari, it's different and
refreshing :)

> but so many games just used the same 3-channel music
> straight from the Commodore. :(

"So many games"?
What games using 3-channel music are you talking about?
Apart from the Zeppelin productions, there were very few true C64 > Atari ports

with true music.

Anyway, if you like Atari Pokey music, don't miss the ASMA at
http://mp3.musichall.cz/unreal/ASMA, it's amazing!!!

Atarily,

Bertrand Mouchmino (LEXX)

# 3347. Re: GTIA clones?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-20 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s3dnra263ef94@corp.supernews.com>
Source record: 48591

Peter Laing <snailboy1@earthlink.net> wrote in message
news:81529r$nek$1@oak.prod.itd.earthlink.net...
> Ahh ok I wasnt sure what the target audience was because I missed the
start
> of the thread so I've been playing catchup ever since. I'm getting a bit
of
> a better
> idea now. What was the target for the original post. An Atari ? Or did
> somebody
> want to hook up a gtia clone to something else ?
IMHO: We have been kicking around what type of 8 bit system would fly in the
year 2000 a little more then usual. Maybe not directly with all the posts
connected, but just in general.

It seems to go from 10 mHz 65816 to my wishful thinking for a 1 gHz 6502.
There actually seems to be a general agreement on several points which is
kind of supprising.

But pretty much everyone is saying VGA but influenced by the original Atari
hardware/design, small OS that is derivitive of the Atari or at least
adheres to its design goals, and no one is asking for more then about 4
megs.

An engineer from Supra came through the group a while ago. He said the
Rockwell chipset for modems was really a ~DSP chipset that was based on the
6502, so a DSP chip would be a good compromise for the year 2000. I really
can't participate in that discussion since I know less then nothing about
current DSP chips.
> > That is, one nibble is 4 bits of instruction and the other nibble is
data.
> > That is why we have 0-15 graphics modes since you can encode that many
in
> a
> > nibble. Depending on instruction, ANTIC and do things like display a
line
> > AND treat the next two bytes as a jump address for instance.
>
> In's an interesting case you bring up here. The data is fetched at the
same
> time
> as the instruction, so you dont have to worry about doing extra fetches.
I
> would
> also make the guess that the ANTIC designers wanted to keep the memory
> bandwidth

> requirements to a minimum, so fitting everything into one fetch was
probably
> a plan.
I actually did a paper design like this once. I can't remember everything
and I am sure it would not have worked.

I had a binary counter that ran to a EPROM address lines. The ROM's data
outputs were divided into nibbles with the upper nibble going to a 1 of 8
decoder <too many pins on a 1 of 16, grin>. One of the decoded outputs was
tied to a latch to act as a scratch register, and the latched output was
connected to various sundry logic chips along with the current contents of
the data nibble. Kind of hard to explain, something like

8 bit counter => ROM adress lines

ROM 8 bit data upper nibble => 1 of 8 decoder which enables the logic chip
of choice.

ROM 8 bit data lower nibble => latch which goes to A inputs of a quad NAND
gate
and to => B inputs of a quad NAND gate.

So you would latch the first nibble into the latch, then as the program
counter advances to the next byte, both the latched nibble and the new
nibble are presented on the quad NAND gate and you get the results on its
output pins.

Kind of a silly project in retrospec. 4 bit micro with the ability to do 8
logic functions and no branching or jumps. I suppose someone with a lot more
knowledge then me could have figured out how to use a programable counter to
do branches, but I was burning brain cells as it was. Sheesh! I think they
even make something like a 74LS181 that performs all the common
logic/arithmetic functions.
> Were you just planning on emulating GTIA, or doing the whole smash
> (ANTIC&GTIA) ?
> If it's just GTIA then I think your circuit is much better solution. If
> it's ANTIC&GTIA then
> I think using a DSP would be the easiest way to do this (With your circuit
> for the GTIA).
Well, the topic kind of started off ~a DSP chip is fast enough to handle
everything and I just chimed in ~a shift register + latch + programable
clock in the design would reduce the overhead by a large amount.
>
> Do timing diagrams of ANTIC exist ? I'd be curious to see them. I'm
> particuarly curious
> about how player missiles are handled. During flyback would be my guess.
> That way it's
> just doing some simple logic on each byte of playfield, and throwing the
> result to GTIA.
I am at a complete loss on how they combine data from two different memory
locations. I can see doing things like LMS, but the combining of two
different memory areas to do things like produce a 3rd color has me stumped.

But other people have done it, like the TI/99 and its legacy chips like the
Yamaha used in Nintendo systems and of course the C64.
>
> Cheers
> Peter
>
>
>
>
>
>
>
>
>

# 3348. Re: Music in Atari games

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-20 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <816tmb$d3n$1@news.storm.ca>
Source record: 48592

The Necromancer theme gets my vote - voices slowly added and building the eerie ambience before you even begin playing.

David P.

DunxUK <dunxuk@aol.com> wrote in message news:19991120101929.06211.00000134@ng-fl1.aol.com...
> Does anyone have any opinion as to which 8 bit Atari game had the best music. I
> would personally vote for a vertically-scrolling shoot-em-up I used to play
> solidly if I could only remember the name of it (!).
>
> It was the 4-channel sound that really set the Atari apart, but so many games
> just used the same 3-channel music straight from the Commodore. :(
>

# 3349. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-20 00:00:00 UTC
From: sjudd@kc.trail.com
Message-ID: <816ujq$d2h$1@kc.trail.com>
Source record: 48593

Hi Peter,

In article <8154h4$r3h$1@oak.prod.itd.earthlink.net>,
Peter Laing <snailboy1@earthlink.netREMOVECAPTIALS> wrote:
>
>At the risk of having to wear an asbestos suit...

Nah, we're all buddies here :).

>> The Atari was released in 1979. The C64 was released in 1982. Which
>> half a decade are you referring to?
>
>3 years ;) It's over 2.5 years if you had a rounding to 5 routine.

Alternatively, one could just as accurately describe it as a mere 1/10 of a
decade older.

>I've got to disagree with this one Steve. Only because it's a
>generalization.
>In some cases lots of colors are great, and in others lots of shades are
>great.

Well, I don't really like abstract arguments -- I can _imagine_ lots of
situations favoring one method over the other. But I think it's more
valuable to look at actual, practical programs and common situations.
I too thought about it, and it dawned on me that I have an example so
common and utterly obvious that it never even occured to me until now:

http://www.ffd2.com/fridge/meow/pics/

This is a music composition program. The first screen is the note editor.
It's divided into many parts -- there's the title, the three voice displays,
the status bar and command description, another information window, system
information, and so on. Within each section, there is a lot of information
displayed -- more importantly, different types of information. Colors
provide a very natural way of logically organizing and separating all the
different kinds of information -- I count ten different ones in that picture,
without any "only two colors per line" restrictions. If you want to place
a color somewhere, anywhere on the screen, you just do it.

I do not believe this to be any kind of specialized or trivial application;
in fact, I think it such an ordinary and ubiquitous situation that it totally
escapes the notice of any 64 user/programmer -- that it represents 90%-95%
of all programs, whether text or graphics based.

Anyways, I'm all done -- if that doesn't convince anyone, then nothing
will :).

>p.s. I looked at that gif you have on your site and it looks like something
>has messed up one of the color's and turned them all white.

That something is unfortunately Netscape. If you download the picture(s)
and look at them in a picture viewer it works fine. Some of the other
pictures come out OK in Netscape.

-S

P.S. Lest we forget, this somewhat strange discussion got started when
someone said "How does the the 64 version of RoF overcome the 64's
horrible color limitations?" I hope the answer is at least a little
more clear now.
--

# 3350. Re: Music in Atari games

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-20 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <qyDZ3.14735$1C4.141143@news1.online.no>
Source record: 48594

That must be Rob Hubbards work on Warhawk. He's music is excellent on Atari's. I like Championship Karate/International Karate and Jet Set Willy. Jet Set Willy, hmmm, the game s**ks, but the music rules. Also like the music in Electraglide and Ballblazer.

DunxUK <dunxuk@aol.com> wrote in message news:19991120101929.06211.00000134@ng-fl1.aol.com...
> Does anyone have any opinion as to which 8 bit Atari game had the best music. I
> would personally vote for a vertically-scrolling shoot-em-up I used to play
> solidly if I could only remember the name of it (!).
>
> It was the 4-channel sound that really set the Atari apart, but so many games
> just used the same 3-channel music straight from the Commodore. :(
>

# 3351. Re: Music in Atari games

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-20 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <yzDZ3.14738$1C4.141044@news1.online.no>
Source record: 48595

> > I would personally vote for a vertically-scrolling shoot-em-up I used to
play
> > solidly if I could only remember the name of it (!).
>
> The Tail of Beta Lyrae (by Datamost)?
> Yup, great music...
Isn't Tail horizontally scrolling ? I think it's Warhawk

# 3352. Re: Help with SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-20 00:00:00 UTC
From: John Kwiatkowski <johnmk@clark.net>
Message-ID: <383716FD.CBAD73C6@clark.net>
Source record: 48596

I was able to pick up a 10 foot DB9-M to DB9-F straight through
cable at the computer show this morning for $5 (not a bad deal).

Hooked it up to my existing SIO2PC cable and it works great.
Just got done playing Bruce Lee on my 800XL with my favorite
slik stik joystick.

Thanks to everybody for the info. I did look at computergate
but the price with shipping was $12 (the cable and adapters
only came to $4.50).

John K.

Alan Sharkis wrote:
>
> What about shielding? We don't know how long a run he's contemplating.
>
> John K. Picken <yg473@victoria.tc.ca> wrote in message
> news:Pine.GSO.3.95.iB1.0.991119182229.20096A-100000@vtn1...
> > >
> > >
> > > On Fri, 19 Nov 1999, Jon Melbo wrote:
> > >
> > > > On Fri, 19 Nov 1999 21:26:26 GMT, John Kwiatkowski
> > > > <johnmk@shell.clark.net> wrote:
> > > >
> > > > >
> > > > > I picked up an SIO2PC cable with the Atari 800XL I bought. Works
> fine,
> > > > > only thing is the cable is short. What kind of cable do I need
> > > > > so I can extend it? Standard serial cable or NULL modem cable?
> > > > >
> > > > > The SIO2PC cable has a DB-9F to plug into the PC. So my extension
> will
> > > > > need to have a male DB-9 and a female DB-9. Don't some
> > > > > wires get crossed with a NULL modem cable, that probably won't
> > > > > work?
> > > > >
> > > > > I'm heading out to a computer show tomorrow and should be able
> > > > > to pick something up cheap. Any restrictions on the length of
> > > > > an SIO2PC cable I should worry about? I'd like to get it to
> > > > > about 10 feet.
> > > >
> > > > You need a "strait through" type cable. Unfortunately, these are hard
> > > > to find in DB9. But maybe you can get one. If not, what might work

> > > (in theory anyway) is to get a 10' strait through wired DB25 cable.
> > > Then get two adapters. One adapter should be a DB9M to DB25F. This
> > > will go on your SIO2PC cable, essentially making it have a DB25 type
> > > serial connector instead of a DB9 type. If your computer also has a
> > > DB25 type serial port then you're done. If all you have on the PC is
> > > DB9 type serial ports, then you need the second adapter to mate the
> > > end of the DB25 cable to the computer. This adapter would be a DB25M
> > > to DB9F.
> > >
> > > If you aren't in a big hurry and don't mind ordering your cables and
> > > adapters, it's hard to beat Computergate for price. Check
> > > www.computergate.com
> > >
> > > I've used them many times for many things. Always been satisifed.
> > >
> > >
> > >
> >
> > For many years Radio Shack sold "Joystick Extension Cords" for about $5.
> > They're exactly what's needed as all 9 wires were connected so that one
> > cord could be sold for both Atari and Commodore use. The DB9 connectors
> > are (were?) straight friction fit (much like many serial mouse connectors)
> > but that shouldn't present any problems.
> >
> > I don't know if they still stock them but it might be worth a look.
> >
> > jkp
> >
> >

# 3353. Re: Music in Atari games

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-20 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-b0f5hxE40Cse@di08-ks.cth.com.au>
Source record: 48597

```
>
> > It was the 4-channel sound that really set the Atari apart,
>
> Yes and no.
> Even as a true Atari die-hard, I have to admit the SID is potentially better
> than
> the Pokey chip.
> Still, I feel really charmed when listening to the Atari, it's different and
> refreshing :)
>
> > but so many games just used the same 3-channel music
> > straight from the Commodore. :(
>
> "So many games"?
> What games using 3-channel music are you talking about?
> Apart from the Zeppelin productions, there were very few true C64 > Atari ports
>
> with true music.

I have dissassembled a couple of the music routines from the zeppelin
games and found they use 3 channel music. 2 are combined together to
produce real low tones.

James B
```

# 3354. Re: Laser Printers for A8

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-20 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991120182641.12668.00000387@ng-fw1.aol.com>
Source record: 48598

```
>manual indicates that APE
>can answer the P: call and pass data through
>to a printer...
>APE for Windows 98 should do just fine.

But can it do a graphics dump with all of the ATASCII characters?

Ron

I started life with nothing, and still have most of it left...
```

## 3355. www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-20 00:00:00 UTC
From: mnaberez@nyx.nyx.net
Message-ID: <943140026.900207@iris.nyx.net>
Source record: 48599
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

```
www.6502.org is a free resource for professionals and hobbyists
working with the 6502 microprocessor. On the site you can find
a great deal of information including:

- datasheets for the entire 65xx family
- a large collection of links to other 6502 resources
- hardware interfacing information
- reference book listings
- cross-development software
- commercial support for the 6502

We are constantly updating and are actively seeking
contributions to expand our resources. If you are interested in the 6502,
please check out the site and get involved.
--
- Mike Naberezny (mnaberez@nyx.net) http://www.6502.org
```

# 3356. Star Raiders Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-20 00:00:00 UTC
From: jaguarandi <jaguarandi@mindspring.com>
Message-ID: <817n68$52p$1@nntp9.atl.mindspring.net>
Source record: 48600

All:

I recently acquired a Star Raiders cart. The cartridge itself, however, only says 'Star Raider' as the title (no 's' in Raiders).

Is this a misprint? A rarity? Nothing to be concerned about? The game plays just fine.

Thanks,
/e

# 3357. Re: SIO Cable Differences?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-20 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <38376618.5D44757B@pacbell.net>
Source record: 48601

I think the SIO problem is due to signal loading rather than the cables themselves. We're not talking real fast stuff here..... I have never noticed a difference between the various styles.

Bob

LLpwhite wrote:
>
> (Long Post)
> I have read several times that SIO cables can cause I/O problems on the A8,
> especially if the number of devices daisy-chained gets longer than two.
> So, a couple of questions:
> 1) Were any SIO cables noticably better than others?
> I have seen at least three different types that I can think of. (the "Atari
> OEM" which has a medium thick cable, and flat open slots in the plug; a "third
> party" type with a thick, gray cable frequently shipped with 3rd party drives;
> and a "skinny, flexible cable" usually with "molex" plug that had holes in the
> end rather than the flat slots.)
> 2) I saw an article a long time ago for a mod to "clean up" the square wave on
> longer runs. Anybody remember this or know where it might be found?
> Larry

# 3358. Re: Static Busting RCA Cable for Computer/Game to TV

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-20 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <3837656F.48ED3CDE@pacbell.net>
Source record: 48602

Not a magnet, exactly - it is ferrite, powdered iron. It adds a little
inductance to the whole cable which reduces the transmission of RF down
the line. Most of the Atari computers have them somewhere - the 800 and
400 is under the covers.

Bob

Jon Melbo wrote:
>
> On 12 Nov 99 18:27:29, X_velcro_X@netunlimited.net (velcro_spy) wrote:
>
> >Once I had a cable with RCA plugs at both ends, the kind used with
> >videogames, connecting to an RF switchbox. The great thing about this
> >cable was a rectangular plastic box built into the middle of it. It was a
> >static busting box designed to reduce interference on the TV screen.
> >
> >Does anyone know where this sort of cable and box may be purchased?
> >
> >VS
> >
> >
> >To email me just remove the X's and underline marks from my address.
> >
> It's called a "donut." It is a ferrite magnet which is in a ring or
> cylinder shape through which the signal line passes through the center
> of. Not sure how strong a magnet or whatnot is needed though.

# 3359. Re: Has anyone successfully programmed the USD bin file into a ROM?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-20 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <12879-3837631C-98@storefull-171.iap.bryant.webtv.net>
Source record: 48603

bob aquired the rights long ago along with sparta 3.3c,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 3360. Re: Atari information wanted

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-20 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1e1hjni.yv5ow41avatr0N%doitarchive@atari-computer.de>
Source record: 48782
Cross-posted to: alt.atari,alt.atari.2600,alt.games.atari,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st.misc,msn.atari,news.misc.sys.atari.st,pl.comp.sys.atari

Instruction Manuals UK <peterhale@manuals.force9.co.uk> wrote:

> Does anybody have the telephone number for the U.K head office of atari
> corporation ????

Isnï¿½t the office closes since some years?

> Also are there any online user guides for any old or current atari hardware

Falcon = DOIT030
ST,TT = DOIT_ST
LYNX = DOITLYNX
JAGUAR = PROFIJAG
MAC = DOITMAC

Isnï¿½t insruction manuals like official atari papers.
Isnï¿½t online, download as zip
Isnï¿½t for comercial use, add a link if you want.

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

# 3361. Laser Printers fo A8

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-20 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <19991119195728.14295.00000111@ng-fg1.news.cs.com>
Source record: 48783

I've been continuing to look at printers and ran across
something interesting. Several of the Brother laser
printers are indicated to have emulation of IBM Proprinters,
and - ta da - Epson FX-850 as well as being DOS-capable
through PCL. Pretty versatile, but still might not work with
the A8, if it needs a bi-directional printer port, although I've
not heard of Dos needing a bi-directional port. (?)

Anybody have any experience with these? Office Max is
clearing them out (replaced by newer models) for $149.
600 DPI, and the print sample was quite good. Ok, not
as good as HP, but very acceptable to me, and a whole
lot better than my DeskJet 500..
Larry

## 3362. Re: Has anyone successfully programmed the USD bin file into a ROM?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-20 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <815bou$j1m$1@newsource.ihug.co.nz>
Source record: 48784

> please do not copy the usdoubler,bob klass has the rights to this
> product now,and you can but it directly from him,or me,thanks,
> lance

Okay, I didnt know it was still sold commercially, I'll check out your site
for it.

thanks

Aaron

# 3363. Re: Help with SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-20 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-2011990045170001@dt086n19.san.rr.com>
Source record: 48785

In article <Pine.GSO.3.95.iB1.0.991119182229.20096A-100000@vtn1>, "John K. Picken" <yg473@victoria.tc.ca> wrote:

> On Fri, 19 Nov 1999, Jon Melbo wrote:
>
> > On Fri, 19 Nov 1999 21:26:26 GMT, John Kwiatkowski
> > <johnmk@shell.clark.net> wrote:
> >
> > >
> > > I picked up an SIO2PC cable with the Atari 800XL I bought. Works fine,
> > > only thing is the cable is short. What kind of cable do I need
> > > so I can extend it? Standard serial cable or NULL modem cable?
> > >
> > > The SIO2PC cable has a DB-9F to plug into the PC. So my extension will
> > > need to have a male DB-9 and a female DB-9. Don't some
> > > wires get crossed with a NULL modem cable, that probably won't
> > > work?
> > >
> > > I'm heading out to a computer show tomorrow and should be able
> > > to pick something up cheap. Any restrictions on the length of
> > > an SIO2PC cable I should worry about? I'd like to get it to
> > > about 10 feet.
> >
> > You need a "strait through" type cable. Unfortunately, these are hard
> > to find in DB9. But maybe you can get one. If not, what might work
> > (in theory anyway) is to get a 10' strait through wired DB25 cable.
> > Then get two adapters. One adapter should be a DB9M to DB25F. This
> > will go on your SIO2PC cable, essentially making it have a DB25 type
> > serial connector instead of a DB9 type. If your computer also has a
> > DB25 type serial port then you're done. If all you have on the PC is
> > DB9 type serial ports, then you need the second adapter to mate the
> > end of the DB25 cable to the computer. This adapter would be a DB25M
> > to DB9F.
> >
> > If you aren't in a big hurry and don't mind ordering your cables and
> > adapters, it's hard to beat Computergate for price. Check
> > www.computergate.com
> >
> > I've used them many times for many things. Always been satisifed.
> >
> >
> >
>
> For many years Radio Shack sold "Joystick Extension Cords" for about $5.

> They're exactly what's needed as all 9 wires were connected so that one
> cord could be sold for both Atari and Commodore use. The DB9 connectors
> are (were?) straight friction fit (much like many serial mouse connectors)
> but that shouldn't present any problems.
>
> I don't know if they still stock them but it might be worth a look.
>
> jkp

I thought the same thing when I built my SIO2PC cable. But I went to my local Radio Shack and they just looked at me like I was crazy when I asked for the cable. I guess we're all a little bit behind the times here; no one else is trying to extend their Atari joysticks anymore.

On the bright side, they did have a slightly over-priced computer-grade DB-9 to DB-9 serial cable...

# 3364. Re: Has anyone successfully programmed the USD bin file into a ROM?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-20 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <38367e59.26492330@news.pipeline.com>
Source record: 48786

I would question that. How exactly did Bob get the rights to the US Doubler when Mike Hohman hasn't been seen or heard from in ages?

John

On Fri, 19 Nov 1999 22:22:29 -0600 (CST), Video61@webtv.net (Lance Ringquist) wrote:

>please do not copy the usdoubler,bob klass has the rights to this
>product now,and you can but it directly from him,or me,thanks,
>lance
>
>Video 61 & Atari Sales
> 22735 Congo ST NE
>Stacy MN 55079
>

# 3365. Re: Laser Printers for A8

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-20 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <19991120065543.12481.00000254@ng-fp1.news.cs.com>
Source record: 48787

There is another possibility. I checked
my APE manual, and it indicates that APE
can answer the P: call and pass data through
to a printer. Of course APE is DOS, so a
WIN printer still probably would not work.
But APE for Windows 98 should do just fine.
I emailed Steve Tucker, and he confirmed
this. Did anyone else with the APE98 Beta
use this feature with their PC Printer?
Larry

## 3366. Music in Atari games

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-20 00:00:00 UTC
From: dunxuk@aol.com
Message-ID: <19991120101929.06211.00000134@ng-fl1.aol.com>
Source record: 48788

Does anyone have any opinion as to which 8 bit Atari game had the best music. I would personally vote for a vertically-scrolling shoot-em-up I used to play solidly if I could only remember the name of it (!).

It was the 4-channel sound that really set the Atari apart, but so many games just used the same 3-channel music straight from the Commodore. :(

# 3367. WD Tech Info

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-21 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <19991120204234.10586.00000411@ng-xb1.news.cs.com>
Source record: 48604

Anybody have any idea where I might locate
technical info for Western Digital Floppy Disk
Controllers? I'm interested in the 1772, 1795,
2793, and 2797. (I have tried the WD web site.)
Thanks,
Larry

# 3368. Re: Has anyone successfully programmed the USD bin file into a ROM?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-21 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3837cdc8.26387621@news.ds.centuryinter.net>
Source record: 48605

On Sat, 20 Nov 1999 21:12:28 -0600 (CST), Video61@webtv.net (Lance Ringquist) wrote:

>bob aquired the rights long ago along with sparta 3.3c,thanks,
>lance
>
>Video 61 & Atari Sales
> 22735 Congo ST NE
>Stacy MN 55079

Some of us suspect Bob has had contact with Mike after he "disappeared."

# 3369. Re: Help with SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-21 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3838ceeb.26678819@news.ds.centuryinter.net>
Source record: 48606

On Sat, 20 Nov 1999 10:54:49 -0500, "Alan Sharkis"
<asharkis@erols.com> wrote:

>What about shielding? We don't know how long a run he's contemplating.
>
Get a sheilded cable of course.

>John K. Picken <yg473@victoria.tc.ca> wrote in message
>news:Pine.GSO.3.95.iB1.0.991119182229.20096A-100000@vtn1...
>>
>>
>> On Fri, 19 Nov 1999, Jon Melbo wrote:
>>
>> > On Fri, 19 Nov 1999 21:26:26 GMT, John Kwiatkowski
>> > <johnmk@shell.clark.net> wrote:
>> >
>> > >
>> > > I picked up an SIO2PC cable with the Atari 800XL I bought. Works
>fine,
>> > > only thing is the cable is short. What kind of cable do I need
>> > > so I can extend it? Standard serial cable or NULL modem cable?
>> > >
>> > > The SIO2PC cable has a DB-9F to plug into the PC. So my extension
>will
>> > > need to have a male DB-9 and a female DB-9. Don't some
>> > > wires get crossed with a NULL modem cable, that probably won't
>> > > work?
>> > >
>> > > I'm heading out to a computer show tomorrow and should be able
>> > > to pick something up cheap. Any restrictions on the length of
>> > > an SIO2PC cable I should worry about? I'd like to get it to
>> > > about 10 feet.
>> >
>> > You need a "strait through" type cable. Unfortunately, these are hard
>> > to find in DB9. But maybe you can get one. If not, what might work
>> > (in theory anyway) is to get a 10' strait through wired DB25 cable.
>> > Then get two adapters. One adapter should be a DB9M to DB25F. This
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>> > serial connector instead of a DB9 type. If your computer also has a
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>> > DB9 type serial ports, then you need the second adapter to mate the
>> > end of the DB25 cable to the computer. This adapter would be a DB25M
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>> > If you aren't in a big hurry and don't mind ordering your cables and

>> > adapters, it's hard to beat Computergate for price. Check
>> > www.computergate.com
>> >
>> > I've used them many times for many things. Always been satisifed.
>> >
>> >
>> >
>>
>> For many years Radio Shack sold "Joystick Extension Cords" for about $5.
>> They're exactly what's needed as all 9 wires were connected so that one
>> cord could be sold for both Atari and Commodore use. The DB9 connectors
>> are (were?) straight friction fit (much like many serial mouse connectors)
>> but that shouldn't present any problems.
>>
>> I don't know if they still stock them but it might be worth a look.
>>
>> jkp
>>
>>
>

# 3370. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-21 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_943183606@rtfm.mit.edu>
Source record: 48607
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1999

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:bill@newbreedsoftware.com
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:david_p@storm.ca
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

# 3371. Re: Music in Atari games

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-21 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <3837fa39.22843623@news.localnet.com>
Source record: 48608

In my opinion, in order for a game to be considered having "the best
music" it must run concurrently with and enhance the actual gameplay.
Therefore, I will discount any game containing wonderful music only as
a prelude (or postlude?) to the game itself.

My vote for best Atari game music is:

Jet Set Willy!!!

On 20 Nov 1999 15:19:29 GMT, dunxuk@aol.com (DunxUK) wrote:

>Does anyone have any opinion as to which 8 bit Atari game had the best music. I
>would personally vote for a vertically-scrolling shoot-em-up I used to play
>solidly if I could only remember the name of it (!).
>
>It was the 4-channel sound that really set the Atari apart, but so many games
>just used the same 3-channel music straight from the Commodore. :(
>

# 3372. ANNOUNCE: CTH Archive updated

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-21 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <8191eh$8a7$1@nnrp1.deja.com>
Source record: 48609

After a long hiatus, I've finally updated the CTH Archive at-

ftp://ftp.spudster.org/pub/Atari/CTH/

The archive has recently been moved to a new i.p. address, so it might take a while for the change to filter out across the net. If you have trouble with the server name, try using the new i.p. address for a while-

ftp://207.212.180.90/pub/Atari/CTH/

I would like to thank Mark (Da Spudster) for donating the excellent server, bandwidth, backup services, and his time. This is now the official host for the archive. He is also submitting a .qif file to Bill so the XL Search Engine will be updated. Be sure to check out Mark's web page at-

http://www.spudster.org/

Want to find an Atari 8-bit file? Check out Bill's XL Search Engine at-

http://www.newbreedsoftware.com/xlsearch/

The URL for the main Closer To Home page is-

http://cth.tzo.com/

The URL for the Closer To Home BBS, running BBS Express! Professional v.6.0b is-

telnet://cth.tzo.com

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3373. Re: Mario Brothers on the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-21 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <3837fd6b.23661684@news.localnet.com>
Source record: 48610

On Wed, 17 Nov 1999 18:04:22 +0000, Paul Irvine
<mclane.dellos@cwcom.net > wrote:

>The other Day aarona@/REMOVE/localnet.com (Aaron) wrote:
>
>>I used to play Bandits. It was a halfway decent Galaxian style game.
>>Unfortunately, my version would crash after about three levels. Also,
>>because it was essentially an Apple II port, the game made little use
>>of Player/Missile graphics for a more colorful display. I've never
>>heard of Stratovox. How old is this arcade game?
>
>It's a 1980 arcade game..Its been part of MAME for a while, you will see
>where Bandits came from. Btw speaking of galaxians, the most fun
>Galaxians on the Atari was Galactic chase, I thought the Atari own
>version was so-so..

Hey! I bought an Atari 5200 supersystem back in 1983 just to play
GALAXIAN! I think it is probably the best Atari 8 bit conversion of an
arcade game there was. Heck, I'm still amazed by this game. And it's
even better with a Trackball controller.

Please note that Atari's GALAXIAN must make use of alot of hardware
trickery that, apparently, no Atari emulator for the PC can properly
achieve. This is unfortunate because I believe many people rate
GALAXIAN quite poorly due to their experiences with this game
exclusively using PC emulation.

>Btw, if you need a working Bandits let me know..

Thanx, but I've got a bunch of warez links that's bound to have this
game if I were so inclined to find it. What's really funny is that
when I used to download filez directly on my Atari with a 300bps modem
well over a decade ago my bbs time limit (50 minutes) wouldn't be long
enough to download a file this large (40K?+). Now with my 56K modem
(or 28K backups) the same file download wouldn't take much longer than
10 or 20 seconds!!!!!!! And, yet, webpage browsing can still feel like
molasses! Go figure. :-(

>>Noisy Arcades are part of the experience. I liked it. It's certainly
>>better than raspy SoundBlaster *compatible* cards.
>
>Surely no one in ther right mind thinks the words 'compatible' on PC
>equipment actually means it :)

WHAT?!!! PC compatible hardware/software isn't really compatible????
This is the first I heard of such shenanigans! I thought the computer

industry learned from such mistakes from Apple computer's dismal
failure: the Apple ///. :-(

>Joking aside I do agree to a point, I watched Tron the other night and
>the scene where they go thru the arcade was real nice, the blending of
>all those wonderful game noises and a decent size screen to play on was
>fun although having a person look over your shoulder while you made an
>ass of yourself on a new game wasn't so fun :)

If you didn't want to be upstaged you should have poked out one of
Jeff Bridges' eyes! (little, very little, TRON humor).

>>The arcade version of Defender was virtually unplayable. It begged to
>>have a real joystick. WAIT!!!! THE ATARI VERSION USED ONE!! WHAT A
>>CONCEPT!!!!! :-)
>
>Ha ha.....Very nice of them as well :)
>--
>Paul Irvine  Film Quote #4
>
>"Some people have faults, mines in California"

# 3374. Re: Mario Brothers on the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-21 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <383802af.25010163@news.localnet.com>
Source record: 48611

>It was a good attempt, but it had one big problem:
>
>Reversing was slow (A real annoying factor when a baiter was on your tail)
>
>We used to play a game called baiter catching. We would wait around for
>a bunch of baitors and then blast them. Whoever got the most won.
>
>Baiters were those nasty saucers that turned up if you took too long and
>could
>move really fast.
>
>I wasnt great at this game, but I knew people who could play defender really
>well

I should hope you weren't the "MASTER BAITER!" :-)

>and they sure loved the controls. Who knows how many bucks they shelled out
>to get that good.
>
><rest cut>
>Peter
>
>
>
>

# 3375. Re: Star Raiders Question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-21 00:00:00 UTC
From: dwebster@mediaone.net
Message-ID: <3838028b.72807026@news.jacksonville.net>
Source record: 48612

On Sat, 20 Nov 1999 18:56:07 -0800, "jaguarandi"
<jaguarandi@mindspring.com> wrote:

>All:
>
>I recently acquired a Star Raiders cart. The cartridge itself, however,
>only says 'Star Raider' as the title (no 's' in Raiders).
>
>Is this a misprint? A rarity? Nothing to be concerned about? The game
>plays just fine.
>
>Thanks,
>/e
>
>

Not a misprint or a rarity, the first runs of the cartridge were
printed like that.

# 3376. Re: Mario Brothers on the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-21 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <38380331.25139891@news.localnet.com>
Source record: 48613

On Thu, 18 Nov 1999 14:09:10 +0100, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>
>
>Aaron schrieb:
>>
>> I used to play Bandits. It was a halfway decent Galaxian style game.
>> Unfortunately, my version would crash after about three levels. Also,
>> because it was essentially an Apple II port, the game made little use
>> of Player/Missile graphics for a more colorful display. I've never
>> heard of Stratovox. How old is this arcade game?
>>
>> Noisy Arcades are part of the experience. I liked it. It's certainly
>> better than raspy SoundBlaster *compatible* cards.
>>
>Hello Aaron,
>I had different versions of Bandits in my collection. One did have a
>copy protection the other one did not. Now guess, which one crashed
>after the third level ?!? It was the copy protected one !! Looks like
>those guys from Sirius used data sectors for their copy protection (like
>Activision used data sectors for their copy protection of the European
>versions of the Eidolon and Koronis Rift !!). Thats the reason why this
>one crashes at level three. Try to get the unprotected original or get a
>pirate copy (and copy this one onto your original if you like).
>
>By the way, you said you patched some old 800 games, so they also work
>on the XL/XE Ataris. Bandits is such a game, that merely works with the
>old 800 Os or a translator on XL/XE machines. Do you have a patch for
>this game too, so we do not need to load any Translator on the newer
>8Bit machines ??? greetings - Andreas Magenheimer

don't confuse hardware with software. The Atari Translator style
programs only solve the software issue. They replace the newer XL/XE
Operating System with the older 400/800 version. Programs whose only
problem is that they communicate with the OS in a nonstandard fashion
will again work properly with the Translator disk. Unfortunately,
other programs that write directly to the hardware registers in a
non-XL/XE compatible fashion will not meet with the same success on
the Translator. Instead, they must be "fixed" (modified) by someone
with a hex editor/disassembler.

# 3377. Re: Plastic Case Discoloration

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-21 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <383806b6.26040917@news.localnet.com>
Source record: 48614

Hahahaha! You're wrong (sorta). The most yellowed plastic computer and monitor cases you'll encounter can be seen in many Colleges and Businesses. These are places that are smoke free and contain lots of UV fluorescent lighting. In fact, over the last 3 years (starting when they were brand-spanking new) I've been able to see the slow and steady degredation occuring with three cash register monitors at my local ABVI Goodwill thrift store. The sections of these monitors that are in shadow are now lighter in color than the rest of the cases As confirmation, I've brought my flashlight into the store to see the shadowed regions).

Smoke also has a negative effect on plastic (and, in fact all surfaces...including ALVIOLI in human lungs). Usually, though, this kind of yellowing problem can be remedied with the proper cleaning solution.

On Fri, 19 Nov 1999 18:31:47 -0800, BobKlaas <bobkla19@sisna.com> wrote:

>Hahahaha!
>
>Yellowing on the older computer cases comes from being in a Smokers
>enviroment! Much to anyone's other excuse, I personally have found
>none, it the user smoked the case yellowed, no exception. I have cases
>from the ealry 80's, no yellowing, they come from a non smoking user.
>
>Now some of these cases can be cleaned in a dishwasher with bleach
>added, granted you have to remove the computer componets and put in only
>the case but they can be cleaned up, this way.
>
>bob

## 3378. FS:USA: PQ

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-21 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <38381ffe@athene.hdm-stuttgart.de>
Source record: 48615

I have a like new Party Quiz game for the XL/XEs.
Comes with lots of software and all 4 controllers and cables.

Price is $20.00

If interested contact me at:
phantomm@kih.net

# 3379. Re: Windows version of APE

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-21 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1e1kbxq.1vwyk7g14ah1zgN%rlcolli@ibm.net>
Source record: 48616

Chad Hendrickson <chadh@REMOVEmediaone.net> wrote:

> There was talk awhile back about a Windows version of APE. There is
> nothing about this on the APE web page. Is there a demo of it anywhere?
> How well does it work? I would love to see it.

It's still in Beta testing. I don't know when it will be released.

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

# 3380. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-21 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <38380a37.26938621@news.localnet.com>
Source record: 48617

On 18 Nov 1999 20:07:34 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

>Hi Aaron,
>
>Your information below is not correct.
>
>In article <38328184.11189180@news.localnet.com>,
>Aaron <aarona@/REMOVE/localnet.com> wrote:
>>
>>The Atari (who's underlying technology is almost half a decade older
>>than the C-64's)
>
>The Atari was released in 1979. The C64 was released in 1982. Which
>half a decade are you referring to?

Many of the chips (and some circuit boards) on an Atari 800/400 have a copyright date of 1978. The date within a C64 is 1982. This makes a difference of (roughtly) 4 years. Half a decade is equivalent to 5 years. Since I preceded the word "almost" to "half a decade" then I stand correct in my previous post.

For various internal reasons, the Atari wasn't released until around November of 1979 and didn't become plentiful until early 1980 while the Commodore 64 was first released around the same time in 1982 (in a highly unstable form) and (assuming you were not lucky enough to get a non-DOA unit) wasn't easily purchaseable until early 1983. (As a brief aside, the first issue of my Commodore 64 specific RUN magazine is dated January 1984). As you can see, in terms of availability, the two computers are exactly 3 years apart, but because the C64 was very quickly rushed through the engineering phase and into production, while the Atari's engineering phase occured in a more "leisurely" pace, the Atari is again about 4 years older. In comparison the difference in age between the Atari and the original Apple //, introduced around the summer of 1977, was less than 2 and a half years.

You must agree that, technologically speaking, even a measely 2 years is considered a generational leap in the computer business. Considering the age difference between the Atari 8-bitters and the C-64, it's a tribute to the original Atari design design team that the "older" Atari's are even remotely considered equivalent to the C-64. It's really too bad that Atari didn't enhance (beyond the cosmetic) the 8-bitters like Apple did with the // series (especially with the //GS). If Atari did, there would be absolutely no quibbling as to which (the C-64 or Atari) was the superior of the two platforms.

(Please note that I'm am not an Atari thumper. If I was I would also
be expounding the virtues of the Atari ST computers which I consider
to be quite an awful 16 bit machine.)

>Unless you are suggesting that Antic et.al. are based on the 2600 (Stella)
>technology.

Actually, there are similarities in the design in the same way that
the Vic 20's VIC graphics chip is an ancestor to the C64's VIC II
chip. For example, the Atari 2600 graphics mechanism relies on
software based scanline updating (believe it or not, Stella contains
no hardware supporting a true 2D bitmap). The Atari 800 computers can
also be "dumbed down" to allow software to directly control every
scanline.
>
>>The engineers of the C-64 (or, more specifically, the VIC-2 chip)
>>ingeniously solved this problem by incorporating an extra 1 kilobyte
>>(or was it half a K?) of special RAM called color memory. In high res
>>mode (320x200), each byte of this special memory controls the color of
>>a high res 8x8 pixel region of the C-64's display. The regions
>
>There is indeed 1k of color RAM. It is not used in hires mode, however.
>Hires mode uses 1k of system RAM for color; the low nybble specifies
>one color, the high nybble specifies the other.

Unfortunately, my Compute's Mapping the C-64 isn't in front of me for
the specifics. However, as you've referred to, the special hardware
based C-64 color RAM is only half a K. To obtain a full 1K the color
RAM reference has to be relocated to regular system memory.
>
>>The combination of the above two methods of color control is important
>>because, in the C-64 multicolor mode, a byte of graphics memory (not
>>color memory) controls 4 pixels and each pixel is controlled by 2 bits
>>(2 bits multiplied by 4 pixels equals 8 bits ...or a byte). 2 bits per
>>pixel allows for a selection of 4 different colors. Unfortunately,
>>there isn't enough color RAM (that special 1K region) to control all
>>four of these colors...so a compromise is obtained. One or two of the
>>four possible bit patterns tell the Vic II chip to look at the COLOR
>>MEMORY (that special 1K region) to display a specific color in that
>>8x8 (now a lower res 4x8) region. The rest (of the 4 possible) bit
>>patterns tell the Vic II chip to display the color that's loaded into
>>the Atari-style global color registers.
>
>In multicolor mode, both system RAM and color RAM is used -- two nybbles
>of system RAM, one nybble of color RAM (only the low four bits of color
>RAM is physically connected), and one register. So there's a common
>background color, and three independent colors.
>
>Where did you get the above information?

From cranial memory (you know, the flawed type).

Are you saying that 3 separate nybbles are used to support the
separately allocated bitmap memory? I don't remember that the hardware
color memory and RAM based color memory could be used simultaneously.
This would mean that a high res display would require accessing 8K
(bitmap memory) + .5K (Color Memory) + 1K (memory mapped Color
memory) for a total of 9.5K of total memory. In a redefined "text"
mode a maximum of 2.5K would be used. Is this correct?

>>One unfortunate (and, for me, inexcusable) aspect of the C-64 is that
>>it's entire color palette is only 16 colors and a third of those are
>>tied to levels of grey!!! The Atari, on the other hand, has a 128
>>color palette (8 of those being levels of grey). Most Atari's also
>
>This has been covered many times.
>
>Your vociferous dissatisfaction makes me wonder, however -- when, during
>programming the 64, have you personally found yourself wishing for alternate
>shades of color?

Not as a programmer, but as a gameplayer I have found a certain
"sameness" to color schemes of C-64 games. It's similar to my ability
to spot an IBM CGA based game simply by an unmarked picture of the
screen display. (although I'm in no way equating the C-64 graphics
capabilities to the much, much, much, much, much inferior IBM CGA
graphics capabiilities)
>
>Alternatively, which programs were you running and felt that, if only
>there were a different nuance of red the program would be vastly improved?

It's somewhat disorienting to see a different color scheme of an
arcade based conversion simply because the C-64 cannot display the
same "nuance" of color. The Pacman series of conversions immediately
come to mind. In terms of color use, my favorite computer game of that
era is the Eidolon, where, through the careful use of color cycling,
the approaching mountains gently cycle from a very light shade of a
specific color (green) to a much darker shade at close range. I'm
sorry, but the C-64 doesn't have this capability unless it's GREY!
Ick!! Ick!! Ick!! Ick! Yuck!!!

Of course, a similar argument could be said against the Atari's
primitive flickering sprites compared to the C-64's much more
fine-tuned sprite facilities.
>
>I'm not saying that I wouldn't like having more colors; I'm not saying
>I wouldn't like being able to choose the palette; I'm not saying the Atari
>is useless for graphics. I am saying that your argument is a little silly.

Why is it silly?
>
>I'm also suggesting that more colorful is more desirable than more colors.

If I want more colorful I'll stick to braining myself with a hammer.
If I want more color I'll stick to computers that have a large palette

selection. If I want no color I'll stick to my Apple IIC in text mode.
>
>Finally, just as a matter of curiosity -- and your eyes are probably better
>than mine -- but since you've brought up the subject several times now, how
>many of the Atari's 128 shades appear "non-gray" (non-gray/black/white) to
>you?

I already mentioned it in the article (which is still buried somewhere
above). However, for those with doubly glazed eyes (which only occurs
when one bothers to read...which I happily and stupidly do not suffer
from) I shall repeat and include more indepth info:

Out of the Atari's 128 color palette, 8 of those are grey levels
(including black and white) and the rest of the 120 colors are truly
other (non-grey) colors. The Atari palette is divided by 16 base
colors (one of them being white), each of which has it's own 8
luminances ("grey" levels) for a grand total of 128 colors (16 colors
multiplied by 8 luminances).

And to show I'm not an Atari thumper:

High res Atari text and graphics mode (320 dots across) is pretty
shitty in comparison to the C-64's. Due to deficiencies in the chip
design the Atari requires the background and forground to be of the
same color but (luckily) can be of different luminances (for example,
a dark blue background and a light blue forground or a light purple
background and dark purple foreground). This problem really should
have been fixed beginning with the XL series. Also, a very primitive
form of color memory can be simulated in high res mode by underlying
quadruple width PM graphics (for a full screen one could use two color
sets and, in half screen horizontally, four color sets could be used
by overlaying sprites and turning on PM multicolor mode).
Unfortunately, this strange Atari ability has rarely been used.
>
>-S
>--
>

# 3381. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-21 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <383826b7.34235303@news.localnet.com>
Source record: 48618

On 20 Nov 1999 12:59:54 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

>Hi Peter,
>
>In article <8154h4$r3h$1@oak.prod.itd.earthlink.net>,
>Peter Laing <snailboy1@earthlink.netREMOVECAPTIALS> wrote:
>>
>>At the risk of having to wear an asbestos suit...
>
>Nah, we're all buddies here :).
>
>>> The Atari was released in 1979. The C64 was released in 1982. Which
>>> half a decade are you referring to?
>>
>>3 years ;) It's over 2.5 years if you had a rounding to 5 routine.
>
>Alternatively, one could just as accurately describe it as a mere 1/10 of a
>decade older.
>
>>I've got to disagree with this one Steve. Only because it's a
>>generalization.
>>In some cases lots of colors are great, and in others lots of shades are
>>great.
>
>Well, I don't really like abstract arguments -- I can _imagine_ lots of
>situations favoring one method over the other. But I think it's more
>valuable to look at actual, practical programs and common situations.
>I too thought about it, and it dawned on me that I have an example so
>common and utterly obvious that it never even occured to me until now:
>
>http://www.ffd2.com/fridge/meow/pics/
>
>This is a music composition program. The first screen is the note editor.
>It's divided into many parts -- there's the title, the three voice displays,
>the status bar and command description, another information window, system
>information, and so on. Within each section, there is a lot of information
>displayed -- more importantly, different types of information. Colors
>provide a very natural way of logically organizing and separating all the
>different kinds of information -- I count ten different ones in that picture,
>without any "only two colors per line" restrictions. If you want to place
>a color somewhere, anywhere on the screen, you just do it.

I agree that, in terms of text mode, the Atari's capability is quite
inferior to the C-64's. However, the specific example displayed at the
above URL can completely be simulated on an Atari using quadruple

width sprites in four separate zones (and a few DLI's) underlying
inverse graphics text mode. However, it would require alot of planning
to achieve these Atari techniques in relation to the C-64's much more
simple and satisfying use of Color RAM.

>I do not believe this to be any kind of specialized or trivial application;
>in fact, I think it such an ordinary and ubiquitous situation that it totally
>escapes the notice of any 64 user/programmer -- that it represents 90%-95%
>of all programs, whether text or graphics based.
>
>Anyways, I'm all done -- if that doesn't convince anyone, then nothing
>will :).
>
>>p.s. I looked at that gif you have on your site and it looks like something
>>has messed up one of the color's and turned them all white.
>
>That something is unfortunately Netscape. If you download the picture(s)
>and look at them in a picture viewer it works fine. Some of the other
>pictures come out OK in Netscape.
>
>-S
>
>P.S. Lest we forget, this somewhat strange discussion got started when
> someone said "How does the the 64 version of RoF overcome the 64's
> horrible color limitations?" I hope the answer is at least a little
> more clear now.
>--
>

## 3382. Help: Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-21 00:00:00 UTC
From: "O. Alan Jones" <oajones@bright.net>
Message-ID: <38385010.48FB2BFA@bright.net>
Source record: 48619

Can someone tell me what the voltage and current for a Atari 800 power
supply is?

--
--Alan

# 3383. Re: Cosmic Swarm, Frankensteins Monster, and more

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-21 00:00:00 UTC
From: Mighty YO <yoyo@socket.net>
Message-ID: <s3gk9riv3ef67@corp.supernews.com>
Source record: 48620
Cross-posted to:
alt.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari

These auctions end today, you don't want to miss out!!!

Mighty YO wrote in message ...
>You don't see these games everyday. I have these and several other atari
>items on ebay. I have alot of games that I will be listing over the next
>week that you won't want to miss. Check it out.
>
>http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=mighty-yo
>
>

# 3384. Searching for ATARI BBS sysops...

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-21 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <943216282.27797.0.pluto.d4ee0f47@news.demon.nl>
Source record: 48621

Hi,

I want to contact all active and previos sysops who run Carina, OASIS, BBS Pro! or other software...

Please e-mail me...

Gtx,
Sysop*TXG

## 3385. Searching for John Haines...

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-21 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <943216283.27797.1.pluto.d4ee0f47@news.demon.nl>
Source record: 48622

Hi,

Does somebody has an address or e-mail address.

Gtx,
Rene

## 3386. unknown joystick

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-21 00:00:00 UTC
From: BoB <bob99@lineone.net>
Message-ID: <819n36$ruk$3@supernews.com>
Source record: 48623

Hi
I realise that this is possibly not Atari related
but its possible you might know what breed
these pair of joysticks are. Im a computer collector,
and I have no idea what family these joysticks belong
to, they can be found here
http://members.tripod.com/~Sludge99/coolstuff.htm

and my home page can be found here...
http://sludge99.tripod.com/index.htm

Thanks in advance
BoB

# 3387. Re: Music in Atari games

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-21 00:00:00 UTC
From: dunxuk@aol.com
Message-ID: <19991121165258.10773.00000863@ng-fm1.aol.com>
Source record: 48624

>Apart from the Zeppelin productions, there were very few true C64 > Atari
>ports

Yes, but many games were written with both platforms in mind - hence three
channel music on the Atari.

# 3388. Re: Music in Atari games

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-21 00:00:00 UTC
From: Jaroslaw Kolacz <Jaroslaw.Kolacz@chello.at>
Message-ID: <Lg_Z3.6173$Up1.332429@news.chello.at>
Source record: 48625

And my vote for best Atari game music are (in this order):

INSIDE
DRACONUS
ZYBEX

DunxUK <dunxuk@aol.com> schrieb in im Newsbeitrag:
19991120101929.06211.00000134@ng-fl1.aol.com...
> Does anyone have any opinion as to which 8 bit Atari game had the best
music. I
> would personally vote for a vertically-scrolling shoot-em-up I used to
play
> solidly if I could only remember the name of it (!).
>
> It was the 4-channel sound that really set the Atari apart, but so many
games
> just used the same 3-channel music straight from the Commodore. :(
>

# 3389. Re: Help: Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-21 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991121180318.25746.00000587@ng-fu1.aol.com>
Source record: 48626

>what the voltage and current for a Atari
>800 power supply is?

The 400/800 & 810/1050 all used a nine (9) volt AC, three (3) Ampere power pack. The unmodified computers will actually operate on the older 1.5 Amp units. The drives pull between 3 and 5 amps temporarily when 'starting' the disk and need the 31 volt-amp unit which contains a slow blow 5 amp fuse inside in the epoxy filler.
-Ron

I started life with nothing, and still have most of it left...

# 3390. Re: Please Help Atari 800 question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-21 00:00:00 UTC
From: bob klaas <bobkla19@sisna.com>
Message-ID: <383814D6.CA745648@sisna.com>
Source record: 48627

The Atari 400, 800,and 1200XL are A/C 9v. Have a bridge rectifier to convert to 5v DC on the board. These can easily be found on both machines as they are large (semi-large) black diaodes, two in back 2 in front that convert to 5v dc. While the Atari 600XL, 800XL, 130XE, and XE Game System are all Plus 5v DC through the 5pin Din connector.

bob

# 3391. Re: Has anyone successfully programmed the USD bin file into a ROM?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-21 00:00:00 UTC
From: bob klaas <bobkla19@sisna.com>
Message-ID: <3838182E.D4C83E72@sisna.com>
Source record: 48628

Your suspisions are true, which is no big deal as I have posted before that I have in the past been in contact with Mike, but within the past 2 years it has been even harder to reach him. I have an agreement, (verbaly) with items I can and can not produce.

At one time when Mike first got setup, I processed his credit card accounts and have a record of each. When he defaulted, I made good on what I had record of and processed and posted this information on the BBS Express! Proccesional (tm) network as well as here on the Internet. While I know there are (hear say) people he still owes, that is between FTE, (Mike Hohman) and the person he owes.

At this time I still have distribution rights to Sparta Dos 3.2d and 3.3c, along with reproducing the U.S. Doubler, repairing MIO's ect, and along with a couple other items that are totaly not dead but negociable.

bob

If you want Mike to see something perhaps you should post it here, while he may not answer I am sure he will be aware!

# 3392. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-21 00:00:00 UTC
From: Tony Talarico <syrtran@csi.com>
Message-ID: <3838E8AB.8E593238@csi.com>
Source record: 48629

Please excuse me for sticking my nose in uninvited. There is exactly one point that I _really_ have to disagree with.

I do realize that this is an Atari 8-bit NG, but this is one of my "hot" buttons. :-)

Peter Laing wrote:
>
> Jon Melbo <ssilicon@centuryinter.net> wrote in message
> news:3825f929.8760660@news.ds.centuryinter.net...
> > On Fri, 5 Nov 1999 19:35:51 -0600, "Peter Laing"
> > <snailboy1@earthlink.net> wrote:
> >

<snip lots of stuff more appropriate to an Atari 8-bit NG :-)>

> > >
> > >I dont really think the IBM-PC was best at anything compared with
> > >other offerings of the time.
> >
> > I do. Read my quoted again for the why. Can you name systems that
> > were superior for business softwarwe at the time (around 81')? It has
> > been said here that Appleworks on the Apple IIe was appealing because
> > of the crisp 80 column text, the 128K memory in the enhanced IIe that
> > Appleworks took advantage of etc. Well, that wasn't as good as a 4MHz
> > i8088 16-bit processor and 640K RAM and it wasn't until quite a bit
> > later than the PC. Take a plain old PC running DOS and run Wordstar,
> > dBASE, 123 or even Visicalc, and show me how it isn't as good as an
> > Apple II, Atari8, Vic20, Pet, TRS-80, or whatever.
> >
> > I stand by my original statement; at the time the PC was introduced,
> > it was awesome for business & scientific applications but it sucked
> > for games. This is in comparison to other affordable hardware of the
> > day. I do not count mainframes or minis as affordable to small
> > business or home business.
> >
> Jon, I had a quick look on the net and it appears that you are correct
> about the 5150 PC having the best specs for a machine in 1981.
>

Peter, the net is absolutely the _worst_ place to try and find information about machine specs circa 1981. You will be much better off finding someone with back issues of computer magazines. ;-)

> > >I think its more a case of IBM's name and
> > >the droid IT managers getting a computer made by IBM.

You were absolutely right.

> >
> > How does that change 4MHz+, 1MB addressable memory (640K of RAM), and
> > a 16-bit processor (albeit knocked down to 8 bits on the data bus)?
>
> I think that a lot can be said about how 'good' the PC was technically,
> taking
> into account it's high cost. More on this later.
>
<snip stuff about IBM and the 7 Dwarfs>

>
> After looking into this, you seem to be correct in your assertion about the
> specs of a 5150 PC for 1981.
>
> >
<snip more discussion of IBM PC design>

> Heres the main summary of points:
>
> 1] You appear to be right about the 5150 (IBM-PC).
> I had a quick look online and couldnt find any machines
> from the 1981 time period directly competitive with
> spec's as good.
>
> 2] Things appeared quite different in NZ and other Countries
> at the time at which the PC was popular here (thats after
> 1983).
> This could be due to the high price of the PC. It took till
> about 1984 before PC's as we think of them now became
> popular (and even then it was mostly the clones).
> At this time several choices were available for systems that
> offered better performance (typically an 8086), better graphics
> I remember one called the Sirius or the Victor-9000 that had
> 800x600 monochrome video and an 8086. Most of these
> competitors werent 100% PC Compatible. Lots came with
> CPM/86 and MS-DOS. I am going from memory here,
> but certainly remember this timeframe. (It was short lived
> however).
>
> >
> > >Can you imagine what sort of machine the Atari 800 designers would have
> > >come up with if they had the exact same budget ?

Yes, the Amiga.

> >
<snip more hardware discussion (this is already too long)>

> For the main point you made you win.
> (for 1981 the IBM-PC had the best specs for business/scientific).
>

> Seeing as you win, I am shutting up about PC history now and
> letting Atari history restore it's place.
>
> >
> > Jon
> >
> Cheers
> Peter
> snailboy1ATearthlinkDOTnet

Now, for my point.

>From the August 1981 issue of Byte magazine:

The back cover has an ad for the Ohio Scientific Challenger 3C touting their Winchester Hard Disk. The PC did not have one available. I do not know what processor is used as OS changed from Z-80s to 8086s somewhere along the line.

Pages 2 and 3 are from Cromemco.

Page 2 is an ad for Cromix, their Unix clone. It had multi-user and multi-tasking capabilities. It had a heirachical file system. It allowed "a disk address space in excess of one gigabyte per volume". PC DOS was a single-user, mono-tasking system. No hard drives allowed.

Page 3 is an ad for their professional graphics display. It was a 2-card system that offered NTSC compatibility with 756x482 pixels in 16 colors out of a palette of 4096. It had 3 separate outputs for red, green, and blue. We all know the limits of CGA. IBM's Professional Graphics Adapter was still a ways away.

Pages 8 and 9 are a 2-page ad for Ithaca Intersystems. It is mostly about their Z-80 based system, but it mentions upward compatibility with their Z-8000 system.

These were the business-oriented competition to the PC. These were S-100 systems. The S-100 bus extended the Altair bus to allow for 24-bit addressing, a 16-bit data bus, multiple bus masters (up to 16), and multiple bus slaves (16 per master). These specifications allowed systems to have multiple users (Cromemco would eventually claim up to 256) on multiple terminals, 16 Meg of memory, and future expandability.

There were processor cards based on 8080/Z-80, 8086, Z-8000, 68000 (which Cromemco and Alpha Micro would eventually use), and even 6502 and 6800.

One could even have different types of processors in the same box. Zenith had the Z-100 with 8085 and 8088. The popular combination was 8086/Z-80 (Godbout/Compupro and others).

BTW, there were 4MHz Z-80s and 5MHz 8085s in 1981 (the PC ran at 4.77MHz).

There are many ads in this issue for hard disk systems. There are also several ads for graphic video boards. Ads for memory cards listed as much as 512K of RAM. You could also have multiple Serial and parallel ports, as well as Analog-to-Digital, D-to-A, and even real-time clocks.

The IBM 5150 PC was a joke when it was released. It was nothing more than a modernized Apple II on steroids with a 16-bit processor, a non-expandable memory layout, and a non-standard bus.

This is not hindsight, this was what I thought when I first read the specs on the PC back in 1981. I naively thought that companies that needed microcomputers would pass it by and go for the more powerful and much more expandable S-100 systems.
Little did I realize that companies that were dependant on IBM would believe the 'party' line without doing their own research.

BTW, the feature theme for this issue was Smalltalk-80, the first object-oriented language for microcomputers. It even includes a picture of the Xerox Star (unlabeled, unfortunately).

--
Tony T

To contact me, take away the SVO
(OVER MY COLD LIFELESS CORPSE!!) ;->

## 3393. FA: Atari items take a L@@K!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-21 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <3838DF3C.E995DB61@qnet.com>
Source record: 48630
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I have the following items on Ebay for auction:

Baseless Joysticks for the Atari

To view this item, go to:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=205545580

Atari Coasters.YES, I said coasters.

To view this item, go to:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=205533979

Thanks Don Schoengarth

# 3394. Re: Has anyone successfully programmed the USD bin file into a ROM?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <38388b60.111732973@news.pipeline.com>
Source record: 48631

Again, I'd like o see some documents or proof to support that fact.

John

On Sat, 20 Nov 1999 21:12:28 -0600 (CST), Video61@webtv.net (Lance
Ringquist) wrote:

>bob aquired the rights long ago along with sparta 3.3c,thanks,
>lance
>
>Video 61 & Atari Sales
> 22735 Congo ST NE
>Stacy MN 55079
>

# 3395. Re: Atari CX85

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <81afrb$ia6$1@ssauraac-i-1.production.compuserve.com>
Source record: 48632

The CX-85 is a dumb device. Just switches(and possibly resistors). A program must be written to make use of it, using any of the 4 joystick ports. This can be done in BASIC in a program directly. Or using assembly, for any regular booting program, being installed to read the port and then stuff the converted value into the keyboard character register. This would need to be inserted into the normal AUTORUN.SYS booting sequence.

For commercial boot disks, unless the program already knows about the CX85, the only two ways to make use of it is to rewrite the OS and add a driver to it, or as I have done for many people using spreadsheets, is to add a connector across the keyboard, and wire in a matching connector in the CX85 to make it a standard numeric keypad, no driver needed. The only way to change the key definitions is to rewire the keypad. Now days, a PIC could be wired in to make it reprogramable. Hmmm, I'll work on that.

Rick D.

--

# 3396. Re: 130 XE Error codes?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <81agap$ia6$2@ssauraac-i-1.production.compuserve.com>
Source record: 48633

130XE diagnostic cart error codes...this is one of those things
few have any knowledge of. I think I have a few without docs,
but don't use them. I tend to use the schematics and just
substitute probable parts till I find the answer.

Rick D.

--

# 3397. Re: Spinning Fuji and a question

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991121234225.25745.00000659@ng-fu1.aol.com>
Source record: 48634

>>What's the difference between an .exe, .com. and .obj
>>file?
>
>Usually none.

OBJ files are machine code OR DATA which can be loaded directly to a specific RAM location.

EXE and COM files are executable code usually with an execution address tacked on the end.

Only single segment EXE files can be converted to boot disks without some patching.

>COM is a command type file, usually needing the resources of a
>shell, such as DUP.SYS. Not intended to run as a stand alone
>program.

Generally factual, but MAC/65 and BUG/65 were originally distributed as COM files on the OSA/DOSXL disks

I started life with nothing, and still have most of it left...

# 3398. Re: A8-bit<-->ST file/data transfer

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: drclu@swbell.net
Message-ID: <G66_3.1557$gz2.41988@typhoon01.swbell.net>
Source record: 48635

ST X-FORMER tends to be an Atari emulator
for the ST that was one of the only ones that so
far allows the ST to use a actual 8-bit device.

I have one working, and I am wondering of
the possibilities of making the X-FORMER my
8-bit's hard drive with a shared floppy drive
between my 800 and ST. We will see how this goes
this week.
But to answer a few questions:

The cable.. check out:

http://www.emulators.com

There is a free download of ST X-Former 3.0
there with a download of the source code as well.

I've been told that Version 2.3 had player
missile graphics emulation of a XL (saw that in a
magazine) while the ones afterwards focused on
more stable disk transfers and so forth without
the player missile graphics. This is alright,
since the emulation tends to run at 25% speed at
8mhz, and 50% speed at 16 mhz.
One problem is, the disk devices will not
work if you overclock the processor above 8mhz.
The device protocal talks to the Atari in a more
mechanical way.. it was crude but effective.
Since the program relies on the system to tick on
in it normal 8hmz way and takes advance of that,
it is not possible for it to work at faster
speeds.

There were versions made for 512 K ST
computers, but I get the feeling at least 1 meg
is needed.

That is what I've discovered so far about
it. I'm still trying to get it to recognize the
ST hard drive as a device to work under X-FORMER
mode. I have not found any place that has the
documention for this program.

Let me know what you find out and let's keep
in touch!

Doctor Clu

On 12 Nov 1999 14:32:53 , dalibor5561@my-deja.com wrote:
>Hi All,
>
>Does anybody know anything more about ???????
>
>I know that there are 2 systems allowed to transfer data between Atari
>8-bit and ST.
>
>ST-XFormer:
>requirements : STXFormer program, Xformer cable.
>allow just to attach A8 disk drive to ST and work with.
>
>Questions:
>1. what is the correct pinout of ST-Xformer cable???? (older one for ST,
>not PC-Xformer which is working with ST also) I saw a lot of pinouts but
> could be said that almost all authors had self numbering of pins.
>Anybody have schematics of this cable with pinouts on both sides ?
>2. any special requirements for ST ???? (memory?)
>3. Working with XFD format ???????
>
>
>and
>
>SIO2ST
>
>not so much heard about this one.
>needs 800XLDJ program for ST or Falcon version of it ... right ????
>Questions:
>1. SIO2ST cable is absolutely similar to SIO2PC ??????
>2 There are special virtual disk format, any convert program from more
>common formats (ATR or so..) exist ?????
>3 ST needs to have hardisk, or can be used without of HD ????????
>
>
>Let me know..........
>
>Or anybody know about other way how to transfer files between A8<->ST???
>
>....nice weekend to all.......
>
>Dalibor
>
>
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.
>.

# 3399. Re: Music in Atari games

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: drclu@swbell.net
Message-ID: <jj6_3.1563$gz2.41988@typhoon01.swbell.net>
Source record: 48636

Music in games that I liked?

Mr. Robot's Robot Factory
Archon
Preppie II
Master of the Lamps
Spy Hunter
M.U.L.E.

Those would have to be my choices. :)

Doctor Clu

On 21 Nov 1999 22:22:35 , "Jaroslaw Kolacz" wrote:
>And my vote for best Atari game music are (in this order):
>
>INSIDE
>DRACONUS
>ZYBEX
>
>
>
>DunxUK <dunxuk@aol.com> schrieb in im Newsbeitrag:
>19991120101929.06211.00000134@ng-fl1.aol.com...
>> Does anyone have any opinion as to which 8 bit Atari game had the best
>music. I
>> would personally vote for a vertically-scrolling shoot-em-up I used to
>play
>> solidly if I could only remember the name of it (!).
>>
>> It was the 4-channel sound that really set the Atari apart, but so many
>games
>> just used the same 3-channel music straight from the Commodore. :(
>>
>
>
>.

# 3400. Re: Has anyone successfully programmed the USD bin file into a ROM?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <383914b2.11954342@news.ds.centuryinter.net>
Source record: 48637

On Sun, 21 Nov 1999 08:05:03 -0800, bob klaas <bobkla19@sisna.com>
wrote:

>Your suspisions are true, which is no big deal as I have posted before
>that I have in the past been in contact with Mike, but within the past 2
>years it has been even harder to reach him. I have an agreement,
>(verbaly) with items I can and can not produce.

So essentially, Mike still retains the rights but gives you permission
to make things. That is not the same as you holding the rights to
something. That requires a legal transfer of such rights, all
documented, notarized and with Ts crossed and Is dotted. Still, it is
a good thing in so far as it allows someone who isn't "hiding" to be
able to help out the A8 community where Mike cannot / will not make
himself available.

>At one time when Mike first got setup, I processed his credit card
>accounts and have a record of each. When he defaulted, I made good on
>what I had record of and processed and posted this information on the
>BBS Express! Proccesional (tm) network as well as here on the Internet.
>While I know there are (hear say) people he still owes, that is between
>FTE, (Mike Hohman) and the person he owes.

That is very true, but the flip side to that coin is that anyone
violating Mike's copyright is an issue between that person and _Mike_
and not you, Lance or anyone else for that matter. I commend your
efforts and way of conducting yourself. It does not change the fact
that Mike burned some people. I say fact, because it has been
basically an admonition and also he is hiding. There is only one
approved of method in our society of getting out of fiscal obligations
(other than paying them or being forgiven by the parties owed), and
that is a court ruling and management of bankruptcy. While I can
certainly appreciate the notion that Mike got in over his head, or
fell upon bad luck, there is still an obligation to those owed down
the road when times might be better.

I want to state that I have no personal interest, problem with, or
side chosen in these matters. I never got burned by Mike. My only
side is the side which maximizes the benefit to the few A8 users that
are still hanging in there, and to be a pest I guess. :) It really
isn't all as important to me as the gist of my post may seem.

>At this time I still have distribution rights to Sparta Dos 3.2d and
>3.3c, along with reproducing the U.S. Doubler, repairing MIO's ect, and
>along with a couple other items that are totaly not dead but negociable.

>If you want Mike to see something perhaps you should post it here, while
>he may not answer I am sure he will be aware!

I more or less guessed that as well. It's not really my fight, but being an advocate of sorts all I want you to think about, Mike, is that if the hard times are past and things are better for you now, try to find it in you to maybe refund some of those who lost out. Maybe you don't even know who they are anymore. I know if I had lost a few hundred dollars it would be welcome and useful to get it back. Well, enough of the sermon. Bottom line, just give it some thought and do what you can to satisfy your conscience.

# 3401. Re: Laser Printers for A8

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <38392F66.6FAA5634@ix.netcom.com>
Source record: 48638

RHamiIton5 wrote:
>
> >manual indicates that APE
> >can answer the P: call and pass data through
> >to a printer...
> >APE for Windows 98 should do just fine.
>
> But can it do a graphics dump with all of the ATASCII characters?
>
> Ron
>
> I started life with nothing, and still have most of it left...

Guys,
We just recently had a similar discussion about deskjets. Looks like the most of laser printers work OK, but you really have to check the deskjets for DOS compatibility.
As for ATASCII, you'd have to have/make a program to do bit image graphics to print them. That's no big problem, there are loads of examples and programs that do this.
--
Robert S Ely
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

# 3402. <!-- To use a different cobrand, make sure you have a template for it in /parts/cobrand/ -->

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: AtPDwvbj <AtPDwvbj@StRIfytw.comNOSPAM>
Message-ID: <81b356$amo$1@nslave2.tin.it>
Source record: 48639
Body handling: HTML body converted to readable text

```
<SCRIPT language="JavaScript1.1" SRC="http://ad.it.doubleclick.net/adj/xoom.it/membersarea
;area=membersarea;abr=!ie;sz=468x60;ord=4039?">
</SCRIPT>
<NOSCRIPT>

<IMG SRC="http://ad.it.doubleclick.net/ad/xoom.it/membersarea;area=membersarea;abr=!ie4;ab
r=!ie5;sz=468x60;ord=4039?" BORDER=0 WIDTH=468 HEIGHT=60>

</NOSCRIPT>

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```

# 3403. any one knows how can i get intouch with BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <81bji5$ha4$1@news.netvision.net.il>
Source record: 48640

```
any one knows how can i get intouch with BeWeSoft (Jiri Bernasek -
Bernasek-Werner Software)

nir
```

# 3404. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s3io0lma3ef66@corp.supernews.com>
Source record: 48641

Tony Talarico <syrtran@csi.com> wrote in message
news:3838E8AB.8E593238@csi.com...
> Please excuse me for sticking my nose in uninvited. There is exactly one
> point that I _really_ have to disagree with.
> > > >I think its more a case of IBM's name and
> > > >the droid IT managers getting a computer made by IBM.
>
> You were absolutely right.
Me3
> > After looking into this, you seem to be correct in your assertion about
the
> > specs of a 5150 PC for 1981.
If you cut him some slack, really just need to change this date to ~1982
since IMO that is when IBM systems became competitive. 10 meg hard drive,
3rd party cards like Hercules, very usable system.

One computer wag came out with the two eras of computers, those that came
with a cassette interface and those that did not. The original IBM PC came
with a cassette interface.
> Now, for my point.
>
> >From the August 1981 issue of Byte magazine:
> The IBM 5150 PC was a joke when it was released. It was nothing more
> than a modernized Apple II on steroids with a 16-bit processor, a
> non-expandable memory layout, and a non-standard bus.
Me2, but the killer app as people like to say was Lotus 123 which ran with
expanded memory. Toss in a Herc card so you didn't have to use two monitors
and you were in business.<sic>
> Little did I realize that companies that were dependant on IBM would
> believe the 'party' line without doing their own research.
It was more then that. I literally went to war with managment at the company
I worked for, Alza Corp, in 1978 trying to get them to buy Apple IIs. About
the only thing the book Hackers got right was the mainframe mindset of
imformation science people at the time. I got shot down in flames and they
bought a DEC mainframe. It is really about control and job security on
several levels. Control in that games were available for the Apple and
managment had an attitude that if we bought computers into the work place,
people would just be spending all day playing video games. Control in that
you had lab notebooks that were assigned to you and would be slightly more
difficult to copy, alter, conceal, or destroy, but with floppies...

Eventually, eventhough we did go IBM circa 1982, all hard drives were
removed from the systems and we had to boot them through a net. But we even
had a sign out procedure for individual floppies!!! Talk about trying to get
job security. Everyone just bought their own vs go through our IS

department.

The other arguments the IS people used against me were the nature of the manufacturers "They may be out of business in a year" and small systems were incapable of doing the data reduction I wanted.

They were right about the first point, but it is irrelevant. If you could justify buying an Apple II in 1978 and used VisiCalc to reduce your data and Apple Writer to prepare your reports, in the year 2000 that same Apple II will still run VisiCalc and Apple Writer just as well.

Their second point was just a lie, I almost soiled myself when they told it.

Atari would have never made it into the work place no matter what system they came up with. If they had come up with 68000 in 1981 with a hard drive, oodles of memory, and a built in service agreement for life, they still had the rep as a game company.

The odd thing was I was doing the single parent thing during this time period. Everytime there was a crunch at work, I would just bring my work home with me <had to pick up my son when the day center closed at 6pm> and finish it up on my Atari. I would put the stuff up in the private area of my bbs and just call in from work using one of the PCs to transfer data. In retrospect, the work done on the machine was staggering. Everything from INDs to NDAs, SOPs, support docs and data reduction for patents, product technology transfers. No one could tell they were prepared in part on an Atari!<grin>

# 3405. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <383962c5.3834625@news.localnet.com>
Source record: 48642

On 18 Nov 1999 19:15:35 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

>Hi Aaron,
>
>In article <38315388.11824201@news.localnet.com>,
>Aaron <aarona@/REMOVE/localnet.com> wrote:
>>>
>>>Regarding the speed difference, keep in mind that Antic uses a lot of
>>>the CPU cycles for DMA -- someone here suggested around 33%, which
>>>takes 1.8MHz down to 1.2MHz or so (seems a tad low to me, though).
>>>While it is a non-trivial speed difference, neither is it an overwhelming
>>>difference.
>>
>>That extreme slowdown of 1.2 megahertz only occurs in 40 column
>>text-style modes. The medium res (4 color ) graphics mode allows the
>>CPU to run at about 1.5 Mhz. Of course, enabling Antic's PM graphics
>
>My recollection was that hires mode (i.e. common game graphics modes)
>ran at around 1.35 MHz. Instead of speculating, go ahead and post
>the actual numbers so we can see what the right answer is.
>
>>>Regarding colors, the Atari's large palette is unfortunately slaved to
>>>four (or two) color registers; the 64, on the other hand, has 1000
>>>color registers -- it gets the colors from RAM, and hence all graphics
>>>modes are essentially 16-color modes. Thus while the Atari has more
>>>colors, the 64 is in general more colorful.
>>
>>1000 color register for 16 colors (and about 5 of these colors are
>>some shade of grey).
>
>I suppose they are, if you count black and white as shades of gray.
>
>> How wonderful (snore). This reminds me of all the
>>shitty CGA based PC games. "Yeah there's 16 colors but they're all
>>blahhhhh!!!!.
>
>CGA is a good example of what happens when you are limited to registers.

Unfortunately, the CGA color "registers" allowed for more primitive
color set changes only (ie. one color wasn't separately controllable
from another). Unfortunately, most of these color sets (4?) were
completely unusable.
>
>You can always downgrade the 64 to the Atari's 2- and 4-color modes,
>though, if that is your preference. But while we can all come up with

>statistics and marketing specs and all sorts of theoretical arguments
>for some sort of imagined superiority, why not try my original suggestion:
>
>>>You can see this in screenshots, but a striking example is the winning
>>>picture "Might & Magic" from Symmek99, which you can get at
>>>http://www.ffd2.com/fridge/misc/symgfx-ntsc.zip (and elsewhere).
>
>It looks best on the real thing, but as a service to all the less-motivated
>readers I have temporarily put a GIF of the picture at
>
>http://www.ffd2.com/fridge/symmek/mightandmagic-valsary.gif
>
>Some pictures in that directory use graphics tricks to varying degrees;
>some, like Might and Magic, are just plain C64 multicolor mode. I leave
>it to the viewer to judge for himself how "limited" the 64's palette is,
>and whether there is a difference between "more colors" and "more colorful".
>
>Note that those pictures are not supposed to be the cream of the crop;
>they are just the entries from SymMek99, from the GIF distribution.
>
>>Although the difference in CPU speed had some factor in Rescue on
>>Fractalus being faster on the Atari, the biggest advantage was the use
>>of an Atari low res (multiple scan line) mode which the C-64 didn't
>>have, and, therefore, had to be simulated in software.
>
>Ah, you've examined the code, then, and made some timing calculations?

Everything else being equal, updating to 4K of RAM will be slower than
updating only 2K of RAM. If every pixel of a graphics display
consisting of 4K of data is separately computed then the animation
will run at *roughly* half the framerate of a display consisting of
only 2K of data. If, on the other hand, the programmer cheats and
updates two corresponding pixels at a time (to simulate a lower
resolution display) then the framerate will be somewhere between the
original half framerate and (but never equal to) the full framerate of
the lower resolution 2K display.

>>>Finally, regarding 3D, I would be happy to put up my 3D routines on the 64
>>>against any Atari 3D program. I think I will win -- not because the 64
>>>is better at 3D graphics, but because the algorithms are better. My moral
>>>is that programs often say more about the programmer than the hardware.
>>
>>The best games are always the ones that are written specifically for a
>>system by a programmer that has complete understanding of its
>>hardware/software capabilities. This little truth has been born out in
>
>I'm not sure what you're addressing in my comment, but aside from the CPU,
>very little in 3D programming is platform-specific.

The 3D "kernel" may not be platform specific but the code required to
convert the output to a platform specific graphics display definitely

would be. This problem can best be understood if one compares the difference between the PC form of graphics display and the Amiga method.

The PC in combination with any VGA display card has a very simple 256 color low res (320x200) display arrangement whereby a single byte controls exactly one pixel on the screen. For a 3D game such as Castle Wolfenstein 3D or DOOM, it is very simple and fast to update such a display when the CPU is able to calculate 3D graphics in a byte oriented way and place the data directly to the screen with no other conversion steps.

The Amiga, on the other hand, has graphics support hardware that works in a planar fashion and the number of colors a separate pixel controls is dependent on how many separate "monochromatic" bitplanes are stacked together. For example:

In a two color graphics mode a single byte within a frame buffer or bitplane controls 8 separate pixels (one bit per pixel). If four colors are desired then the programmer must set up two separate bitplanes (frame buffers). Now in order to compute this four color display, one must write to a specific bit within TWO separate bytes (one in each bitplane). In older Amigas only 6 separate bitplanes are accessible (64 colors) and on newer Amigas, up to 8 bitplanes are usable (256 colors).

Now, a generic DOOM style 3D engine running on the Amiga must go through a separate lengthy step of converting the original one byte per pixel output into a pixel that spans up to EIGHT SEPARATE BYTES!

Here's some 6502 pseudo-code to show the two types of graphics updating (It's been a long, long time since I've coded 6502 (and I was a neophyte at best) so I'm sure some specifics aren't completely accurate but it's good enough to show how much slower the planar method is over the byte oriented method):

BYTE ORIENTED FRAME BUFFER

```
LDA 3D_Byte
STA (framebuffer),X
```

BITPLANE (AMIGA STYLE) ORIENTED FRAME BUFFER

```
LDA 3D_Byte
AND !10000000
ORA (framebuffer_1),X
LDA 3D_Byte
ASL
AND!10000000
ORA (framebuffer_2),X
LDA 3D_Byte
ASL
ASL
```

```
AND !10000000
ORA (framebuffer_3),X
LDA 3D_Byte
ASL
ASL
ASL
AND !10000000
ORA (framebuffer_4),X
...etc
```

>(I am also puzzled by the earlier suggestion that 64 routines are difficult
>to port because they are somehow interconnected with the particular
>graphics mode. They just aren't.).

The display hardware does have a bearing on the manner of 3D graphics
routines used. For example, the SuperNintendo's graphics mode 7 allows
for 3D rotation and scaling of the background display without the need
for C-64 style routines.
>
>Regarding the best games, I don't think there's too much correlation
>betwen coding skill and game quality. Said another way, I don't think
>it takes much effort to think up some games that are beautiful pieces
>of programming and steaming piles of... gameplay.

Don't you mean "bad gamplay?"
>-S
>--
>

# 3406. Re: Music in Atari games

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: eplicon@wam.umd.edu
Message-ID: <81bnma$c3k$1@dailyplanet.wam.umd.edu>
Source record: 48643

DunxUK (dunxuk@aol.com) wrote:
: Does anyone have any opinion as to which 8 bit Atari game had the best music.

Master of the Lamps, Ballblazer, World Karate Championship, Hoover Boover,
Necromancer, to name a few. Boulderdash had a very cool kinetic theme
(with a great title screen to match), and Electrician was also nice.
There are too many to list.

Best use of adapted music: The Spy Strikes Back, and even though it was
an arcade translation, Gyruss.

# 3407. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <383964c6.4347724@news.localnet.com>
Source record: 48644

On Sun, 21 Nov 1999 22:54:35 -0800, Tony Talarico <syrtran@csi.com>
wrote:

>Please excuse me for sticking my nose in uninvited. There is exactly one
>point that I _really_ have to disagree with.
>
>I do realize that this is an Atari 8-bit NG, but this is one of my "hot"
>buttons. :-)
>
>Peter Laing wrote:
>>
>> Jon Melbo <ssilicon@centuryinter.net> wrote in message
>> news:3825f929.8760660@news.ds.centuryinter.net...
>> > On Fri, 5 Nov 1999 19:35:51 -0600, "Peter Laing"
>> > <snailboy1@earthlink.net> wrote:
>> >
>>
>> > <snip lots of stuff more appropriate to an Atari 8-bit NG :-)>
>>
>> > >
>> > >I dont really think the IBM-PC was best at anything compared with
>> > >other offerings of the time.
>> >
>> > I do. Read my quoted again for the why. Can you name systems that
>> > were superior for business softwarwe at the time (around 81')? It has
>> > been said here that Appleworks on the Apple IIe was appealing because
>> > of the crisp 80 column text, the 128K memory in the enhanced IIe that
>> > Appleworks took advantage of etc. Well, that wasn't as good as a 4MHz
>> > i8088 16-bit processor and 640K RAM and it wasn't until quite a bit
>> > later than the PC. Take a plain old PC running DOS and run Wordstar,
>> > dBASE, 123 or even Visicalc, and show me how it isn't as good as an
>> > Apple II, Atari8, Vic20, Pet, TRS-80, or whatever.

The original PC could only be "expanded" to 64K of RAM. Newer
motherboards could take advantage of up to 256K. Back then, memory
cards were not very plentiful. Nor were they required because most PC
software of the time was geared toward a less than 256K environment.
In fact, I remember some of the growns of protest when WordPerfect 5.0
came out (1988?) and required a system decked out with 512K of RAM
>> >
>> > I stand by my original statement; at the time the PC was introduced,
>> > it was awesome for business & scientific applications but it sucked
>> > for games. This is in comparison to other affordable hardware of the
>> > day. I do not count mainframes or minis as affordable to small
>> > business or home business.

Awesome business software with a correspondingly awesome consumer
unfriendly price.
>> >
>> Jon, I had a quick look on the net and it appears that you are correct
>> about the 5150 PC having the best specs for a machine in 1981.
>>
>
>Peter, the net is absolutely the _worst_ place to try and find
>information about machine specs circa 1981. You will be much better off
>finding someone with back issues of computer magazines. ;-)

I wholeheartedly agree :-)

>> > >I think its more a case of IBM's name and
>> > >the droid IT managers getting a computer made by IBM.
>
>You were absolutely right.
>
>> >
>> > How does that change 4MHz+, 1MB addressable memory (640K of RAM), and
>> > a 16-bit processor (albeit knocked down to 8 bits on the data bus)?
>>
>> I think that a lot can be said about how 'good' the PC was technically,
>> taking
>> into account it's high cost. More on this later.
>>
> <snip stuff about IBM and the 7 Dwarfs>
>
>>
>> After looking into this, you seem to be correct in your assertion about the
>> specs of a 5150 PC for 1981.
>>
>> >
> <snip more discussion of IBM PC design>
>
>> Heres the main summary of points:
>>
>> 1] You appear to be right about the 5150 (IBM-PC).
>> I had a quick look online and couldnt find any machines
>> from the 1981 time period directly competitive with
>> spec's as good.
>>
>> 2] Things appeared quite different in NZ and other Countries
>> at the time at which the PC was popular here (thats after
>> 1983).
>> This could be due to the high price of the PC. It took till
>> about 1984 before PC's as we think of them now became
>> popular (and even then it was mostly the clones).
>> At this time several choices were available for systems that
>> offered better performance (typically an 8086), better graphics
>> I remember one called the Sirius or the Victor-9000 that had
>> 800x600 monochrome video and an 8086. Most of these

>> competitors werent 100% PC Compatible. Lots came with
>> CPM/86 and MS-DOS. I am going from memory here,
>> but certainly remember this timeframe. (It was short lived
>> however).
>>
>> >
>> > >Can you imagine what sort of machine the Atari 800 designers would have
>> > >come up with if they had the exact same budget ?
>
>Yes, the Amiga.

Actually, the design phase of the Amiga hardware was quite cheap and
was mainly financed from video game and joystick sales. In fact, the
Amiga was originally intended as a lowly $200 game machine (and not a
$6,000 PC).
>> >
> <snip more hardware discussion (this is already too long)>
>
>> For the main point you made you win.
>> (for 1981 the IBM-PC had the best specs for business/scientific).
>>
>> Seeing as you win, I am shutting up about PC history now and
>> letting Atari history restore it's place.
>>
>> >
>> > Jon
>> >
>> Cheers
>> Peter
>> snailboy1ATearthlinkDOTnet
>
>Now, for my point.
>
>>From the August 1981 issue of Byte magazine:
>
>The back cover has an ad for the Ohio Scientific Challenger 3C touting
>their Winchester Hard Disk. The PC did not have one available. I do not
>know what processor is used as OS changed from Z-80s to 8086s somewhere
>along the line.
>
>Pages 2 and 3 are from Cromemco.
>
>Page 2 is an ad for Cromix, their Unix clone. It had multi-user and
>multi-tasking capabilities. It had a heirachical file system. It allowed
>"a disk address space in excess of one gigabyte per volume". PC DOS was
>a single-user, mono-tasking system. No hard drives allowed.

In fact, MS-DOS version 1 only supported single sided 5 1/2" 160K
disks with (I believe) a maximum of 64 files and NO subdirectories. If
memory serves, DOS 2 (1983?) was the first to directly support Hard
drives (32 Meg limit).

>Page 3 is an ad for their professional graphics display. It was a 2-card
>system that offered NTSC compatibility with 756x482 pixels in 16 colors
>out of a palette of 4096. It had 3 separate outputs for red, green, and
>blue. We all know the limits of CGA. IBM's Professional Graphics Adapter
>was still a ways away.

I remember PGA. Didn't it originally take up 2 or three separate
slots? (My PGA clone adapter, containing both a Z80 & 68000 cpu, among
others) used two slots.
>
>Pages 8 and 9 are a 2-page ad for Ithaca Intersystems. It is mostly
>about their Z-80 based system, but it mentions upward compatibility with
>their Z-8000 system.
>
>These were the business-oriented competition to the PC. These were S-100
>systems. The S-100 bus extended the Altair bus to allow for 24-bit
>addressing, a 16-bit data bus, multiple bus masters (up to 16), and
>multiple bus slaves (16 per master). These specifications allowed
>systems to have multiple users (Cromemco would eventually claim up to
>256) on multiple terminals, 16 Meg of memory, and future expandability.
>
>There were processor cards based on 8080/Z-80, 8086, Z-8000, 68000
>(which Cromemco and Alpha Micro would eventually use), and even 6502 and
>6800.
>
>One could even have different types of processors in the same box.
>Zenith had the Z-100 with 8085 and 8088. The popular combination was
>8086/Z-80 (Godbout/Compupro and others).
>
>BTW, there were 4MHz Z-80s and 5MHz 8085s in 1981 (the PC ran at
>4.77MHz).
>
>There are many ads in this issue for hard disk systems. There are also
>several ads for graphic video boards. Ads for memory cards listed as
>much as 512K of RAM. You could also have multiple Serial and parallel
>ports, as well as Analog-to-Digital, D-to-A, and even real-time clocks.
>
>The IBM 5150 PC was a joke when it was released. It was nothing more
>than a modernized Apple II on steroids with a 16-bit processor, a
>non-expandable memory layout, and a non-standard bus.

Don't forget the PC's blinking and snowy display output which the
Apple series didn't suffer from.

Also, older PC's and compatibles contained a 16 bit half breed which
communicated externally as an 8 bit processor and accessed RAM like an
8 bit processor (64K at a time).

>This is not hindsight, this was what I thought when I first read the
>specs on the PC back in 1981. I naively thought that companies that
>needed microcomputers would pass it by and go for the more powerful and
>much more expandable S-100 systems.

>Little did I realize that companies that were dependant on IBM would
>believe the 'party' line without doing their own research.
>
>BTW, the feature theme for this issue was Smalltalk-80, the first
>object-oriented language for microcomputers. It even includes a picture
>of the Xerox Star (unlabeled, unfortunately).

Yeah, and page 398 contains a review for Microsoft Editor/Assembler
Plus for the Trash-80. Judging from the cover of this issue, I'd say
this magazine contained alot of HOT AIR!

Kidding aside, I'm also one of those crazies that saves computer back
issues from the all important 1980's. I've definitely used them to
advantage when I spot the tons of misinformation (sometimes,
unfortunately, fostered by me...only because I'm too lazy to properly
research the facts) that courses through the NET.
>
>--
>Tony T
>
>To contact me, take away the SVO
> (OVER MY COLD LIFELESS CORPSE!!) ;->
>

# 3408. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <38396ca4.6362257@news.localnet.com>
Source record: 48645

On Mon, 22 Nov 1999 08:22:11 -0000, "Richard Cortese"
<ricortes@netmagic.net> wrote:

>Tony Talarico <syrtran@csi.com> wrote in message
>news:3838E8AB.8E593238@csi.com...
>> Please excuse me for sticking my nose in uninvited. There is exactly one
>> point that I _really_ have to disagree with.
>> > > >I think its more a case of IBM's name and
>> > > >the droid IT managers getting a computer made by IBM.
>>
>> You were absolutely right.
>Me3
>> > After looking into this, you seem to be correct in your assertion about
>the
>> > specs of a 5150 PC for 1981.
>If you cut him some slack, really just need to change this date to ~1982
>since IMO that is when IBM systems became competitive. 10 meg hard drive,
>3rd party cards like Hercules, very usable system.
>
>One computer wag came out with the two eras of computers, those that came
>with a cassette interface and those that did not. The original IBM PC came
>with a cassette interface.

This is nitpicking but don't you mean a computer that could be
interfaced to a cassette? The Atari (and Commodor Vic 20/64) didn't
have an interface exclusively for the use of a cassette. These serial
ports were flexible in a USB kinda way and could easily hook up disk
drives, printers, modems, etc. The original PC, on the other hand,
contained a cassette ONLY interface. Again, this is probably
nitpicking.

>> Now, for my point.
>>
>> >From the August 1981 issue of Byte magazine:
>> The IBM 5150 PC was a joke when it was released. It was nothing more
>> than a modernized Apple II on steroids with a 16-bit processor, a
>> non-expandable memory layout, and a non-standard bus.
>Me2, but the killer app as people like to say was Lotus 123 which ran with
>expanded memory. Toss in a Herc card so you didn't have to use two monitors
>and you were in business.<sic>
>> Little did I realize that companies that were dependant on IBM would
>> believe the 'party' line without doing their own research.
>It was more then that. I literally went to war with managment at the company
>I worked for, Alza Corp, in 1978 trying to get them to buy Apple IIs. About
>the only thing the book Hackers got right was the mainframe mindset of

>imformation science people at the time. I got shot down in flames and they
>bought a DEC mainframe. It is really about control and job security on
>several levels. Control in that games were available for the Apple and
>managment had an attitude that if we bought computers into the work place,
>people would just be spending all day playing video games. Control in that
>you had lab notebooks that were assigned to you and would be slightly more
>difficult to copy, alter, conceal, or destroy, but with floppies...
>
>Eventually, eventhough we did go IBM circa 1982, all hard drives were
>removed from the systems and we had to boot them through a net. But we even
>had a sign out procedure for individual floppies!!! Talk about trying to get
>job security. Everyone just bought their own vs go through our IS
>department.
>
>The other arguments the IS people used against me were the nature of the
>manufacturers "They may be out of business in a year" and small systems were
>incapable of doing the data reduction I wanted.
>
>They were right about the first point, but it is irrelevant. If you could
>justify buying an Apple II in 1978 and used VisiCalc to reduce your data and
>Apple Writer to prepare your reports, in the year 2000 that same Apple II
>will still run VisiCalc and Apple Writer just as well.
>
>Their second point was just a lie, I almost soiled myself when they told it.
>
>Atari would have never made it into the work place no matter what system
>they came up with. If they had come up with 68000 in 1981 with a hard drive,
>oodles of memory, and a built in service agreement for life, they still had
>the rep as a game company.

Which is why companies invented subsidiaries. Atari could have done
the same.
>
>The odd thing was I was doing the single parent thing during this time
>period. Everytime there was a crunch at work, I would just bring my work
>home with me <had to pick up my son when the day center closed at 6pm> and
>finish it up on my Atari. I would put the stuff up in the private area of my
>bbs and just call in from work using one of the PCs to transfer data. In
>retrospect, the work done on the machine was staggering. Everything from
>INDs to NDAs, SOPs, support docs and data reduction for patents, product
>technology transfers. No one could tell they were prepared in part on an
>Atari!<grin>
>
>

# 3409. Re: unknown joystick

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <38397740.9078462@news.localnet.com>
Source record: 48646

On Sun, 21 Nov 1999 21:05:48 -0000, "BoB" <bob99@lineone.net> wrote:
Do you have a better picture? I initially thought they were
Colecovision style joysticks but noticed a ribbon cable emanating from
the box but doesn't show the end of this connector.

Also, there appears to be a name in the picture but it's to small to
make out.

>Hi
>I realise that this is possibly not Atari related
>but its possible you might know what breed
>these pair of joysticks are. Im a computer collector,
>and I have no idea what family these joysticks belong
>to, they can be found here
>http://members.tripod.com/~Sludge99/coolstuff.htm
>
>and my home page can be found here...
>http://sludge99.tripod.com/index.htm
>
>Thanks in advance
>BoB

# 3410. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <38397a52.9864596@news.localnet.com>
Source record: 48647

On 18 Nov 1999 19:15:35 -0700, sjudd@kc.trail.com (Steve Judd) wrote:

>Hi Aaron,
>
>In article <38315388.11824201@news.localnet.com>,
>Aaron <aarona@/REMOVE/localnet.com> wrote:
>>>
>>>Regarding the speed difference, keep in mind that Antic uses a lot of
>>>the CPU cycles for DMA -- someone here suggested around 33%, which
>>>takes 1.8MHz down to 1.2MHz or so (seems a tad low to me, though).
>>>While it is a non-trivial speed difference, neither is it an overwhelming
>>>difference.
>>
>>That extreme slowdown of 1.2 megahertz only occurs in 40 column
>>text-style modes. The medium res (4 color ) graphics mode allows the
>>CPU to run at about 1.5 Mhz. Of course, enabling Antic's PM graphics
>
>My recollection was that hires mode (i.e. common game graphics modes)
>ran at around 1.35 MHz. Instead of speculating, go ahead and post
>the actual numbers so we can see what the right answer is.

I have accepted the challenge. Earlier this morning I wrote a BASIC program on the Atari that performed the same timing loop in 10 different graphics modes with and without single scanline PM graphics enabled . I initially blanked the screen by turned off all screen refresh (by poking address 559 with 0) to get a base number and used the software timer addresses (18,19,20) to get the number of "jiffies" a timing loop took to complete. The timing loop itself iterrated 20,000 times, more than enough to compensate for the variance caused by the interpretation of the BASIC code.

The first line in the following table contain the BASIC graphics mode from 0 to 10. The next 3 columns contain the apparent CPU speed (rounded to the nearest 100th place) in megahertz in the following order: 32 column mode, 40 column mode (the computer's default), and 48 column overscan mode:

0 (1.12) (1.22) (1.33)
1 (1.44) (1.50) (1.56)
2 (1.46) (1.52) (1.57)
3 (1.77) (1.77) (1.77)
4 (1.75) (1.75) (1.76)
5 (1.71) (1.72) (1.73)
6 (1.63) (1.65) (1.68)
7 (1.48) (1.52) (1.58)

8 (1.17) (1.26) (1.36)
9 (1.17) (1.26) (1.36)
10 (1.17) (1.26) (1.36)

When single line resolution PM graphics is enabled, the apparent CPU speed decreases across the board by .08 megahertz (80,000 hertz). In order to double check this PM degradation I decided to calculate the required cycles by the number of bytes fetched for PM data:

4 Players * 256 bytes = 1024 bytes
4 Missiles (256 bytes total)= 256 bytes
60 frames per second

(1024+256)*60=76,800 cycles per second devoted to PM graphics updating.

As you can see in the above theoretical calculation, 76,800 comes awfully close to the 80,000 cycle performance hit obtained by my BASIC program with only a 4% error. From this I can assume the previous table of times are quite accurate.

The most important numbers in the table are the middle column of graphics 0 and the middle column of graphics 8. The amount of RAM fetched for 0 (monochrome text mode) is the same as multicolor character mode. These "text" modes allow the CPU to run at 1.22 MHz. The hi-res graphics 8 uses the same amount of memory as the medium res 4 color graphics mode as well as the special 16 color GTIA modes and run at an effective speed of 1.26 MHz. Hi-res graphics has a greater performance hit than I previously remembered. With PM graphics enabled text mode would run at 1.14 MHz and hi-res graphics mode would run at 1.18 Mhz.

I didn't factor in the fact that the Atari's default output (at least in BASIC) is 192 scanlines or 24 text lines whereas the Commodore 64 always outputs a full 200 scanlines or 25 lines of text. I decided against the complication of adding that extra line with a custom Display List. The difference in time shouldn't be too significant (about .02 Mhz less).

# 3411. Re: <!-- To use a different cobrand, make sure you have a template for it in /parts/cobrand/ -->

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <G0o5OAhFzLLE+tEe32M9ujQg+C+g@4ax.com>
Source record: 48648

The other Day AtPDwvbj <AtPDwvbj@StRIfytw.comNOSPAM> wrote:

><!-- Get Specific Variables for cobrand -->
><!-- YESs and NOs are CaSe SeNsItIvE... Always use ALL CAPS for them! -->

Wow, are you a Professional idiot?
--
Paul Irvine ï¿½ Film Quote

"Anyone got any asprin?...I've got a real bad headache"

# 3412. Re: Mario Brothers on the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <ImM5ONxQQVpQEu6Tqw=kHUB0uLkd@4ax.com>
Source record: 48649

The other Day aarona@/REMOVE/localnet.com (Aaron) wrote:

>Please note that Atari's GALAXIAN must make use of alot of hardware
>trickery that, apparently, no Atari emulator for the PC can properly
>achieve. This is unfortunate because I believe many people rate
>GALAXIAN quite poorly due to their experiences with this game
>exclusively using PC emulation.

Are we talking a 5200 version or the 800 cart. I own the Atari 800
version and found it prettier than Galactic chase but not as much fun.

>Thanx, but I've got a bunch of warez links that's bound to have this
>game if I were so inclined to find it. What's really funny is that
>when I used to download filez directly on my Atari with a 300bps modem
>well over a decade ago my bbs time limit (50 minutes) wouldn't be long
>enough to download a file this large (40K?+).

Yep, built my own 300 baud modem and thought it was brilliant to get
items from the UK BBS's. As you say the 56K modems make the download a
spec compared to its original time but the navigation is 15 times
slower thanks to cgi this, java that...

That's innovation for you :)

>>Surely no one in ther right mind thinks the words 'compatible' on PC
>>equipment actually means it :)
>
>WHAT?!!! PC compatible hardware/software isn't really compatible????
>This is the first I heard of such shenanigans!

LOL..Ok we are making light of it but there really are folks out there
who *still* read those words on the boxes and think its the truth,
although the word "SUCKERS" comes to mind I can't be so cruel :)

Infact its been the bane of my life at times, having been involved in
the computer construction to spec, tech support, software support and
a keen hobby programmer the word 'compatible' tends to make the hairs
on the back of the neck stick up when you hear it from the poor
customer.

My god, being tech Atari sales was so much easier!! :)

Cust > Why doesn't this Conversational Spanish work?

Me > Because you don't have a 1010 sir...

Cust > Oh!

True story...
--
Paul Irvine ï¿½ Film Quote

"Anyone got any asprin?...I've got a real bad headache"

# 3413. Re: WD Tech Info

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-W7uwNR01FwxS@draco.home.earthlink.net>
Source record: 48650

I will try to find my WD data book.

Ken

On Sun, 21 Nov 1999 01:42:34, llpwhite@cs.com (LLpwhite) wrote:

> Anybody have any idea where I might locate
> technical info for Western Digital Floppy Disk
> Controllers? I'm interested in the 1772, 1795,
> 2793, and 2797. (I have tried the WD web site.)
> Thanks,
> Larry

## 3414. Info ...

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <943304480.11137.0.pluto.d4ee0f47@news.demon.nl>
Source record: 48651

Hi,

Does somebody has the following:

- Magna RAM board 1meg
- Prism studio genlocker
- Computer eyes (video digitizer)
- RAMROD OS (or image file)
- RAMROD XL (or image file)
- MIO 1Meg
- Super Arciver II with bitwriter
- Zucchini printer buffer/disk emulator
- RAM cart 1Meg

gtx,
Rene

# 3415. Re: Mario Brothers on the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <3839bf26.27487752@news.localnet.com>
Source record: 48652

On Mon, 22 Nov 1999 18:05:39 +0000, Paul Irvine
<mclane.dellos@cwcom.net > wrote:

>The other Day aarona@/REMOVE/localnet.com (Aaron) wrote:
>
>
>>Please note that Atari's GALAXIAN must make use of alot of hardware
>>trickery that, apparently, no Atari emulator for the PC can properly
>>achieve. This is unfortunate because I believe many people rate
>>GALAXIAN quite poorly due to their experiences with this game
>>exclusively using PC emulation.
>
>Are we talking a 5200 version or the 800 cart. I own the Atari 800
>version and found it prettier than Galactic chase but not as much fun.

Both versions of GALAXIAN appear to be the same, unlike Centipede,
which was far better on the 5200 than the much more primitive 400/800
cartridge version.

>>Thanx, but I've got a bunch of warez links that's bound to have this
>>game if I were so inclined to find it. What's really funny is that
>>when I used to download filez directly on my Atari with a 300bps modem
>>well over a decade ago my bbs time limit (50 minutes) wouldn't be long
>>enough to download a file this large (40K?+).
>
>Yep, built my own 300 baud modem and thought it was brilliant to get
>items from the UK BBS's. As you say the 56K modems make the download a
>spec compared to its original time but the navigation is 15 times
>slower thanks to cgi this, java that...

Also, downloading from a BBS never crashed my computer. JAVA (or
JAVASCRIPT) has!!!

>That's innovation for you :)
>
>>>Surely no one in ther right mind thinks the words 'compatible' on PC
>>>equipment actually means it :)
>>
>>WHAT?!!! PC compatible hardware/software isn't really compatible????
>>This is the first I heard of such shenanigans!
>
>LOL..Ok we are making light of it but there really are folks out there
>who *still* read those words on the boxes and think its the truth,
>although the word "SUCKERS" comes to mind I can't be so cruel :)
>
>Infact its been the bane of my life at times, having been involved in

>the computer construction to spec, tech support, software support and
>a keen hobby programmer the word 'compatible' tends to make the hairs
>on the back of the neck stick up when you hear it from the poor
>customer.

Considering the consolidation around the PC market, the word
"COMPATIBLE" should be replaced with a more appropriate term: "NO
ALTERNATIVE!"

>My god, being tech Atari sales was so much easier!! :)
>
>Cust > Why doesn't this Conversational Spanish work?
>
>Me > Because you don't have a 1010 sir...

I made sure I had two of those so I could say:

"HINDSIGHT IS 2020!" :-)

>Cust > Oh!
>
>True story...
>--
>Paul Irvine • Film Quote
>
>"Anyone got any asprin?...I've got a real bad headache"

## 3416. Re: Info ...

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <HLj_3.16242$1C4.155816@news1.online.no>
Source record: 48653

I have :
> - Computer eyes (video digitizer)
> - MIO 1Meg

What are you after ? Manuals ? I have the MIO manual, but not for Computer Eyes

# 3417. Re: Info ...

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <943311611.17584.0.pluto.d4ee0f47@news.demon.nl>
Source record: 48654

Vidar "Hawk" Olavesen wrote in message ...
>I have :
>> - Computer eyes (video digitizer)
>> - MIO 1Meg
>
>What are you after ? Manuals ? I have the MIO manual, but not for Computer
>Eyes

I am wondering how these products look like and how the hardware looks like.
Do you have photos and documentation from it.
Secondly I am looking for these products for years and I just hope I will
find somebody who is willing to help me with photos and docs and/or one of
these products...

Gtx,
Rene

# 3418. Re: Need 800 Memory Cartridges (Again!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991122175801.00264.00001207@ng-fv1.aol.com>
Source record: 48655

>I just E-bought an older 800 that has the user-servicable memory
>cartridges. Unfortunately, all of the RAM carts have no "cart," they are
>just naked PCB cards rattling around in there (there's no room for a brace
>like in the 48k 800's, because the ROM IS actually a cart).

You actually have one of the LATER 800's. I started with the 400 and when I got 1st 800 in late '83, it came with bare OS & RAM pcb's. Still working fine with an Axlon 128 in the center. You don't really need the little cases.

I started life with nothing, and still have most of it left...

# 3419. Re: GTIA clones?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <81cm56$7ta$1@oak.prod.itd.earthlink.net>
Source record: 48656

Hi Richard & others

Richard Cortese <ricortes@netmagic.net> wrote in message
news:s3dnra263ef94@corp.supernews.com...
> Peter Laing <snailboy1@earthlink.net> wrote in message
> news:81529r$nek$1@oak.prod.itd.earthlink.net...
> > Ahh ok I wasnt sure what the target audience was because I missed the
> start
> > of the thread so I've been playing catchup ever since. I'm getting a
bit
> of
> > a better
> > idea now. What was the target for the original post. An Atari ? Or
did
> > somebody
> > want to hook up a gtia clone to something else ?
> IMHO: We have been kicking around what type of 8 bit system would fly in
the
> year 2000 a little more then usual. Maybe not directly with all the posts
> connected, but just in general.
>
> It seems to go from 10 mHz 65816 to my wishful thinking for a 1 gHz 6502.
> There actually seems to be a general agreement on several points which is
> kind of supprising.

Thanks for the summary. I've thought about a similar thing to your 1gHz
6502
for quite a while now. I'd be curious to see how fast an 8 bit could be
made
in a modern fab. The design would be complicated by the need for
a fast cache. The 6502's lack of registers would make some onchip ram
really
important to keep performance up. With todays fab's I imagine putting 64k
of onchip ram wouldnt be too much of a problem. (Albiet slower than 1 Ghz).
It would be neat to see a 6502 that had just a few mods like a page of 0 w/s
memory, and 64k of onchip ram running at a crazy speed like 1 Ghz.

Sticking to currently available stuff:

If it was going to be an 8 bit, I would want something more similar to the
6809
myself. It's got some features that would be really handy. (No stack
limitations,
can do some 16 bit stuff by combining two registers).
As for a 16 bit then a 65816 seems a good bet. + It keeps 6502 backward

compatibility.

>
> But pretty much everyone is saying VGA but influenced by the original
Atari
> hardware/design, small OS that is derivitive of the Atari or at least
> adheres to its design goals, and no one is asking for more then about 4
> megs.

I'd make sure that the design supports a fair amount of RAM (Never make the
lack of address bit's mistake...). Even if lots of it is via bank
switching. It would
be easy to include in the design two 1 MB chunk that is connected to a 16
bit
bank selector giving up to 64 GB of RAM. I myself cant imagine needing
64 GB, but who knows... We are still talking about atari's from 20 years ago
Maybee this thing will be popular in 20 years time still. The reason for
two would
be fast copying. Set the source bank and destination bank and away you go.

VGA on retrospect sounds good. What about sound ??? Would we emulate it in
another DSP ?

>
> An engineer from Supra came through the group a while ago. He said the
> Rockwell chipset for modems was really a ~DSP chipset that was based on
the
> 6502, so a DSP chip would be a good compromise for the year 2000. I really
> can't participate in that discussion since I know less then nothing about
> current DSP chips.
> > > That is, one nibble is 4 bits of instruction and the other nibble is
> data.
> > > That is why we have 0-15 graphics modes since you can encode that many
> in
> > a
> > > nibble. Depending on instruction, ANTIC and do things like display a
> line
> > > AND treat the next two bytes as a jump address for instance.
> >
> > In's an interesting case you bring up here. The data is fetched at the
> same
> > time
> > as the instruction, so you dont have to worry about doing extra fetches.
> I
> > would
> > also make the guess that the ANTIC designers wanted to keep the memory
> > bandwidth
> > requirements to a minimum, so fitting everything into one fetch was
> probably
> > a plan.
> I actually did a paper design like this once. I can't remember everything

> and I am sure it would not have worked.
>
> I had a binary counter that ran to a EPROM address lines. The ROM's data
> outputs were divided into nibbles with the upper nibble going to a 1 of 8
> decoder <too many pins on a 1 of 16, grin>. One of the decoded outputs was
> tied to a latch to act as a scratch register, and the latched output was
> connected to various sundry logic chips along with the current contents of
> the data nibble. Kind of hard to explain, something like
>
> 8 bit counter => ROM adress lines
>
> ROM 8 bit data upper nibble => 1 of 8 decoder which enables the logic chip
> of choice.
>
> ROM 8 bit data lower nibble => latch which goes to A inputs of a quad NAND
> gate
> and to => B inputs of a quad NAND gate.
>
> So you would latch the first nibble into the latch, then as the program
> counter advances to the next byte, both the latched nibble and the new
> nibble are presented on the quad NAND gate and you get the results on its
> output pins.
>
> Kind of a silly project in retrospec. 4 bit micro with the ability to do 8
> logic functions and no branching or jumps. I suppose someone with a lot
more
> knowledge then me could have figured out how to use a programable counter
to
> do branches, but I was burning brain cells as it was. Sheesh! I think they
> even make something like a 74LS181 that performs all the common
> logic/arithmetic functions.

Dont put yourself down, if you had fun doing it, then good on you. I still
have
a copy of the first Byte compedium back in NZ which I enjoy reading. It's
got great
articles which speak with great excitement about building a 'LIFE' machine.
Heaps of wire wrap, tv-typewriters and the like.

> > Were you just planning on emulating GTIA, or doing the whole smash
> > (ANTIC&GTIA) ?
> > If it's just GTIA then I think your circuit is much better solution. If
> > it's ANTIC&GTIA then
> > I think using a DSP would be the easiest way to do this (With your
circuit
> > for the GTIA).
> Well, the topic kind of started off ~a DSP chip is fast enough to handle
> everything and I just chimed in ~a shift register + latch + programable
> clock in the design would reduce the overhead by a large amount.

Yeah I am starting to think logic would be a better bet than a DSP
for some of this stuff.
> >
> > Do timing diagrams of ANTIC exist ? I'd be curious to see them. I'm
> > particuarly curious
> > about how player missiles are handled. During flyback would be my
guess.
> > That way it's
> > just doing some simple logic on each byte of playfield, and throwing the
> > result to GTIA.
> I am at a complete loss on how they combine data from two different memory
> locations. I can see doing things like LMS, but the combining of two
> different memory areas to do things like produce a 3rd color has me
stumped.

I think they just do some AND's and OR's and XOR's maybee.

For an easy example think about a solid player of higher priority than
the playfield at color clock X

Antic fetches the locations of the players and missiles during the beam
flyback.
Antic then happily goes thru memory comparing its internal color clock
counter to
the color clock value for each player. After a while, bang it gets a hit.
Antic then
instead of sending the color information for the playfield to gtia, sends
the color
information for the player.

It does this on a pixel by pixel basis.

>
> But other people have done it, like the TI/99 and its legacy chips like
the
> Yamaha used in Nintendo systems and of course the C64.

I'm sure we could come up with some logic to do this.

If you do it all in a DSP then it's a straightforward program too. Myself I
think a DSP
with some logic bolted on the side would be best.
The limiting factor on how many players per scanline you can have would
be determining how many compares the DSP could complete within a
color clock. This sort of thing cries for custom hardware. I would bet
that
if we programmed a modern programmable logic array we could have 32
multicolor sprites per scanline.

This all depends on the target performance of the machine. If you want to
make a
straight Atari/Commodore/Whatever 8 bit style machine then I'm fairly sure
a single DSP could easily crank out the visuals and emulate antic/vic/that
TI

sprite chip used in the coleco/ti-99

Peter

# 3420. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <81coo0$cl4$1@oak.prod.itd.earthlink.net>
Source record: 48657

Hi Steve

Steve Judd <sjudd@kc.trail.com> wrote in message
news:816ujq$d2h$1@kc.trail.com...
> Hi Peter,
>
> In article <8154h4$r3h$1@oak.prod.itd.earthlink.net>,
> Peter Laing <snailboy1@earthlink.netREMOVECAPTIALS> wrote:
> >
> >At the risk of having to wear an asbestos suit...
>
> Nah, we're all buddies here :).
>

I enjoyed reading a bit of the Z80 vs 6502 coding stuff on the fridge.
If people havent read it they should. It's great reading for anybody who
has had to program more than one 8 bit in their lifetime.

> >> The Atari was released in 1979. The C64 was released in 1982. Which
> >> half a decade are you referring to?
> >
> >3 years ;) It's over 2.5 years if you had a rounding to 5 routine.
>
> Alternatively, one could just as accurately describe it as a mere 1/10 of
a
> decade older.

Yeah I agree it wasnt half a decade. I prefer 3 years ;). I was on your
side Steve

p.s. What year did the VIC-20 come out ?. I'm not suggesting we should
compare the
two. The VIC-20 was almost affordable in NZ. An Atari 400 with absolutely
nothing
was $1000. Does the VIC-20 do colors with the colormap type idea ?

>
> >I've got to disagree with this one Steve. Only because it's a
> >generalization.
> >In some cases lots of colors are great, and in others lots of shades are
> >great.
>
> Well, I don't really like abstract arguments -- I can _imagine_ lots of
> situations favoring one method over the other. But I think it's more
> valuable to look at actual, practical programs and common situations.
> I too thought about it, and it dawned on me that I have an example so

> common and utterly obvious that it never even occured to me until now:
>
> http://www.ffd2.com/fridge/meow/pics/
>
> This is a music composition program. The first screen is the note editor.
> It's divided into many parts -- there's the title, the three voice
displays,
> the status bar and command description, another information window, system
> information, and so on. Within each section, there is a lot of
information
> displayed -- more importantly, different types of information. Colors
> provide a very natural way of logically organizing and separating all the
> different kinds of information -- I count ten different ones in that
picture,
> without any "only two colors per line" restrictions. If you want to place
> a color somewhere, anywhere on the screen, you just do it.
>
> I do not believe this to be any kind of specialized or trivial
application;
> in fact, I think it such an ordinary and ubiquitous situation that it
totally
> escapes the notice of any 64 user/programmer -- that it represents 90%-95%
> of all programs, whether text or graphics based.
>
> Anyways, I'm all done -- if that doesn't convince anyone, then nothing
> will :).
>
It's a good case, and the colors are better for text. Nobody in their right
mind would write text in a GTIA mode... wait I'm doing that. But anyway,
I agree with you on the text point. After using a color system similar to
the C-64, on two computers. The OSI C4P had a 64x32 text screen
and 64x32 color map. You just stored the value for the character, added
4K (or whatever it was) and then stored again for the color. This was a
design
from back in 1977... or was it 78...

I personally prefer the OSI/C-64/Hitachi color map method for text modes
vs the nybble data of the Atari being attached to the character set. Or the
character offset depending on the mode.

> >p.s. I looked at that gif you have on your site and it looks like
something
> >has messed up one of the color's and turned them all white.
>
> That something is unfortunately Netscape. If you download the picture(s)
> and look at them in a picture viewer it works fine. Some of the other
> pictures come out OK in Netscape.

I was going to say it's probably the background color being assumed black,
but I'm
not sure. Anyway point taken, I think the picture looks good for what it's

worth.

> 
> -S
> 
> P.S. Lest we forget, this somewhat strange discussion got started when
> someone said "How does the the 64 version of RoF overcome the 64's
> horrible color limitations?" I hope the answer is at least a little
> more clear now.
> --
> 
That was me ;) I found the discussion enlightening. I may even
[shock-horror] try
and pickup a C-64 and port my game to it. First I have to finish it.

Cheers
Peter

# 3421. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <81cs5r$ie1$1@oak.prod.itd.earthlink.net>
Source record: 48658

```
Hi Tony,

Tony Talarico <syrtran@csi.com> wrote in message
news:3838E8AB.8E593238@csi.com...
> Please excuse me for sticking my nose in uninvited. There is exactly one
> point that I _really_ have to disagree with.
>
> I do realize that this is an Atari 8-bit NG, but this is one of my "hot"
> buttons. :-)
>
> Peter Laing wrote:
> >
> > Jon Melbo <ssilicon@centuryinter.net> wrote in message
> > news:3825f929.8760660@news.ds.centuryinter.net...
> > > On Fri, 5 Nov 1999 19:35:51 -0600, "Peter Laing"
> > > <snailboy1@earthlink.net> wrote:
> > >
>
> <snip lots of stuff more appropriate to an Atari 8-bit NG :-)>
>
> > > >
> > > >I dont really think the IBM-PC was best at anything compared with
> > > >other offerings of the time.
> > >
> > > I do. Read my quoted again for the why. Can you name systems that
> > > were superior for business softwarwe at the time (around 81')? It has
> > > been said here that Appleworks on the Apple IIe was appealing because
> > > of the crisp 80 column text, the 128K memory in the enhanced IIe that
> > > Appleworks took advantage of etc. Well, that wasn't as good as a 4MHz
> > > i8088 16-bit processor and 640K RAM and it wasn't until quite a bit
> > > later than the PC. Take a plain old PC running DOS and run Wordstar,
> > > dBASE, 123 or even Visicalc, and show me how it isn't as good as an
> > > Apple II, Atari8, Vic20, Pet, TRS-80, or whatever.
> > >
> > > I stand by my original statement; at the time the PC was introduced,
> > > it was awesome for business & scientific applications but it sucked
> > > for games. This is in comparison to other affordable hardware of the
> > > day. I do not count mainframes or minis as affordable to small
> > > business or home business.
> > >
> > Jon, I had a quick look on the net and it appears that you are correct
> > about the 5150 PC having the best specs for a machine in 1981.
> >
>
```

> Peter, the net is absolutely the _worst_ place to try and find
> information about machine specs circa 1981. You will be much better off
> finding someone with back issues of computer magazines. ;-)

Tony, my huge pile of magazines was back in NZ, so I didnt have them as
reference,
I wish I had. I take your point and am sorry if I gave up too easily. I'm
not
really into flame wars, and didnt have the resources to commit to a proper
defense.

>
> > > >I think its more a case of IBM's name and
> > > >the droid IT managers getting a computer made by IBM.
>
> You were absolutely right.
>
> > >
> > > How does that change 4MHz+, 1MB addressable memory (640K of RAM), and
> > > a 16-bit processor (albeit knocked down to 8 bits on the data bus)?
> >
> > I think that a lot can be said about how 'good' the PC was technically,
> > taking
> > into account it's high cost. More on this later.
> >
> <snip stuff about IBM and the 7 Dwarfs>
>
> >
> > After looking into this, you seem to be correct in your assertion about
the
> > specs of a 5150 PC for 1981.
> >
> > >
> <snip more discussion of IBM PC design>
>
> > Heres the main summary of points:
> >
> > 1] You appear to be right about the 5150 (IBM-PC).
> > I had a quick look online and couldnt find any machines
> > from the 1981 time period directly competitive with
> > spec's as good.
> >
> > 2] Things appeared quite different in NZ and other Countries
> > at the time at which the PC was popular here (thats after
> > 1983).
> > This could be due to the high price of the PC. It took till
> > about 1984 before PC's as we think of them now became
> > popular (and even then it was mostly the clones).
> > At this time several choices were available for systems that
> > offered better performance (typically an 8086), better graphics
> > I remember one called the Sirius or the Victor-9000 that had

> > 800x600 monochrome video and an 8086. Most of these
> > competitors werent 100% PC Compatible. Lots came with
> > CPM/86 and MS-DOS. I am going from memory here,
> > but certainly remember this timeframe. (It was short lived
> > however).
> >
> > >
> > > >Can you imagine what sort of machine the Atari 800 designers would
have
> > > >come up with if they had the exact same budget ?
>
> Yes, the Amiga.

Yeah I know, Atari really screwed that one up.

>
> > >
> <snip more hardware discussion (this is already too long)>
>
> > For the main point you made you win.
> > (for 1981 the IBM-PC had the best specs for business/scientific).
> >
> > Seeing as you win, I am shutting up about PC history now and
> > letting Atari history restore it's place.
> >
> > >
> > > Jon
> > >
> > Cheers
> > Peter
> > snailboy1ATearthlinkDOTnet
>
> Now, for my point.
>
> >From the August 1981 issue of Byte magazine:
>
> The back cover has an ad for the Ohio Scientific Challenger 3C touting
> their Winchester Hard Disk. The PC did not have one available. I do not
> know what processor is used as OS changed from Z-80s to 8086s somewhere
> along the line.

Yep, I own OSI computers myself. I still have a bunch of the micro's in my
mums
garage back in NZ.

>
> Pages 2 and 3 are from Crommemco.
>
> Page 2 is an ad for Cromix, their Unix clone. It had multi-user and
> multi-tasking capabilities. It had a heirachical file system. It allowed
> "a disk address space in excess of one gigabyte per volume". PC DOS was

> a single-user, mono-tasking system. No hard drives allowed.
>
> Page 3 is an ad for their professional graphics display. It was a 2-card
> system that offered NTSC compatibility with 756x482 pixels in 16 colors
> out of a palette of 4096. It had 3 separate outputs for red, green, and
> blue. We all know the limits of CGA. IBM's Professional Graphics Adapter
> was still a ways away.
>
> Pages 8 and 9 are a 2-page ad for Ithaca Intersystems. It is mostly
> about their Z-80 based system, but it mentions upward compatibility with
> their Z-8000 system.
>
> These were the business-oriented competition to the PC. These were S-100
> systems. The S-100 bus extended the Altair bus to allow for 24-bit
> addressing, a 16-bit data bus, multiple bus masters (up to 16), and
> multiple bus slaves (16 per master). These specifications allowed
> systems to have multiple users (Cromemco would eventually claim up to
> 256) on multiple terminals, 16 Meg of memory, and future expandability.
>
> There were processor cards based on 8080/Z-80, 8086, Z-8000, 68000
> (which Cromemco and Alpha Micro would eventually use), and even 6502 and
> 6800.
>
> One could even have different types of processors in the same box.
> Zenith had the Z-100 with 8085 and 8088. The popular combination was
> 8086/Z-80 (Godbout/Compupro and others).
>
> BTW, there were 4MHz Z-80s and 5MHz 8085s in 1981 (the PC ran at
> 4.77MHz).
>
> There are many ads in this issue for hard disk systems. There are also
> several ads for graphic video boards. Ads for memory cards listed as
> much as 512K of RAM. You could also have multiple Serial and parallel
> ports, as well as Analog-to-Digital, D-to-A, and even real-time clocks.

These were the days of real computers. I hooked up a Leir Siegler ADM-1A
terminal to my OSI. It was really easy to do. One poke and the whole OS
used Serial IO. That way I could use the terminal. The OS was a morph of
the bigger C3P's. The larger OSI's used a 48 line bus, which meant you
could
get the chassis and do the S-100 type thing of shove in whatever card you
desired.

>
> The IBM 5150 PC was a joke when it was released. It was nothing more
> than a modernized Apple II on steroids with a 16-bit processor, a
> non-expandable memory layout, and a non-standard bus.
>
> This is not hindsight, this was what I thought when I first read the
> specs on the PC back in 1981. I naively thought that companies that
> needed microcomputers would pass it by and go for the more powerful and

> much more expandable S-100 systems.
> Little did I realize that companies that were dependant on IBM would
> believe the 'party' line without doing their own research.

I think this is the terrible kind of thing that happens routinely in
businesses.
I've personally seen terrible decisions made by managers against strong
technical resistance. Often I was one of the managers strongly against
the decision. This happens all the time. Look at Atari's history,
Commodore,
these companies had real potential but they just throw all the good stuff
down the drain. I personally think it's due to the politics that invades
business
and institutions. The second that people's ideas start getting ditched
because
they arent on the right political side of the argument you have doomed your
company. This rule also holds true for other things. Does anybody have
the comments Cray made about IBM when IBM's president was surprised
at how good the CDC6600 was and how few people had designed it.

>
> BTW, the feature theme for this issue was Smalltalk-80, the first
> object-oriented language for microcomputers. It even includes a picture
> of the Xerox Star (unlabeled, unfortunately).
>
Another example of a fine machine which the management of the company
didnt realize. Who knows what would have happened if the Star had been the
IBM-PC.
.

> --
> Tony T
>
> To contact me, take away the SVO
> (OVER MY COLD LIFELESS CORPSE!!) ;->

Cheers
Peter

# 3422. Re: Experiences with B&C ComputerVisions?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-22 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <383A26D8.F52AE2B6@qnet.com>
Source record: 48659

B&C Computers is a great place to due business with. Their a little
pricey but, are very freindly and fast.

Don

Ganesha Ganapati wrote:

> Is this a good place to order from? I checked DejaNews but could find
> no reports (either good or bad) of actual ordering experiences - just
> lots of pointers.
>
> Your comments are most appreciated. ;-)

# 3423. Re: Music in Atari games

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: Francisco Delgado <fdelgado@eso.org>
Message-ID: <383B0AF3.57A58F25@eso.org>
Source record: 48539

DunxUK wrote:

> Does anyone have any opinion as to which 8 bit Atari game had the best music. I

IMHO, best of all and far from the others

"Alternate Reality the City"
Spectacular intro, during the game, ambient, etc.

After this,
"World Karate Championship"
"Line up"

And for Commodore, special mention to "Krazy Komets" and "Commando".

--
Francisco Delgado | e-mail: fdelgado@eso.org
European Southern Observatory | phone: +56-55-281291 ext 5139
Cerro Paranal, CHILE | fax: +56-55-285065

# 3424. Re: Help: Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: "O. Alan Jones" <oajones@bright.net>
Message-ID: <383B114A.9017324C@bright.net>
Source record: 48540

Thanks for the info Ron. I have a bunch of misc. power supplies laying around.
Now I know which one to try.
--Alan

RHamiIton5 wrote:

> >what the voltage and current for a Atari
> >800 power supply is?
>
> The 400/800 & 810/1050 all used a nine (9) volt AC, three (3) Ampere power
> pack. The unmodified computers will actually operate on the older 1.5 Amp
> units. The drives pull between 3 and 5 amps temporarily when 'starting' the
> disk and need the 31 volt-amp unit which contains a slow blow 5 amp fuse inside
> in the epoxy filler.
> -Ron
>
> I started life with nothing, and still have most of it left...

--
--Alan

## 3425. Re: Does any one have "assembly language programming for the"

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: nach4321@aol.com
Message-ID: <19991123174453.07478.00001174@ng-cq1.aol.com>
Source record: 48541

Yes, I was looking for this that book. How much do you want for it? I tried emailing you but it bounced back saying unknown.

Allan

# 3426. Re: Help with SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: vinman@deja.com
Message-ID: <MPG.12a51ed4f78674af989680@news-server>
Source record: 48542

In article <Pine.GSO.3.95.iB1.0.991119182229.20096A-100000@vtn1>,
yg473@victoria.tc.ca says...
>
> For many years Radio Shack sold "Joystick Extension Cords" for about $5.
> They're exactly what's needed as all 9 wires were connected so that one
> cord could be sold for both Atari and Commodore use. The DB9 connectors
> are (were?) straight friction fit (much like many serial mouse connectors)
> but that shouldn't present any problems.
>
> I don't know if they still stock them but it might be worth a look.

I don't know if all 9 pins connect, but a few years ago I bought a
couple Sega Genesis gamepad extension cables. I used one to extend
the joystick to my 800xl and I have the other one connected to my
computer (even as I type this) to extend my mouse cable. I haven't
had any problems with either.

Not that the Genesis is at the front of most retailers shelves, but
I've seen these extender cables here and there fairly recently so
one may have better luck locating these.

- vin

(for the record - I think I found mine in a clearance bin at
Toys-R-US and am pretty sure I only paid about $1 for them)

# 3427. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: zefram@daystrom.bog
Message-ID: <cygrkiuj-1Dk17#0558@batcher.bog>
Source record: 48543
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

Randy Shackelford (shack@onyx.southwind.net) wrote:

: The original 6502 came from MOS Technology. The 65C02 and later chips came
: from William Mensch and Western Design Center. Rockwell was merely another
: source, as was GTE and CMD. Rockwell did add some instructions to their
: 65C02s, which were incompatible with all other 65C02s as well as all sub-
: sequent 6500 series chips.

Where does Chuck Peddle come into this ? Didn't he invent the 6502, and
was that processor specifically designed for the Commodore Pet ?

Oooh. Err. I remember those funny instructions on the 6502. The parts
that I was using (10 y ago) had the inc and dec instructions swapped
round! (65C12 and 50743 IIRC)

Richard [in CM8]

## 3428. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: Frank Carney <frankc@cyberhighway.net>
Message-ID: <383B7A33.EED7AFF@cyberhighway.net>
Source record: 48544
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

I bet they are not using any M$ products to do the simulations.

# 3429. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.SUN.3.96.991123222202.7352A-100000@compass.OregonVOS.net>
Source record: 48545
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

On Tue, 23 Nov 1999, Zefram Cochrane wrote:

| Randy Shackelford (shack@onyx.southwind.net) wrote:
|
| : The original 6502 came from MOS Technology. The 65C02 and later chips came
| : from William Mensch and Western Design Center. Rockwell was merely another
| : source, as was GTE and CMD. Rockwell did add some instructions to their
| : 65C02s, which were incompatible with all other 65C02s as well as all sub-
| : sequent 6500 series chips.
|
| Where does Chuck Peddle come into this ? Didn't he invent the 6502, and
| was that processor specifically designed for the Commodore Pet ?

Um, along a different line, just how pin compatible are the '6502' chips
from Rockwell and Hitachi? I mean, if we had to replace the 6502 chips in
our 1541 disk drives?

## 3430. Re: Experiences with B&C ComputerVisions?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.9911231717090.90-100000@TT030>
Source record: 48546

I've ordered a few items in the past from them, and everything
arrived fine. I ordered a CD-ROM, a video cable, and some old
ST games at different times. It was a few years back...

On Tue, 23 Nov 1999, Ganesha Ganapati wrote:

> Is this a good place to order from? I checked DejaNews but could find
> no reports (either good or bad) of actual ordering experiences - just
> lots of pointers.
>
> Your comments are most appreciated. ;-)
>
>
>

---
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

# 3431. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <383978cc.9474468@news.localnet.com>
Source record: 48660

On Fri, 19 Nov 1999 09:20:29 -0000, "Richard Cortese"
<ricortes@netmagic.net> wrote:

>Steve Judd <sjudd@kc.trail.com> wrote in message
>news:812bs7$3kk$1@kc.trail.com...
>> My recollection was that hires mode (i.e. common game graphics modes)
>> ran at around 1.35 MHz. Instead of speculating, go ahead and post
>> the actual numbers so we can see what the right answer is.
>Actually most games like Frogger, Zengi, ... were written in a ~20X24
>graphic character mode that had the equivalent of 160X192 in 5 colors. A lot
>used display list interrupts for multiple mode changes, extra colors, what
>have you, but it was just the way high ROM prices and disk drives being rare
>that manifested itself.
>> > How wonderful (snore). This reminds me of all the
>> >shitty CGA based PC games. "Yeah there's 16 colors but they're all
>> >blahhhhh!!!!.
>>
>> CGA is a good example of what happens when you are limited to registers.
>Actually, IMO the 16 color EGA 320X200 was very good. CGA 320X200 in 4
>colors was the one that was really bad.

EGA wasn't as bad as CGA. I remember a decent version of Fantavision
(originally an Apple II classic that used the concept of tweening
for the production of nifty psychodelic animations). Unfortunately,
EGA didn't come out till 1986 and happened to roughly coincide with
the much better graphics of the Atari ST and especially the Amigas
(and lets not forget that both of these could be easily interfaced to
a TV or cheap composite monitor whereas EGA required a very expensive
specialized monitor).
>
>

## 3432. Experiences with B&C ComputerVisions?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: one@heresun.marko.net
Message-ID: <3838d3bd.1023408@news.orng1.occa.home.com>
Source record: 48661

Is this a good place to order from? I checked DejaNews but could find no reports (either good or bad) of actual ordering experiences - just lots of pointers.

Your comments are most appreciated. ;-)

## 3433. Guess What I Found?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: one@heresun.marko.net
Message-ID: <3838dd51.3476647@news.orng1.occa.home.com>
Source record: 48662

An original Atari 400/800 Technical Reference Notes set including Operating System User's Manual, Operating System Source listing, and Hardware Manual.

Was someone out there looking for one of these? ;-)

# 3434. Miner 2049er - Zone 0

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: one@heresun.marko.net
Message-ID: <3838e1f5.4664540@news.orng1.occa.home.com>
Source record: 48663

I used to have Miner 2049er on a ROM cartridge. One day, quite by accident, I hit some magic sequence of keystrokes and was warped to "Zone 0" - some sort of Easter egg in the game, I suppose. I was never again able to duplicate this accomplishment. Anyone know how to get there? Is there a FAQ somewhere of 8-bit game secrets like this?

Playing with my Atari 800 and pretending it's 1982 again... ;-)

## 3435. Re: Does any one have "assembly language programming for the"

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: one@heresun.marko.net
Message-ID: <3838e3b6.5113700@news.orng1.occa.home.com>
Source record: 48664

On 17 Oct 1999 14:10:23 GMT, nach4321@aol.com (Nach4321) wrote:

>Does any one have "Assembly Language Programming for the Atari Computers" by
>Mark Chasin. Iwould like to get a copy of this book or even just a xerox'ed
>copy of it.

I have a copy - excellent little book!

Still looking for one? Perhaps we can work out a deal... ;-)

# 3436. Re: any one knows how can i get intouch with BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <383A41A5.570E9E5@mb1.tu-chemnitz.de>
Source record: 48665

hi Nir Dary,

as far as i know he doesn't have an email adress. the only way i know is
to watch his productions (graphic & sound demos) and look for his
hometown adress in prague/czech republic.

sven.
--
==========
Sven Gleich (http://www.tu-chemnitz.de/~sgl)
mailto:sven.gleich@mb1.tu-chemnitz.de (until 2ooo)
Atari XL/XE: http://www.tu-chemnitz.de/~sgl/atari
----------
[OL] Wir gehen den langen Weg zwischen Wiege und Grab
allein. Aber unsere Reise durch das Leben wird nicht
von blindem Zufall bestimmt, wir selbst sind durch die
Entscheidungen, die wir treffen, dafï¿½r verantwortlich.
==========

# 3437. Re: Guess What I Found?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-LbdicRwdSgxz@di13-ks.cth.com.au>
Source record: 48666

On Tue, 23 Nov 1999 06:10:50, one@heresun.marko.net (Ganesha Ganapati)
wrote:

> An original Atari 400/800 Technical Reference Notes set including
> Operating System User's Manual, Operating System Source listing, and
> Hardware Manual.
>
> Was someone out there looking for one of these? ;-)
>

arrrm no. I already have those fine documents.
James B

# 3438. Re: Need 800 Memory Cartridges (Again!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-QjpcnY0zMFWO@di13-ks.cth.com.au>
Source record: 48667

On Mon, 22 Nov 1999 22:58:01, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

> >I just E-bought an older 800 that has the user-servicable memory
> >cartridges. Unfortunately, all of the RAM carts have no "cart," they are
> >just naked PCB cards rattling around in there (there's no room for a brace
> >like in the 48k 800's, because the ROM IS actually a cart).
>
> You actually have one of the LATER 800's. I started with the 400 and when I got
> 1st 800 in late '83, it came with bare OS & RAM pcb's. Still working fine with
> an Axlon 128 in the center. You don't really need the little cases.
>
> I started life with nothing, and still have most of it left...

I have heard long ago, that atari brought out a service directive
about the 800 rom/ram covers. Due to overheating with assoaited flaky
performance, they where to be removed. Not sure if that is 100% true.
I have a 800 with bare boards and it had a little plastic spacer to
stop the rom/ram boards from moving around.

James B

# 3439. Re: Experiences with B&C ComputerVisions?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <81dgr2$6ii$1@barcode.tesco.net>
Source record: 48668

Ganesha Ganapati <one@heresun.marko.net> wrote in message
news:3838d3bd.1023408@news.orng1.occa.home.com...

B & C, great to deal with, really helpful, quick shippers, support them, as
they help us.

Richard

> Is this a good place to order from? I checked DejaNews but could find
> no reports (either good or bad) of actual ordering experiences - just
> lots of pointers.
>
> Your comments are most appreciated. ;-)
>

# 3440. Re: Need 800 Memory Cartridges (Again!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: cryorunner@yahoo.com
Message-ID: <cryorunner-2311990117370001@dt081na4.san.rr.com>
Source record: 48669

In article <olg28mVLDrMR-pn2-QjpcnY0zMFWO@di13-ks.cth.com.au>,
sup8pdct@mail.cth.com.au wrote:

> On Mon, 22 Nov 1999 22:58:01, rhamiiton5@aol.comedy.com (RHamiIton5)
> wrote:
>
> > >I just E-bought an older 800 that has the user-servicable memory
> > >cartridges. Unfortunately, all of the RAM carts have no "cart," they are
> > >just naked PCB cards rattling around in there (there's no room for a brace
> > >like in the 48k 800's, because the ROM IS actually a cart).
> >
> > You actually have one of the LATER 800's. I started with the 400 and
when I got
> > 1st 800 in late '83, it came with bare OS & RAM pcb's. Still working
fine with
> > an Axlon 128 in the center. You don't really need the little cases.
> >
> > I started life with nothing, and still have most of it left...
>
> I have heard long ago, that atari brought out a service directive
> about the 800 rom/ram covers. Due to overheating with assoaited flaky
> performance, they where to be removed. Not sure if that is 100% true.
> I have a 800 with bare boards and it had a little plastic spacer to
> stop the rom/ram boards from moving around.
>
> James B

Just to follow up on my original post from long-ago...

I had seen two types of Atari 800s:
- The original 16k that had tabs to unlock the top cover to insert carts
(the original ROM and 16k RAMs were CARTIDGES). The only expansion card I
got at the time was also a cartridge.

- The later 48k 800's that had the top screwed shut (not user-servicable)
, with naked boards for both the ROM and RAM, which had a black spacer to
keep the boards from rattling around.

What I bought seemed to be a hybrid; it was originally a 16k 800, it had
tabs to unlock the top, but all of three of the RAM's were just naked
boards, and the ROM was a cart. There was also no spacer to hold keep the
boards from rattling together. At some point someone had to expand this
thing up to 48k. Someone mentioned that the later expansion kits just
contained naked boards, but I figured that is the ROM was a cart, at least
one of the RAMs would have been too.

# 3441. Re: 1050 Speedy drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <383A9CDF.190BE9E5@mail.uni-mainz.de>
Source record: 48670

LLpwhite schrieb:
>
> What is the difference between Speedy
> and mini-speedy? How do they compare
> to "Happy" or US Doubler drives. Have
> heard that Speedy drives will not work
> on NTSC systems. Wrong SIO speed?
> Larry

Hello Larry,
since I use PAL, I cannot tell you why the Speedy does not work on NTSC systems. Speedy or Big Speedy means: old Speedy version, big size, big price, avaiable (or ability to update) with Track LCD. Used a big plate and older chips/older layout. There were different versions of Speedy, like Speedy D (with DOS on ROM chip), Speedy S (with sectorcopier on ROM chip), Speedy DS (DOS and Sectorcopier on ROM chip) and finally Speedy T (Track LCD). The price for these big Speedy enhancements was very high...

A Mini Speedy simply was the newer Speedy version. It has merely half the size of a big speedy, thus newer chips and a newer layout. It has DOS and a Sectorcopier in a ROM chip. It could not upgrade with a Track LCD, therefore it was much cheaper !! The DOS mentioned was Bibo-DOS, the Sectorcopier was Sector-Copy 1.5.

Compared to a Happy, a Speedy as well uses a Track/Cache buffer for Ultra Speed. Thus, a Speedy is nothing more than a European Happy Enhancement clone. Many Happy software tools (DOS, Gamedos, Filecopier, Sectorcopier, etc.) can be used on Speedy drives, but some special Happy software cannot be used on Speedy drives and vice versa.

US-Doubler enhancements are very different from Speedy enhancements. USD uses sector skewing, no Track/Cache buffering like Happy/Speedy drives. So, you can classify those many floppy drive enhancements (speeders) into two categories: a) using Track/Cache buffer (Happy, Speedy, Clones, etc.), b) using Sector Skewing (USD, Turbo, XF551, Hyper-XF, etc.). I do not know those third party drives, like Percom, Rana, Indus, Trak, etc., but I am sure they will fit into one of these two categories... -
greets Andreas Magenheimer

# 3442. Re: any one knows how can i get intouch with BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <383A9F02.CE736EBA@mail.uni-mainz.de>
Source record: 48671

```
Nir Dary schrieb:
>
> any one knows how can i get intouch with BeWeSoft (Jiri Bernasek -
> Bernasek-Werner Software)
>
> nir

Hello Nir,
try it via snail-mail. As far as I know Jiri does not have E-Mail or
homepage account. You may find his post-adress in some ABBUC mags or ask
Wolfgang Burger or Erhard Puetz from ABBUC for the adress...
(http://www.atari-computer.de/abbuc) greets- Andreas Magenheimer
```

# 3443. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <383A9E19.359FB7CD@mail.uni-mainz.de>
Source record: 48672
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

Michael Naberezny schrieb:
>
> www.6502.org is a free resource for professionals and hobbyists
> working with the 6502 microprocessor. On the site you can find
> a great deal of information including:
>
> - datasheets for the entire 65xx family
> - a large collection of links to other 6502 resources
> - hardware interfacing information
> - reference book listings
> - cross-development software
> - commercial support for the 6502
>
> We are constantly updating and are actively seeking
> contributions to expand our resources. If you are interested in the 6502,
> please check out the site and get involved.
> --
> - Mike Naberezny (mnaberez@nyx.net) http://www.6502.org

Hello Mike,
it is great to have this site. Thank you. Final joke: Rockwell produced
and engineered the 65xx chips. Rockwell also produced and engineered
parts (!) of the US space shuttle. So, are/were there any 65xx chips
inside a space shuttle ?!? Greets - Andreas Magenheimer

# 3444. Re: 1050 Speedy drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <383AA36A.9C3A9894@mail.uni-mainz.de>
Source record: 48673

Richard Daley schrieb:
>
> I have just bought one of these, with the manual in German, the country of
> origin. As my technical German is poor (very) is there a translation on the
> net, or can anyone help please ?
>
> Thanks again
>
> Richard

Hello Richard,
there is a post from Nir (Dary?) in this newsgroup. I have answered it
and tried to translate the german manual, the best that I could. Maybe
you can use this translation (and if I find the time I may be willing to
complete the translation). Greets - Andreas Magenheimer

# 3445. Re: Experiences with B&C ComputerVisions?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <383AA9D6.AECCDB58@mail.uni-mainz.de>
Source record: 48674

Hello Newsgroup,
here is my vendor experience. I am living in Germany, so...

1) Sintech (Germany): takes 8-12 weeks to deliver some tapes, very expensive, will not buy anything anymore...
2) Power per Post (Germany): takes 4-6 weeks to deliver XL/XE software, medium expensive, would still buy from them, if I would not have everything they offer...
3) PD World Versand (Germany): takes 1,2 or 3 weeks (depending on your order) to deliver XL/XE, ST, C64, MSX, CPC, Speccie, Amiga software; very cheap, I will still buy from them...
4) ABBUC (Germany): takes 2-4 weeks to deliver XL/XE software or hardware. Very cheap. I love this club and I am a member of it !!
5) Page 6/N.A.U. (UK/GB): takes 4 weeks or more to deliver XL/XE and ST hard+software. Medium expensive, would still like to buy from them, but they are out of (Atari) service soon...
6) Microdiscount (UK): We hear of them from time to time, but we cannot reach them (no homepage, no E-Mail, etc.). Are they still serving the 8Bit or not ?!?
7) Video 61 (USA): takes about 3 weeks to deliver XL/XE, VCS and ST hard+software (from USA to Germany !!). Medium expensive, will of course buy more 8bit carts from them...
8) Benjamin Smith (USA): last order took 1 (one!) and a half week (from USA to Germany) !! Very cheap, will do another order soon...
9) Best Electronics (USA): Delivery takes about 3-4 weeks (to Germany); Mostly medium expensive, sometimes very expensive. Will still buy from them, since they visit german Atari fairs from time to time (and even bring our orders to these fairs).
10) Ebay/Alando and other auctions: takes 4-8 weeks or even longer for delivery. Very very expensive if you are unlucky and very cheap if you are lucky... Never bought anything there and never will...

Thats`s all for now. Of course this list covers just my personal and subjective view. Other users may have other views... Greets,
Andreas Magenheimer (Germany)

# 3446. Re: Experiences with B&C ComputerVisions?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: William Forbes <wforbes@mail.third-wave.com>
Message-ID: <383B8545.F6B693F3@mail.third-wave.com>
Source record: 48675

Hi,

I have found B & C to be a very good place to get Atari items from. They are quick, courteous, and
informative. They have a lot of difficult-to-find Atari programs and hardware. They have been around a long time and understand the Atari community. - Bill

Ganesha Ganapati wrote:

> Is this a good place to order from? I checked DejaNews but could find
> no reports (either good or bad) of actual ordering experiences - just
> lots of pointers.
>
> Your comments are most appreciated. ;-)

# 3447. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <383ac8fe.3811127@news.localnet.com>
Source record: 48676
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

>it is great to have this site. Thank you. Final joke: Rockwell produced
>and engineered the 65xx chips. Rockwell also produced and engineered
>parts (!) of the US space shuttle. So, are/were there any 65xx chips
>inside a space shuttle ?!? Greets - Andreas Magenheimer

I don't know about 6502s in the Space Shuttle. However, did you know
that NASA tests the Space Shuttle's heat resistant tiles by simulating
re-entry with 200 overclocked Intel Pentium chips?

# 3448. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s3licl2f3ef51@corp.supernews.com>
Source record: 48677

Aaron <aarona@/REMOVE/localnet.com> wrote in message
news:383978cc.9474468@news.localnet.com...
> On Fri, 19 Nov 1999 09:20:29 -0000, "Richard Cortese"
> <ricortes@netmagic.net> wrote:
> for the production of nifty psychodelic animations). Unfortunately,
> EGA didn't come out till 1986 and happened to roughly coincide with
> the much better graphics of the Atari ST and especially the Amigas
I question your 1986 date, I seem to recall working on a EGA monitor before
that time.
> (and lets not forget that both of these could be easily interfaced to
> a TV or cheap composite monitor whereas EGA required a very expensive
> specialized monitor).
EGA in 320x16 was backwards compatible to CGA monitors. That was one of my
early set ups. I still remember playing Pools of Radiance when it came out.
By then 3rd party manufacturers like Amdek and Radio Shack had gotten into
the fray. DOM on my Amdek 710 is April 1985, and I think I got that to
replace an earlier Amdek 610 or RS Color Display.
The 640X400 EGA display was mostly used for business apps.

# 3449. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: Harald Albrecht <harald@plt.rwth-aachen.de>
Message-ID: <383ACBA7.614D2406@plt.rwth-aachen.de>
Source record: 48678
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

Aaron wrote:
> I don't know about 6502s in the Space Shuttle. However, did you know
> that NASA tests the Space Shuttle's heat resistant tiles by simulating
> re-entry with 200 overclocked Intel Pentium chips?

From this I assume that the NASA uses the overclocked Intel P chips
as the heat resistant tiles itself? That would explain why they
overclock them, so that they make them heated tiles...

But how do they do the re-entry thingy? Throwing the P chips
from some sky tower?!

Sorry -- couldn't resist this one.

Harry "Hirsch" Albrecht

## 3450. Re: Guess What I Found?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <NaA_3.16710$1C4.160545@news1.online.no>
Source record: 48679

Are you selling it ? How much ?

Ganesha Ganapati <one@heresun.marko.net> wrote in message
news:3838dd51.3476647@news.orng1.occa.home.com...
> An original Atari 400/800 Technical Reference Notes set including
> Operating System User's Manual, Operating System Source listing, and
> Hardware Manual.
>
> Was someone out there looking for one of these? ;-)
>

# 3451. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <383acc77.4701060@news.localnet.com>
Source record: 48680

On Mon, 22 Nov 1999 18:56:09 -0600, "Peter Laing"
<snailboy1@earthlink.net> wrote:

>Hi Steve
>
>Steve Judd <sjudd@kc.trail.com> wrote in message
>news:816ujq$d2h$1@kc.trail.com...
>> Hi Peter,
>>
>> In article <8154h4$r3h$1@oak.prod.itd.earthlink.net>,
>> Peter Laing <snailboy1@earthlink.netREMOVECAPTIALS> wrote:
>> >
>> >At the risk of having to wear an asbestos suit...
>>
>> Nah, we're all buddies here :).
>>
>
>I enjoyed reading a bit of the Z80 vs 6502 coding stuff on the fridge.
>If people havent read it they should. It's great reading for anybody who
>has had to program more than one 8 bit in their lifetime.
>
>> >> The Atari was released in 1979. The C64 was released in 1982. Which
>> >> half a decade are you referring to?
>> >
>> >3 years ;) It's over 2.5 years if you had a rounding to 5 routine.
>>
>> Alternatively, one could just as accurately describe it as a mere 1/10 of
>a
>> decade older.
>
>Yeah I agree it wasnt half a decade. I prefer 3 years ;). I was on your
>side Steve
>
>p.s. What year did the VIC-20 come out ?. I'm not suggesting we should
>compare the
>two. The VIC-20 was almost affordable in NZ. An Atari 400 with absolutely
>nothing
>was $1000. Does the VIC-20 do colors with the colormap type idea ?

The Vic 20 was introduced in early 1981. This information comes from a
book called The Home Computer Wars and was written by a Commodore
insider by the name of Michael S. Tomczyk.

The Vic 20 also uses a form of color memory to change the color of
individual characters. There's also a small number of global color

registers (for example, one is used for the border color). The VIC apparently has no hardware sprite facilities. (I just skimmed the original and still the best Commodore Vic-20 Programmer's Reference Guide).

# 3452. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <383ad1e1.6087006@news.localnet.com>
Source record: 48681

>> > > >Can you imagine what sort of machine the Atari 800 designers would
>have
>> > > >come up with if they had the exact same budget ?
>>
>> Yes, the Amiga.
>
>Yeah I know, Atari really screwed that one up.

Atari didn't have a chance to screw up the Amiga (and they would have)
because Commodore bought it.

>> BTW, the feature theme for this issue was Smalltalk-80, the first
>> object-oriented language for microcomputers. It even includes a picture
>> of the Xerox Star (unlabeled, unfortunately).
>>
>Another example of a fine machine which the management of the company
>didnt realize. Who knows what would have happened if the Star had been the
>IBM-PC.

The Star would probably have been "xeroxed" more often. :-)

# 3453. Re: GTIA clones?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s3lln9gkrrp90@corp.supernews.com>
Source record: 48682

Peter Laing <snailboy1@earthlink.net> wrote in message
news:81cm56$7ta$1@oak.prod.itd.earthlink.net...
> > IMHO: We have been kicking around what type of 8 bit system would fly in
> the
> > year 2000 a little more then usual. Maybe not directly with all the
posts
> > connected, but just in general.
> >
> > It seems to go from 10 mHz 65816 to my wishful thinking for a 1 gHz
6502.
> > There actually seems to be a general agreement on several points which
is
> > kind of supprising.
>
> Thanks for the summary. I've thought about a similar thing to your 1gHz
> 6502
> for quite a while now. I'd be curious to see how fast an 8 bit could be
> made
> in a modern fab. The design would be complicated by the need for
> a fast cache. The 6502's lack of registers would make some onchip ram
> really
> important to keep performance up. With todays fab's I imagine putting 64k
> of onchip ram wouldnt be too much of a problem. (Albiet slower than 1
Ghz).
> It would be neat to see a 6502 that had just a few mods like a page of 0
w/s
> memory, and 64k of onchip ram running at a crazy speed like 1 Ghz.
I guess I should guessimate what would be required. VGA in 640X480 256
colors would mean 38,400 bytes of pixel data with a byte of color data for
every one of the 307,200 pixels so 345,600 bytes of display memory. This
would make the thing marginally acceptable for web browsing.

A current 1.79 mHz Atari only moves ~25,000 bytes a second. <thinking 1,000
one, 1,000 two>. So an 18 mHz system would probably be quick enough,
display about a page a second. If it was scaled up to the same refresh you
can get to an 8k Atari bit map screen, something like Ultima III and Caverns
of Calisto, you have to update the screen ~3 times per second or 54 mHz.
>
> Sticking to currently available stuff:
>
> If it was going to be an 8 bit, I would want something more similar to the
> 6809
> myself. It's got some features that would be really handy. (No stack
> limitations,

Fine processor with similar instruction set to the 6502, but I have the Motorola Data books and the speeds these are available in is about as bad as 6502s.
> can do some 16 bit stuff by combining two registers).
> As for a 16 bit then a 65816 seems a good bet. + It keeps 6502 backward
> compatibility.
John Harris is a fan of the 65816. He has listed a number of the features for the chip like the ability to have page zero anywhere in memory, better instruction set, etcetera. Western Design Center sells a 65816 developers kit for $70 last time I checked. I should buy one just to read up on the processor.
> I'd make sure that the design supports a fair amount of RAM (Never make the
> lack of address bit's mistake...). Even if lots of it is via bank
> switching. It would
> be easy to include in the design two 1 MB chunk that is connected to a 16
> bit
> bank selector giving up to 64 GB of RAM. I myself cant imagine needing
> 64 GB, but who knows... We are still talking about atari's from 20 years ago
Just my impression, but most of the Atari users do not understand bank switching. They would like the ability to do things like:
DIM A$(1000000000)
For the applications they want to write, but they want it to be completely transparent. It could be made available to them via a high level language like a rewritten basic that handles it for them, but it would have to be done and I don't know of many people that would want to take on that kind of a job.<grin>
> VGA on retrospect sounds good. What about sound ??? Would we emulate it in
> another DSP ?
I have the docs for several arcade video games like Road Runner and Kangeroo, that or I gave them away to someone like Wooley to look at. That is almost exactly what they did, IIRC, a 68020<?> with a 6502 for a sound processor.
But I really have no gut feeling on what the best way to go would be.
> > I am at a complete loss on how they combine data from two different memory
> > locations. I can see doing things like LMS, but the combining of two
> > different memory areas to do things like produce a 3rd color has me
> stumped.
>
> I think they just do some AND's and OR's and XOR's maybee.
I guess my problem with it is figuring out how they operate on two different memory locations with an 8 bit wide data buss. Somehow they manage to get info from the playfield and P/M graphics area at the same time. Almost like they perform two reads at once to overlay the data. Completely at a loss here.
>
> For an easy example think about a solid player of higher priority than

> the playfield at color clock X
>
> Antic fetches the locations of the players and missiles during the beam
> flyback.
> Antic then happily goes thru memory comparing its internal color clock
> counter to
> the color clock value for each player. After a while, bang it gets a
hit.
> Antic then
> instead of sending the color information for the playfield to gtia, sends
> the color
> information for the player.
This would work, but it implies that Antic has ~40 bytes of scratch pad ram
or registers on board for temporary storage of P/M data.
> This all depends on the target performance of the machine. If you want to
> make a
> straight Atari/Commodore/Whatever 8 bit style machine then I'm fairly sure
> a single DSP could easily crank out the visuals and emulate antic/vic/that
> TI
> sprite chip used in the coleco/ti-99
It was a 9918, but no longer supported. Yamaha makes the derivitive now, but
I have no idea on availability or packaging

# 3454. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: Randy Shackelford <shack@onyx.southwind.net>
Message-ID: <IMA_3.40831$YI2.2011197@typ11.nn.bcandid.com>
Source record: 48683
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

In comp.sys.apple2 Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:

: Hello Mike,
: it is great to have this site. Thank you. Final joke: Rockwell produced
: and engineered the 65xx chips. Rockwell also produced and engineered
: parts (!) of the US space shuttle. So, are/were there any 65xx chips
: inside a space shuttle ?!? Greets - Andreas Magenheimer

The original 6502 came from MOS Technology. The 65C02 and later chips came from William Mensch and Western Design Center. Rockwell was merely another source, as was GTE and CMD. Rockwell did add some instructions to their 65C02s, which were incompatible with all other 65C02s as well as all subsequent 6500 series chips.
--
Offsite mail to this host gets nuked.

# 3455. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <383ad6d6.7355568@news.localnet.com>
Source record: 48684
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

On Tue, 23 Nov 1999 18:15:19 +0100, Harald Albrecht
<harald@plt.rwth-aachen.de> wrote:

>Aaron wrote:
>> I don't know about 6502s in the Space Shuttle. However, did you know
>> that NASA tests the Space Shuttle's heat resistant tiles by simulating
>> re-entry with 200 overclocked Intel Pentium chips?
>
>From this I assume that the NASA uses the overclocked Intel P chips
>as the heat resistant tiles itself? That would explain why they
>overclock them, so that they make them heated tiles...
>
>But how do they do the re-entry thingy? Throwing the P chips
>from some sky tower?!
>
>Sorry -- couldn't resist this one.
>
>Harry "Hirsch" Albrecht

That certainly was a quick reply.

Atmospheric re-entry is no problem for Intel chips. They're used to
the stresses associated with being constantly replaced by newer P
chips in order to keep up with the latest Microsoft hogware.

If the P chips are used as heat resistant shuttle tiles, then I assume
the Shuttle must have an "INTEL OUTSIDE" logo on it?

## 3456. Re: GTIA clones?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <383ae19d.10115300@news.localnet.com>
Source record: 48685

>Just my impression, but most of the Atari users do not understand bank
>switching. They would like the ability to do things like:
>DIM A$(1000000000)
>For the applications they want to write, but they want it to be completely
>transparent. It could be made available to them via a high level language
>like a rewritten basic that handles it for them, but it would have to be
>done and I don't know of many people that would want to take on that kind of
>a job.<grin>

I hope you're not implying that Atari users are *DIM* Witted?

# 3457. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <383adba7.8589192@news.localnet.com>
Source record: 48686

On Tue, 23 Nov 1999 10:11:54 -0000, "Richard Cortese"
<ricortes@netmagic.net> wrote:

>Aaron <aarona@/REMOVE/localnet.com> wrote in message
>news:383978cc.9474468@news.localnet.com...
>> On Fri, 19 Nov 1999 09:20:29 -0000, "Richard Cortese"
>> <ricortes@netmagic.net> wrote:
>> for the production of nifty psychodelic animations). Unfortunately,
>> EGA didn't come out till 1986 and happened to roughly coincide with
>> the much better graphics of the Atari ST and especially the Amigas
>I question your 1986 date, I seem to recall working on a EGA monitor before
>that time.

My apologies. IBM's first announcement of the EGA standard was
September of 1984. EGA was availiable by early 1985. Also, the Atari
ST's were available in the summer of 1985 and the Amiga 1000 (in
limited numbers) a couple of months later.

As a brief aside, did you know that Commodore's semi-official Amiga
only magazine, AMIGAWORLD, was first published in mid 1985 (forget the
month...possibly August) but no one on the magazine's staff had even
seen an Amiga until AFTER the first issue was published?!!! The entire
magazine was no more than a glorified advertisement. It took a while
before AMIGAWORLD got any better.

>> (and lets not forget that both of these could be easily interfaced to
>> a TV or cheap composite monitor whereas EGA required a very expensive
>> specialized monitor).
>EGA in 320x16 was backwards compatible to CGA monitors. That was one of my
>early set ups. I still remember playing Pools of Radiance when it came out.
>By then 3rd party manufacturers like Amdek and Radio Shack had gotten into
>the fray. DOM on my Amdek 710 is April 1985, and I think I got that to
>replace an earlier Amdek 610 or RS Color Display.
>The 640X400 EGA display was mostly used for business apps.

Standard EGA was limitted to 640x350 and a maximum of 16 colors (with
enough RAM on the card) out of a total palette of 64 colors. Both the
CGA and EGA monitors were DIGITAL and were hard coded to display a
specific number of colors (CGA monitors had one intensity signal and
EGA contained two). The Amiga, Atari ST, as well as broadcast TV's are
analog devices and can support as many colors as the computer is
willing to output (and broadcast TV's are more than willing to output
colors that the original signal didn't even have).
>

# 3458. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <383ae054.9786610@news.localnet.com>
Source record: 48687

>I enjoyed reading a bit of the Z80 vs 6502 coding stuff on the fridge.
>If people havent read it they should. It's great reading for anybody who
>has had to program more than one 8 bit in their lifetime.

I couldn't find this article on the fridge. Where is it?

# 3459. Re: Music in Atari games

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-23 00:00:00 UTC
From: karolj_nadj@web.de
Message-ID: <383af4d7.2650425@news.s-direktnet.de>
Source record: 48688

try my homepage:

http://www.s-direktnet.de/homepages/k_nadj/main.html

to get the SAP-pokey-Player for W9x and get the sound-archive to here
all nice atari musix at home... if you cant dowload stuff... post
message into guestbook or go to the sap-homepage...

papa, heaven

my best of:

1. warhawk (best of all versions (incl. c64/atari st)
2. int.karate
3. Rescue on Fractalus
4. JetSetWilly
5. Several Demos (mostly using Zeppelin-stuff)
6. all x-ray-musix

and of course most tracks of our musicians greg and bac

# 3460. Re: Guess What I Found?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: suebixx@Antwerpen.com
Message-ID: <383b100b.2291110@news.orng1.occa.home.com>
Source record: 48489

On Wed, 24 Nov 1999 20:11:58 +0100, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>> AFAICT they are original. Are you a collector?
>
>Yes, I have a long way to go of course, but everything helps.

Well, I have no idea what it's worth to a collector. I don't suppose I
could get an *objective* appraisal from you? ;-)

---
Note: Spam shields raised. Please post responses to
this newsgroup.

# 3461. Re: Guess What I Found?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <XWZ_3.814$ra7.6242@news1.online.no>
Source record: 48490

Ganesha Ganapati <suebixx@Antwerpen.com> wrote in message
news:383b100b.2291110@news.orng1.occa.home.com...
> On Wed, 24 Nov 1999 20:11:58 +0100, "Vidar \"Hawk\" Olavesen"
> <olavese@online.no> wrote:
>
> >> AFAICT they are original. Are you a collector?
> > >
> > >Yes, I have a long way to go of course, but everything helps.
> >
> > Well, I have no idea what it's worth to a collector. I don't suppose I
> > could get an *objective* appraisal from you? ;-)

Afraid not. I am not too familiar with prices, as Norway is no good country
for old computer systems. PC's everywhere :-(

How about it guys ? What's this package worth ?

# 3462. Re: Atari 8-bit Software List

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <94__3.816$ra7.7117@news1.online.no>
Source record: 48491

Nice. Maybe we all should try to get it as complete as possible ? And what about format ? I mean, it's nice to know if it was released only on disk, or on cartridge and so on too.

Darn, I see the Dino Eggs game listed, but I haven't had luck in the past 10 years to find one :-(

Anybody have an ATR of it ?

BTW : A glitch on the D page, a third column is not necessary, unless you put the format in it.

<dnoguero@my-deja.com> wrote in message news:81hgq1$aos$1@nnrp1.deja.com...
> Hi all! I've noticed a lack of an Atari 8-bit software list on
> the 'Net, so I decided to start one. I've got a preliminary version up
> at:
>
> http://home.earthlink.net/~dnoguero/atari
>
> It certainly needs a lot of work and is missing tons of titles. I hope
> to keep adding to it over time. Feedback is welcome... let me know what
> you think!
>
> ->Dan
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

# 3463. Re: ProSystem Cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s3ouq2psrrp90@corp.supernews.com>
Source record: 48492

Ryan Collins <rlcolli@ibm.net> wrote in message
news:1e1s1bf.1k8q1111e9lkbmN%rlcolli@ibm.net...
> I'm trying to build a ProSystem cable, but can't get it to work. I have
> built an Ape cable without any problems...
Are you using a 14C89 or its 75C equivalent? It is kind of important.
>
> Anyway, here is how I read the pin out of the cable:

>
> PC Serial 2 -> 1489 Pin 4
> PC Serial 3 -> 1489 Pin 8
> PC Serial 4 -> 5.1v Zenier Band End -> 5.6K Resistor -> 1489 Pin 14
The other end of the zenier is supposed to go to pin 7 of the 1489.

i.e. the band end goes to pin 14, the other end goes to pin 7. There should be 3 connections to the ground, pin 7 of the 1489, the Atari ground, the PC ground, and the non band end of the zener.

It really doesn't make a difference if the PC is outputing ~8-12V, but if it has a low output like 5V it would make a difference.

If you put the zener in series, it drops the voltage in the line by 5.1V. That is, if you wire it in series it will change a 9 V input into a 4.9 V operating voltage for the chip. If you wire it across pins 7 and 14, then it stops all voltage above 5.1 V. So if you had a 25 V input from the PC, it would drop it all the way down to 5.1 V for the chip.
> PC Serial 7 -> 1489 Pin 7
> PC Serial 20 -> 1489 Pin 1
>
> SIO 3 -> 5.6K Resistor -> 1489 Pin 10
The 5.6k resister should not be necessary here.
> SIO 4 -> 1489 Pin 7
> SIO 5 -> 1489 Pin 6
> SIO 7 -> 1489 Pin 3
> SIO 10 -> 1489 Pin 14

> Is there anything I've gotten wrong?
The extra 5.6k resistor is kind of suspicious. Could be I just forgot why it is there, that happens a lot.

The 5.6k resistor from the PC to pin 14 was because I had a box full of 5.6k resistors. If the PC has an industry spec serial port, they are supposed to be able to handle a dead short indefinately => you shouldn't even need one.

But if for instance you are trying to use a regular 1489 and don't want to give up just yet, switch that 5.6k in for maybe 560 and it may work.

>
> Thanks!
>
> --
> Ryan 'Gozar' Collins
> Check out http://www.collinsoft.com/?usenet for Web News and Information
> rlcolli@ibm.net

# 3464. Re: GTIA clones?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <81i18t$lvk$1@fir.prod.itd.earthlink.net>
Source record: 48493

Hi Richard and others,

Richard Cortese <ricortes@netmagic.net> wrote in message
news:s3lln9gkrrp90@corp.supernews.com...
> Peter Laing <snailboy1@earthlink.net> wrote in message
> news:81cm56$7ta$1@oak.prod.itd.earthlink.net...
> > > IMHO: We have been kicking around what type of 8 bit system would fly
in
> > the
> > > > year 2000 a little more then usual. Maybe not directly with all the
> posts
> > > > connected, but just in general.
> > >
> > > It seems to go from 10 mHz 65816 to my wishful thinking for a 1 gHz
> 6502.
> > > There actually seems to be a general agreement on several points which
> is
> > > kind of supprising.
> >
> > Thanks for the summary. I've thought about a similar thing to your 1gHz
> > 6502
> > for quite a while now. I'd be curious to see how fast an 8 bit could be
> > made
> > in a modern fab. The design would be complicated by the need for
> > a fast cache. The 6502's lack of registers would make some onchip ram
> > really
> > important to keep performance up. With todays fab's I imagine putting
64k
> > of onchip ram wouldnt be too much of a problem. (Albiet slower than 1
> Ghz).
> > It would be neat to see a 6502 that had just a few mods like a page of 0
> w/s
> > memory, and 64k of onchip ram running at a crazy speed like 1 Ghz.
> I guess I should guessimate what would be required. VGA in 640X480 256
> colors would mean 38,400 bytes of pixel data with a byte of color data for
> every one of the 307,200 pixels so 345,600 bytes of display memory. This
> would make the thing marginally acceptable for web browsing.

Doesnt a byte of data for 307200 pixels = 307200 bytes. Am I forgetting
something ?

>
> A current 1.79 mHz Atari only moves ~25,000 bytes a second. <thinking
1,000
> one, 1,000 two>. So an 18 mHz system would probably be quick enough,

> display about a page a second. If it was scaled up to the same refresh you
> can get to an 8k Atari bit map screen, something like Ultima III and
Caverns
> of Calisto, you have to update the screen ~3 times per second or 54 mHz.

The raw video hardware really calls for something a little different than
the
straight DSP approach I'm starting to think.

I was toying with ideas like this last night.

```
/---------FRAME BUFFER/VIDEO RAM
| |
| DLIST RAM--DSP/FPGA--DACS--MONITOR
| |
\---CPU (68516 or whatever)
|
FAST RAM
```

I hope this comes out ok.

This is similar to the idea of a 'real' display-list. The update ram would
be of a size large enough that even if the 68516 was writing raw pixel
data at a fast rate to the DLIST ram, the DSP could during flyback and
vblank write it into the framebuffer in native format. The idea being that
the DSP writes all its data into the frame buffer RAM in native format.
Then when it has to actually output the data all it's doing is sequentially
grabbing bytes and throwing them out the DACS. Any time it's not
doing this, or spare time, its processing the DLIST RAM requests.
The idea is that the DSP could perform blits of objects/players about
from commands in the DLIST RAM. Originally I didnt have the direct
path to the frame buffer from the CPU, but decided to add it in-case
somebody 'realy' wanted to drive the frame buffer directly.
A reason for this might be that they wanted to use the DSP to perform
a fast user program (floating point math?).

I know this setup is a little weird. I'm imaging the DSP/FPGA having a
handcoded fast kernal running at full speed that interprets the DLIST and
outputs the video. I'm imagining that a user programming the system
would enter commands like this into the DLIST RAM.

The highlevel stuff would look like (This would all look like byte streams,
designed for fast easy storing/decoding).

```
Sprite 0
Width 64
Height 64
Bitmap data follows
...
Sprite 1
Width 16
Height 32
Bitmap data follows
```

```
...
Draw line
0,0-639,479 color 255
Draw box
20,20-80,80 color 127
Set sprite 0 priority 15
Set sprite 1 priority 14
sprite 0 coordinates 170,84
sprite 1 coordinates 190,66

In lowlevel mode you would see something like
Address $6000,37
Address $6001,38
Address $6002,42
Address $6003,87
...
I'm thinking this stuff could be generated directly in hardware.
You convert the address on the address bus of the 68516 to
a value which you store at the current Dlist program counter,
and the databus values you store after incrementing PC

Does this stuff sound Crazy ??? I thought it up while falling
asleep last night so if it sounds nuts, please feel free to
change it.

> >
> > Sticking to currently available stuff:
> >
> > If it was going to be an 8 bit, I would want something more similar to
the
> > 6809
> > myself. It's got some features that would be really handy. (No stack
> > limitations,
> Fine processor with similar instruction set to the 6502, but I have the
> Motorola Data books and the speeds these are available in is about as bad
as
> 6502s.

Yeah I looked these up too and they suck. I seem to recall that hitachi
made a better 6809 that maybee runs faster (and includes more instructions).
I'm beginning to think most people would want a full 16 bit processor.
The hitachi enhanced 6809 from memory was very close to a 16 bit processor.

> > can do some 16 bit stuff by combining two registers).
> > As for a 16 bit then a 65816 seems a good bet. + It keeps 6502 backward
> > compatibility.
> John Harris is a fan of the 65816. He has listed a number of the features
> for the chip like the ability to have page zero anywhere in memory, better
> instruction set, etcetera. Western Design Center sells a 65816 developers
> kit for $70 last time I checked. I should buy one just to read up on the
> processor.
> > I'd make sure that the design supports a fair amount of RAM (Never make
```

> the
> > lack of address bit's mistake...). Even if lots of it is via bank
> > switching. It would
> > be easy to include in the design two 1 MB chunk that is connected to a
16
> > bit
> > bank selector giving up to 64 GB of RAM. I myself cant imagine needing
> > 64 GB, but who knows... We are still talking about atari's from 20 years
> ago
> Just my impression, but most of the Atari users do not understand bank
> switching. They would like the ability to do things like:
> DIM A$(1000000000)
> For the applications they want to write, but they want it to be completely
> transparent. It could be made available to them via a high level language
> like a rewritten basic that handles it for them, but it would have to be
> done and I don't know of many people that would want to take on that kind
of
> a job.<grin>

I think we would want a new HLL for the machine, I'm thinking of something
like a modified pascal or C derivative that natively supported the banked
memory.
With a 16 bit processor it would be easy to have enough address space to
support
a full compiler/debugger. Hell I would venture to say that if you made the
things,
and gave them an assembler/editor monitor it wouldnt be too long until
somebody
hacked up something. Sort of like the flood of tiny-basic's that appeared
in the late
70's.

> > VGA on retrospect sounds good. What about sound ??? Would we emulate it
> in
> > another DSP ?
> I have the docs for several arcade video games like Road Runner and
> Kangeroo, that or I gave them away to someone like Wooley to look at. That
> is almost exactly what they did, IIRC, a 68020<?> with a 6502 for a sound
> processor.
> But I really have no gut feeling on what the best way to go would be.
> > > I am at a complete loss on how they combine data from two different
> memory
> > > locations. I can see doing things like LMS, but the combining of two
> > > different memory areas to do things like produce a 3rd color has me
> > stumped.
> >
> > I think they just do some AND's and OR's and XOR's maybee.
> I guess my problem with it is figuring out how they operate on two
different
> memory locations with an 8 bit wide data buss. Somehow they manage to get
> info from the playfield and P/M graphics area at the same time. Almost

like
> they perform two reads at once to overlay the data. Completely at a loss
> here.
> >
> > For an easy example think about a solid player of higher priority than
> > the playfield at color clock X
> >
> > Antic fetches the locations of the players and missiles during the beam
> > flyback.
> > Antic then happily goes thru memory comparing its internal color clock
> > counter to
> > the color clock value for each player. After a while, bang it gets a
> hit.
> > Antic then
> > instead of sending the color information for the playfield to gtia,
sends
> > the color
> > information for the player.
> This would work, but it implies that Antic has ~40 bytes of scratch pad
ram
> or registers on board for temporary storage of P/M data.

I'm not sure natively how ANTIC/GTIA work. Maybee somebody else
reading this does and can help this discussion out.

> > This all depends on the target performance of the machine. If you want
to
> > make a
> > straight Atari/Commodore/Whatever 8 bit style machine then I'm fairly
sure
> > a single DSP could easily crank out the visuals and emulate
antic/vic/that
> > TI
> > sprite chip used in the coleco/ti-99
> It was a 9918, but no longer supported. Yamaha makes the derivitive now,
but
> I have no idea on availability or packaging

Yeah, thats the one.

I might start a new thread and ask people what they would want in a new
atari.
I'll call it 'a new atari'

Cheers
Peter

## 3465. a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <81i1n3$mnf$1@fir.prod.itd.earthlink.net>
Source record: 48494

I'm trying to find out what users would want in terms of
new hardware for a 'new atari'. I'm curious to see what
other people would want.

Other 8 bit users are also encouraged to voice their ideas.

Some of the things you might want to think about:

Processor type. 8 bit, 16 bit, you can be as specific as you
want for this. e.g. 68516

Memory address space/physical amount/layout.

Video generation: VGA, SVGA, S-Video, what resolution
what bitdepth.

Sound generation: Pokey emulation, SID, or better ?

IO: What sort of Input Output capability.

Storage: Floppys, Harddrives, Superdisk ?

Compatibility with what sort of systems

The basic idea is to get a feel for what users would want.

So if you have a minute post. I think lots of readers here
might be interested.

# 3466. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <81i2cn$nt7$1@fir.prod.itd.earthlink.net>
Source record: 48495

```
Aaron <aarona@/REMOVE/localnet.com> wrote in message
news:383c4f70.1853053@news.localnet.com...
> On Wed, 24 Nov 1999 00:36:05 GMT, "Peter Laing"
> <snailboy1@earthlink.net> wrote:
>
> >
> >Aaron <aarona@/REMOVE/localnet.com> wrote in message
> >news:383ad1e1.6087006@news.localnet.com...
> >> >> > > >Can you imagine what sort of machine the Atari 800 designers
would
> >> >have
> >> >> > > >come up with if they had the exact same budget ?
> >> >>
> >> >> Yes, the Amiga.
> >> >
> >> >Yeah I know, Atari really screwed that one up.
> >>
> >> Atari didn't have a chance to screw up the Amiga (and they would have)
> >> because Commodore bought it.
> >
> >Yeah I thought that's what happened too until I read this:
> >
> >at the atari historical society.
> >
> >http://www.atari-history.com/mickey.html
> >
> >
> >For those without webbrowsers it basically says that
> >atari had rights to the amiga chipset and could build their
> >own systems based on it. It has a top-secret atari-amiga
> >deal with scans of the documents.
> >
> >If this is true then Atari missed the boat again.
> >
> >I'm just glad that the Amiga managed to break out into the marketplace
> >and and be seen/used/admired by all for a while.
> >
> >I remember when browsing its hardware manuals at my friends place
thinking
> >geez this is like a super atari.
>
> My original decision to buy an Amiga was entirely based on my
> experiences with the Atari 8-bits. And, yes, Amigas definitely seemed
> like "super-Ataris." Even so, I felt the Amiga had a few problems:
```

>
> 1. the lack of a good multicolor text mode with (obviously) the
> provision to redefine the character set. Character set refefinition is
> extremely powerful and, believe it or not, most SuperNintendo & Sega
> Genesis games use such modes to get a very fast game framerate.
>
> 2. More sprites with more colors and a greater screen coverage per
> sprite. I'm sorry but only 8 sixteen pixel wide sprites just weren't
> good enough. When in overscan mode (to get rid of those obnoxious
> screen boarders) the number of sprites is further reduced to just 6!
>
> 3.More color registers. I'm sorry but 32 color registers just weren't
> enough, especially when they are shared by the sprites!
>
> 4. The disk drives. Yeah, I know, these drives are really flexible and
> can read just about anything, whether its Group Code Recording or
> Modified Frequency Modulation. The unfortunate aspect of these drives
> was that THEY COULDN'T RELIABLY READ THEIR OWN FORMATTED DISKS!
> AAAAAAAAaaarrrrgggghhhh!!!
>
> 5. And, finally, there really should have been a game console version
> of the Amiga. I really believe that if Commodore had seriously done
> this back in the mid 80's there would have been no Nintendo today and
> Commodore (probably) would still be in business.
>
>
> Still, the inadequacies of the Amiga didn't even approach those of the
> shit that is known as the Atari ST. Heck, the damn computer couldn't
> even keep up with something as simple as mouse input.

I never owned an ST, but I remember being really disapointed when I
read it's specs and compared them to the amiga. The amiga seemed
like it should have been an ST. ( I couldnt afford either I was still at
school and they were way out of my price range in NZ).

I still remember the article in Byte talking about the sound chip the ST
might have gotten, but never had.

I wonder how many 8 bitters looked at the ST and now are here ;)

>
> >>
> >>
> >> >> BTW, the feature theme for this issue was Smalltalk-80, the first
> >> >> object-oriented language for microcomputers. It even includes a
picture
> >> >> of the Xerox Star (unlabeled, unfortunately).
> >> >>
> >> >Another example of a fine machine which the management of the company
> >> >didnt realize. Who knows what would have happened if the Star had
been

> >the
> >> >IBM-PC.
> >>
> >> The Star would probably have been "xeroxed" more often. :-)
> >
> >Yeah. I think it's especially important to realize that the Xerox people
> >came up with
> >a hat-trick on the Star.
> >
> >It had a GUI
> >It's object-oriented Smalltalk.
> >It had networking
> >
> >I think if apple had been able to offer a faster networking system with
the
> >macs
> >then they might have grabbed more network share. If the networking
speeds
> >are transparent with disk speeds (or close) then you get into a whole new
> >paradigm. Sun's been saying this for the last 10 years.
>
> One problem: Suns have never been considered "cheap." (even by Mac
> standards)

Too true. When I got my first personal sparcstation-1+ setup as an X-term
at
work it seemed awesome. It had a big 20 inch ECL monochrome monitor.

Later on I worked with SGI's and had my own Indy in my office. It was a
nice
machine too. Unfortunately SGI and Sun seem to be pricing themselves out
of the game in the workstation front more and more.

Every person I knew who was a workstation fan is now a linux fan, and
running
it on cheaper gruntier hardware than ever.

> >
> >Still you cant hold appletalk against them. It was a lot better than
> >nothing.
>
> Localtalk/Appletalk (beginning with the Mac PLUS?) was a wonderful
> little pack-in that really did extend the Macintosh's abilities in a
> simple and cost effective way.
> >
It was neat, did atari ever offer anything similar ?
> >>
> >>
> >Cheers
> >Peter
> >

> >
>

# 3467. Re: Experiences with B&C ComputerVisions?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: cvendel@my-deja.com
Message-ID: <81fb10$oum$1@nnrp1.deja.com>
Source record: 48547

In article <3838d3bd.1023408@news.orng1.occa.home.com>,
Newsgroup wrote:
> Is this a good place to order from? I checked DejaNews but could find
> no reports (either good or bad) of actual ordering experiences - just
> lots of pointers.
>
> Your comments are most appreciated. ;-)
>
>
B&C has been serving the Atari community for almost 20 years and
although sometimes a few orders may be a little slow due to the massive
move from San Jose to their new warehouse, they are extremely fair and
reliable.

Curt

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3468. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <VpG_3.109$u4.7387@newsread1.prod.itd.earthlink.net>
Source record: 48548

Aaron <aarona@/REMOVE/localnet.com> wrote in message
news:383ad1e1.6087006@news.localnet.com...
> >> > > >Can you imagine what sort of machine the Atari 800 designers would
> >have
> >> > > >come up with if they had the exact same budget ?
> >>
> >> Yes, the Amiga.
> >
> >Yeah I know, Atari really screwed that one up.
>
> Atari didn't have a chance to screw up the Amiga (and they would have)
> because Commodore bought it.

Yeah I thought that's what happened too until I read this:

at the atari historical society.

http://www.atari-history.com/mickey.html

For those without webbrowsers it basically says that
atari had rights to the amiga chipset and could build their
own systems based on it. It has a top-secret atari-amiga
deal with scans of the documents.

If this is true then Atari missed the boat again.

I'm just glad that the Amiga managed to break out into the marketplace
and and be seen/used/admired by all for a while.

I remember when browsing its hardware manuals at my friends place thinking
geez this is like a super atari.

>
>
> >> BTW, the feature theme for this issue was Smalltalk-80, the first
> >> object-oriented language for microcomputers. It even includes a picture
> >> of the Xerox Star (unlabeled, unfortunately).
> >>
> >Another example of a fine machine which the management of the company
> >didnt realize. Who knows what would have happened if the Star had been
the
> >IBM-PC.
>
> The Star would probably have been "xeroxed" more often. :-)

Yeah. I think it's especially important to realize that the Xerox people
came up with

a hat-trick on the Star.

It had a GUI
It's object-oriented Smalltalk.
It had networking

I think if apple had been able to offer a faster networking system with the
macs
then they might have grabbed more network share. If the networking speeds
are transparent with disk speeds (or close) then you get into a whole new
paradigm. Sun's been saying this for the last 10 years.

Still you cant hold appletalk against them. It was a lot better than
nothing.

>
>
Cheers
Peter

# 3469. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: anotherfellow@hotmail.com
Message-ID: <anotherfellow-2311991735010001@192.168.0.1>
Source record: 48549

In article <81cs5r$ie1$1@oak.prod.itd.earthlink.net>, "Peter Laing"
<snailboy1@earthlink.netREMOVECAPTIALS> wrote:

> Hi Tony,
>
> Tony Talarico <syrtran@csi.com> wrote in message
> news:3838E8AB.8E593238@csi.com...
> > Please excuse me for sticking my nose in uninvited. There is exactly one
> > point that I _really_ have to disagree with.
> >
> > I do realize that this is an Atari 8-bit NG, but this is one of my "hot"
> > buttons. :-)
> >
> > Peter Laing wrote:
> > >
> > > Jon Melbo <ssilicon@centuryinter.net> wrote in message
> > > news:3825f929.8760660@news.ds.centuryinter.net...
> > > > On Fri, 5 Nov 1999 19:35:51 -0600, "Peter Laing"
> > > > <snailboy1@earthlink.net> wrote:
> > > > >
> > >
> > > <snip lots of stuff more appropriate to an Atari 8-bit NG :-)>
> > >
> > > > > > >
> > > > > >I dont really think the IBM-PC was best at anything compared with
> > > > > >other offerings of the time.
> > > > >
> > > > > I do. Read my quoted again for the why. Can you name systems that
> > > > > were superior for business softwarwe at the time (around 81')? It has
> > > > > been said here that Appleworks on the Apple IIe was appealing because
> > > > > of the crisp 80 column text, the 128K memory in the enhanced IIe that
> > > > > Appleworks took advantage of etc. Well, that wasn't as good as a 4MHz
> > > > > i8088 16-bit processor and 640K RAM and it wasn't until quite a bit
> > > > > later than the PC. Take a plain old PC running DOS and run Wordstar,
> > > > > dBASE, 123 or even Visicalc, and show me how it isn't as good as an
> > > > > Apple II, Atari8, Vic20, Pet, TRS-80, or whatever.
> > > > >
> > > > > I stand by my original statement; at the time the PC was introduced,
> > > > > it was awesome for business & scientific applications but it sucked
> > > > > for games. This is in comparison to other affordable hardware of the
> > > > > day. I do not count mainframes or minis as affordable to small
> > > > > business or home business.
> > > > >

<Bunch o'stuff snipped. You folks don't want more copies of it.>

Well, I bought my first Computer in '81 and it was an Atari 800. I chose it after a lot of research. I had fooled around with the Chromatics 8 color computer that was being used to test 'Tron' scenes and decided that I had to get a graphics computer and learn what it was really all about.

The Apple II just had 16 colors, the new IBM PC had 8 but the Atari had 256! It also had more graphics oriented software available. If you were a businessman, yeah, I guess the IBM would have been your choice but for an artist... I've never regretted it. When I saw the graphic interface on a Mac I quickly moved up and have been with Macs ever since.

There is more to the world than just business. In fact I find much of the business world the most uninspired part of our society. I'm glad there are guys that do all that drudge work for us. It gives us all the framework that we can use for more creative endeavors.

# 3470. 13 Atari 8 bit computer game cartridges...$60 plus shipping

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: Austin Franklin <austin@darkroom098.com>
Message-ID: <01bf361e$87117410$207079c0@drt1>
Source record: 48550

I have 13 Atari 8 bit computer game cartridges, only sold as a lot. Price for the lot is $60 plus shipping of your choice.

Dig Dug
Q-Bert
Centipede
Pole Position
Star Raiders (2)
Qix
Millipede
Pac-Man (2)
Donkey Kong (2)
Sky Writer

No physical damage to the cartridges are evident, they show normal wear from light use.

Respond to austin@darkroom.com if interested.

# 3471. Re: Guess What I Found?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: shei_23@email.com
Message-ID: <383a26ca.5789381@news.orng1.occa.home.com>
Source record: 48551

On Tue, 23 Nov 1999 18:29:07 +0100, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>Are you selling it ? How much ?

I was considering it, until I found a web site that sells reprints of
this document for $5. At that price I'd rather keep it. ;-)

---
Note: Spam shields raised. Please post responses to
this newsgroup.

# 3472. Re: Does any one have "assembly language programming for the"

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: shei_23@email.com
Message-ID: <383a286f.6210112@news.orng1.occa.home.com>
Source record: 48552

On 23 Nov 1999 22:44:53 GMT, nach4321@aol.com (Nach4321) wrote:

>Yes, I was looking for this that book. How much do you want for it? I tried
>emailing you but it bounced back saying unknown.

Sorry 'bout that - I had my spam shields up. ;-)

---
Note: Spam shields raised. Please post responses to
this newsgroup.

# 3473. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: david@uow.edu.au
Message-ID: <david.943429719@wraith>
Source record: 48553
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

Matthew Montchalin <mmontcha@OregonVOS.net> writes:
>Um, along a different line, just how pin compatible are the '6502' chips
>from Rockwell and Hitachi? I mean, if we had to replace the 6502 chips in
>our 1541 disk drives?

The R6502 is a second source of MOS Technologies. The R65c02 is a superset
of the WDC/NCR/GTE 65c02 and should not cause a problem if you replace a
standard 65c02. Code written for the R65c02 extra instructions will not work
on a 65816/65802.
--
David Wilson School of IT & CS, Uni of Wollongong, Australia

# 3474. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: david@uow.edu.au
Message-ID: <david.943429581@wraith>
Source record: 48554
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

zefram@daystrom.bog (Zefram Cochrane) writes:
>Oooh. Err. I remember those funny instructions on the 6502. The parts
>that I was using (10 y ago) had the inc and dec instructions swapped
>round! (65C12 and 50743 IIRC)

I don't remember any chips with broken inc/dec. I do know that the first revision of the 6502 did not have one of ROL or ROR. Microsoft's 6502 BASIC for the OSI was written to work around this (making it slower) even though by then all the 6502s had both instructions.
--
David Wilson School of IT & CS, Uni of Wollongong, Australia

# 3475. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-j8icQdvKYM7T@di09-ks.cth.com.au>
Source record: 48555
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded,comp.sys.cbm

On Tue, 23 Nov 1999 18:12:40, aarona@/REMOVE/localnet.com (Aaron)
wrote:

> On Tue, 23 Nov 1999 18:15:19 +0100, Harald Albrecht
> <harald@plt.rwth-aachen.de> wrote:
>
> >Aaron wrote:
> >> I don't know about 6502s in the Space Shuttle. However, did you know
> >> that NASA tests the Space Shuttle's heat resistant tiles by simulating
> >> re-entry with 200 overclocked Intel Pentium chips?
> >
> >From this I assume that the NASA uses the overclocked Intel P chips
> >as the heat resistant tiles itself? That would explain why they
> >overclock them, so that they make them heated tiles...
> >
> >But how do they do the re-entry thingy? Throwing the P chips
> >from some sky tower?!
> >
> >Sorry -- couldn't resist this one.
> >
> >Harry "Hirsch" Albrecht
>
> That certainly was a quick reply.
>
> Atmospheric re-entry is no problem for Intel chips. They're used to
> the stresses associated with being constantly replaced by newer P
> chips in order to keep up with the latest Microsoft hogware.
>
> If the P chips are used as heat resistant shuttle tiles, then I assume
> the Shuttle must have an "INTEL OUTSIDE" logo on it?
>
Did you hear about the latest space shuttle? It had the Intel slot 1 P
chips all over it complete with the fans. It could hover using said
fans. Unfortunally, the weight of the power supply to drive those fans
was greater then the lift provided by the fans and was doomed to
failler. Fell out of the sky like a lead ballon.

James B

# 3476. Re: Guess What I Found?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <SbN_3.39$ra7.413@news1.online.no>
Source record: 48556

OK, reprints, but are yours the originals ? I'd give you more for it then

Ganesha Ganapati <shei_23@email.com> wrote in message
news:383a26ca.5789381@news.orng1.occa.home.com...
> On Tue, 23 Nov 1999 18:29:07 +0100, "Vidar \"Hawk\" Olavesen"
> <olavese@online.no> wrote:
>
> >Are you selling it ? How much ?
>
> I was considering it, until I found a web site that sells reprints of
> this document for $5. At that price I'd rather keep it. ;-)
>
> ---
> Note: Spam shields raised. Please post responses to
> this newsgroup.

# 3477. <!-- To use a different cobrand, make sure you have a template for it in /parts/cobrand/ -->

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: CyjVycjo <CyjVycjo@WuhHltgg.comNOSPAM>
Message-ID: <81g5tm$p57$1@nslave1.tin.it>
Source record: 48557
Body handling: HTML body converted to readable text

```
<SCRIPT language="JavaScript1.1" SRC="http://ad.it.doubleclick.net/adj/xoom.it/membersarea
;area=membersarea;abr=!ie;sz=468x60;ord=5937?">
</SCRIPT>
<NOSCRIPT>

<IMG SRC="http://ad.it.doubleclick.net/ad/xoom.it/membersarea;area=membersarea;abr=!ie4;ab
r=!ie5;sz=468x60;ord=5937?" BORDER=0 WIDTH=468 HEIGHT=60>

</NOSCRIPT>

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```

# 3478. Re: SIO Cable Differences?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <81gdpf$nvb$1@nets3.rz.RWTH-Aachen.DE>
Source record: 48558

Howdy Bob, folks

>I think the SIO problem is due to signal loading rather than the cables
>themselves. We're not talking real fast stuff here..... I have never
>noticed a difference between the various styles.
>
>Bob

Well, Bob Puff sold these special SIO cables that cost $39.95.
That's a difference _I_ noticed. :-)

CU Mathy van Nisselroy

# 3479. Re: Atari 1050 bit copier

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <81ge6g$nvb$3@nets3.rz.RWTH-Aachen.DE>
Source record: 48559

Howdy Richard

>Does anyone have one for sale or know where one can be found please. This is
>an "add on" mod for the 1050 super archiver.

It's called BitWriter. Try CSS, they are at www.nleaudio.com/css

Cu Mathy van Nisselroy

# 3480. Re: Analog Computing files at kevins site

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <81gdti$nvb$2@nets3.rz.RWTH-Aachen.DE>
Source record: 48560

Howdy Velcro, Andreas, folks

>... You might try a different ARC program, even a DOS ARC program.

I'll try that one.

CU Mathy van Nisselroy

# 3481. Re: Atari 815 and 1090

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <81ge8u$nvb$4@nets3.rz.RWTH-Aachen.DE>
Source record: 48561

Howdy Arron, folks

>Does anyone have a 815 or 1090 for sale... on that still works ofcourse.

A working 815 is nice, but what do you want to use a working 1090 for?

CU Mathy van Nisselroy

# 3482. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <81gf1r$nvb$5@nets3.rz.RWTH-Aachen.DE>
Source record: 48562
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

Howdy folks

>I don't know about 6502s in the Space Shuttle. However, did you know
>that NASA tests the Space Shuttle's heat resistant tiles by simulating
>re-entry with 200 overclocked Intel Pentium chips?

Must have gotten very cold at NASA. Isn't there a way to test these tile AND
heat the building. I mean without taking these overclocked Pentiums off the
central heating system? :-)

CU Mathy van Nisselroy

# 3483. Re: Info ...

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <81gfl0$nvb$6@nets3.rz.RWTH-Aachen.DE>
Source record: 48563

Howdy folks

Check out old magazins. There was a picture of Computer Eyes in Atari User.
I've seen a picture of a MIO, but can not remember where. But I have seen one
at a show years ago. lucky me. The Magna Ramupgrade and the RAM cartridge by
Canoe were published in Analog I guess. BTW the MIO manual is online.

>Vidar "Hawk" Olavesen wrote in message ...
>>I have :
>>> - Computer eyes (video digitizer)
>>> - MIO 1Meg
>>
>>What are you after ? Manuals ? I have the MIO manual, but not for Computer
>>Eyes
>
>
>I am wondering how these products look like and how the hardware looks like.
>Do you have photos and documentation from it.
>Secondly I am looking for these products for years and I just hope I will
>find somebody who is willing to help me with photos and docs and/or one of
>these products...
>
>Gtx,
>Rene
>
>

# 3484. Re: Info ...

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <81gfou$nvb$7@nets3.rz.RWTH-Aachen.DE>
Source record: 48564

Howdy Rene

>- Magna RAM board 1meg
>- Prism studio genlocker

Is NTSC only.

>- Computer eyes (video digitizer)
>- RAMROD OS (or image file)
>- RAMROD XL (or image file)
>- MIO 1Meg
>- Super Arciver II with bitwriter

Maybe on www.nleaudio.com/css

>- Zucchini printer buffer/disk emulator

Check out Analog Computing.

>- RAM cart 1Meg

CU Mathy van Nisselroy

## 3485. How is the Flight Simulator II cart switched?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <81ggkp$nvb$9@nets3.rz.RWTH-Aachen.DE>
Source record: 48565

```
Howdy folks

How is the FS II cart switched?
Via $D5xy?
Did Atari have a scheme for switching all its cartridges like OSS had?

CU Mathy van Nisselroy
```

## 3486. computereyes, netcams, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <81gge9$nvb$8@nets3.rz.RWTH-Aachen.DE>
Source record: 48566

Howdy folks

How hard would a be to:

- upgrade Computereyes (hardware and/or software wise)? There was an ST version which probably had more colours/higher resolution. Was is much different from the 8 bit version?

- build something like Computereyes (without copyright problems)?

- connect a netcam to the Atari 8 bit? Ye' know, these teeny weeny camera's they use to send live pictures across the net. Here in Germany they I've seen 'em for DM99 or approx. 45 US Dollars. They look like they've been designed by the same person that did the Imac.

CU Mathy van Nisselroy

PS If USB is the problem, there seems to be a chip that will turn 8 bits into a USB signal and vice versa.

# 3487. Re: <!-- To use a different cobrand, make sure you have a template for it in /parts/cobrand/ -->

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <bfo7ODCPNNU5KTZeg5ruQOwz7H0F@4ax.com>
Source record: 48567

The other Day CyjVycjo <CyjVycjo@WuhHltgg.comNOSPAM> wrote:

>
>
You see this :-

Message-ID: <81g5tm$p57$1@nslave1.tin.it>
NNTP-Posting-Host: 212.216.227.246

Its the bit that you forgot to cover-up in your address, it takes 2
seconds to find the ISP abuse address and about the same time to send
a complaint.

I don't know why you feel the need to send this messed up HTML msg
advertising Xoom to certain individual retro groups under different
names but give it up or get reported.
--
Paul Irvine ï¿½ Film Quote

"Anyone got any asprin?...I've got a real bad headache"

# 3488. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <81h17m$9ck$1@autumn.news.rcn.net>
Source record: 48568
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

Maybe the Russians generate heat with Commodore 1541 disk drives :-)

(Couldn't resist!)

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:81gf1r$nvb$5@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> >I don't know about 6502s in the Space Shuttle. However, did you know
> >that NASA tests the Space Shuttle's heat resistant tiles by simulating
> >re-entry with 200 overclocked Intel Pentium chips?
>
> Must have gotten very cold at NASA. Isn't there a way to test these tile
AND
> heat the building. I mean without taking these overclocked Pentiums off
the
> central heating system? :-)
>
> CU Mathy van Nisselroy
>

# 3489. Atari 8-bit Software List

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: dnoguero@my-deja.com
Message-ID: <81hgq1$aos$1@nnrp1.deja.com>
Source record: 48569

Hi all! I've noticed a lack of an Atari 8-bit software list on
the 'Net, so I decided to start one. I've got a preliminary version up
at:

http://home.earthlink.net/~dnoguero/atari

It certainly needs a lot of work and is missing tons of titles. I hope
to keep adding to it over time. Feedback is welcome... let me know what
you think!

->Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3490. Re: Guess What I Found?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: suebixx@Antwerpen.com
Message-ID: <383ac4f8.4829677@news.orng1.occa.home.com>
Source record: 48570

On Wed, 24 Nov 1999 09:17:43 +0100, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>OK, reprints, but are yours the originals ? I'd give you more for it then
>
>Ganesha Ganapati <shei_23@email.com> wrote in message
>news:383a26ca.5789381@news.orng1.occa.home.com...
>> On Tue, 23 Nov 1999 18:29:07 +0100, "Vidar \"Hawk\" Olavesen"
>> <olavese@online.no> wrote:
>>
>> >Are you selling it ? How much ?
>>
>> I was considering it, until I found a web site that sells reprints of
>> this document for $5. At that price I'd rather keep it. ;-)

AFAICT they are original. Are you a collector?

---
Note: Spam shields raised. Please post responses to
this newsgroup.

# 3491. Re: <!-- To use a different cobrand, make sure you have a template for it in /parts/cobrand/ -->

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <383c1a39.210081063@news.ds.centuryinter.net>
Source record: 48571
Body handling: HTML body converted to readable text

On 24 Nov 1999 07:59:50 GMT, CyjVycjo
wrote:

>
>
>

# 3492. Re: ASCII versions - for animation

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: imc@comlab.ox.ac.uk
Message-ID: <20706-Layton.imc@comlab.ox.ac.uk>
Source record: 48572
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2

Andrew Cadley SYS Staff entertained comp.sys.sinclair with the following story:
>I've been thinking about this and, while it *sounds* like a good idea, I
>can already anticipate a couple of problems. While machines like the C64
>and BBC have text based screen modes, others like the CPC and Speccy
>don't. Writing ASCII characters to the screen in those cases is going to
>be just as slow as working with a full-on bitmap and you're not going to
>get much of a frame rate.

Don't be such a spoil sport. :-)

Without using terribly sophisticated techniques you can fill the 32x22
Speccy screen in about 3/50 of a second, which is enough for the Star
Wars animation at 15 frames per second. However, you are very unlikely
to be repainting the whole screen for every frame so in practice it will
be faster than that.

>The colour thing might also be a bit iffy as far as the Speccy goes,
>because it's graphics are somewhat limited in those respects.

Colour will be absolutely fine for 32x22. If you want to go for 64x22 then
things start to get a bit more complicated for printing the characters, but
you can still have reasonable looking colours.
--
---- Ian Collier : imc@comlab.ox.ac.uk : WWW page (including Spectrum section):
------ http://users.comlab.ox.ac.uk/ian.collier/imc.shtml

# 3493. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: albaugh@agames.com
Message-ID: <81h5go$7lb$1@null.agames.com>
Source record: 48573
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

Zefram Cochrane (zefram@daystrom.bog) wrote:
: Randy Shackelford (shack@onyx.southwind.net) wrote:

: : The original 6502 came from MOS Technology. The 65C02 and later chips came
: : from William Mensch and Western Design Center. Rockwell was merely another
: : source, as was GTE and CMD. Rockwell did add some instructions to their
: : 65C02s, which were incompatible with all other 65C02s as well as all sub-
: : sequent 6500 series chips.

: Where does Chuck Peddle come into this ? Didn't he invent the 6502,

"Invent" is an odd choice of words. He certainly seems to have led
the group of ex-Moto engineers who designed the 6502 at MOS technology.
At least, to talk to him at the time (yes, I did. Bought a 6501 from him
at Wescon, before Moto managed to take it off the market), he and some
other Moto engineers, who had worked on the 6800 wanted to do (in their
opinion) a "better" CPU, but Moto balked, so they went to a little
calculator company named MOS technology and did the design. The two
things that in _my_ mind distinguish the 6502 are the pipelining and
the price ($20 for a 6501, $25 for a 6502, quantity 1, when Intel
was asking over a hundred for the 8080 and Moto wanted over $50
for the 6800). Those, and the availability of Jolt and KIM development
systems for prices below the "two spouse decision" point sparked a
_lot_ of micro-processor-based projects. :-)

: was that processor specifically designed for the Commodore Pet ?

Not AFAIK. IIRC, Commodore bought MOS technology well after the
introduction of the 6502. Possibly after the Pet itself. (Although
Commodore was a calculator company, and MOS Technology was an aggressive
supplier of calculator chips before the 6502, so they probably "knew
each other" :-)

Mike
| albaugh@agames.com, speaking only for myself

# 3494. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: albaugh@agames.com
Message-ID: <81h668$ab5$1@null.agames.com>
Source record: 48574
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

David Wilson (david@uow.edu.au) wrote:
: zefram@daystrom.bog (Zefram Cochrane) writes:
: >Oooh. Err. I remember those funny instructions on the 6502. The parts
: >that I was using (10 y ago) had the inc and dec instructions swapped
: >round! (65C12 and 50743 IIRC)

: I don't remember any chips with broken inc/dec.

Perhaps it depends on your definition of "broken". On the original
6502, INC/DEC of memory locations in the various complex address-modes
"worked", but also clobbered the accumulator. That may be why the official
opcode list doesn not include, e.g. INC @(fred,X). But if you "follow the
grammar" and build waht would _plausibly_ be that instruction, you indeed
get the result you might expect, plus a clobbered ACC :-) I have always
assumed that they intended these instructions to work, but when they
didn't, MOS just deleted them from the documentation.

: I do know that the first
: revision of the 6502 did not have one of ROL or ROR.

It was ROR. My 6501 does not have ROR. Neither did some the
6502's used in my first 6502-based product. Not crucial, but pretty
annoying when one is trying to do arithmetic. In case some readers
aren't "way into" the 6502, it did not have ASR, so you would do

```
CMP #$80
ROR
```

if you _had_ ROR. I don't remember what you did if you didn't have ROR,
but it was slow. Probably something like

```
CMP #$80
BCC .l1
LSR
BPL .l2
.l1:
LSR
ORA #$80
.l2:
```

or

```
CMP #$80
PHP
LSR
PLP
BCC .l1
```

ORA #80
.l1

: Microsoft's 6502 BASIC
: for the OSI was written to work around this (making it slower) even though
: by then all the 6502s had both instructions.

That sounds just silly. A run-time test and patch of the math
routines would have been nearly trivial. Onesy-twosy stuff could stay
back-ward compatible, but I'd hate to have, say, my multiply routine
hobbled unnecessarily.

Mike
| albaugh@agames.com, speaking only for myself

# 3495. Was Atari 815 and 1090 now.. The Atarri 800 mouse!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: obera000 <obera000@unbc.ca>
Message-ID: <Pine.LNX.3.96.991124110320.28379A-100000@ugrad.unbc.ca>
Source record: 48575

For the pure joy of owning 8-bit hardware that funcitons ofcourse! That
and it is always nice to have a complete set of Atari hardware.

Now here's one -- Does anyone have or have they used the mouse that was
designed for the 800? Yes...the 800 mouse copied from Xerox? Did anyone
ever get to use the thing?

On 24 Nov 1999, Mathy Van Nisselroy wrote:

> Howdy Arron, folks
>
> >Does anyone have a 815 or 1090 for sale... on that still works ofcourse.
>
> A working 815 is nice, but what do you want to use a working 1090 for?
>
> CU Mathy van Nisselroy
>
>
>

## 3496. Re: Guess What I Found?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <cNW_3.602$ra7.4425@news1.online.no>
Source record: 48576

> AFAICT they are original. Are you a collector?

Yes, I have a long way to go of course, but everything helps.

# 3497. Re: Guess What I Found?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <5zk8OPc85bzrGMj7WTacNYBNb9eQ@4ax.com>
Source record: 48577

The other Day suebixx@Antwerpen.com (Ganesha Ganapati) wrote:

>>> I was considering it, until I found a web site that sells reprints of
>>> this document for $5. At that price I'd rather keep it. ;-)
>
>AFAICT they are original. Are you a collector?
>
Kerr-ching!!!

Watch it Vidar, I can see dollar bills in his eye's after that
question :)
--
Paul Irvine ï¿½ Film Quote

"Anyone got any asprin?...I've got a real bad headache"

## 3498. ProSystem Cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1e1s1bf.1k8q1111e9lkbmN%rlcolli@ibm.net>
Source record: 48578

I'm trying to build a ProSystem cable, but can't get it to work. I have
built an Ape cable without any problems...

Anyway, here is how I read the pin out of the cable:

PC Serial 2 -> 1489 Pin 4
PC Serial 3 -> 1489 Pin 8
PC Serial 4 -> 5.1v Zenier Band End -> 5.6K Resistor -> 1489 Pin 14
PC Serial 7 -> 1489 Pin 7
PC Serial 20 -> 1489 Pin 1

SIO 3 -> 5.6K Resistor -> 1489 Pin 10
SIO 4 -> 1489 Pin 7
SIO 5 -> 1489 Pin 6
SIO 7 -> 1489 Pin 3
SIO 10 -> 1489 Pin 14

Is there anything I've gotten wrong?

Thanks!

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

# 3499. Re: any one knows how can i get intouch with BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <241119991348501631%mcurrent@carleton.edu>
Source record: 48579

In article <81bji5$ha4$1@news.netvision.net.il>, Nir Dary
<ndary@bigfoot.com> wrote:

> any one knows how can i get intouch with BeWeSoft (Jiri Bernasek -
> Bernasek-Werner Software)

I have:

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)
Na Hrebenkach 42
150 00 Praha
Czech Republic
Developer: BW-DOS 1.30 - available via http://atari.boss.com.pl/files

-Michael

# 3500. Re: Experiences with B&C ComputerVisions?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <241119991355235327%mcurrent@carleton.edu>
Source record: 48580

Yes, B&C ComputerVisions is great to do business with!

In article <383AA9D6.AECCDB58@mail.uni-mainz.de>, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

> 3) PD World Versand (Germany): takes 1,2 or 3 weeks (depending on your
> order) to deliver XL/XE, ST, C64, MSX, CPC, Speccie, Amiga software;
> very cheap, I will still buy from them...

Do you have contact information for PD World Versand? I've never heard
of it.

Thanks!

-Michael

## 3501. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <383c4a65.561995@news.localnet.com>
Source record: 48581
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded,comp.sys.cbm

```
On Wed, 24 Nov 1999 08:18:07 GMT, sup8pdct@mail.cth.com.au wrote:

>On Tue, 23 Nov 1999 18:12:40, aarona@/REMOVE/localnet.com (Aaron)
>wrote:
>
>> On Tue, 23 Nov 1999 18:15:19 +0100, Harald Albrecht
>> <harald@plt.rwth-aachen.de> wrote:
>>
>> >Aaron wrote:
>> >> I don't know about 6502s in the Space Shuttle. However, did you know
>> >> that NASA tests the Space Shuttle's heat resistant tiles by simulating
>> >> re-entry with 200 overclocked Intel Pentium chips?
>> >
>> >From this I assume that the NASA uses the overclocked Intel P chips
>> >as the heat resistant tiles itself? That would explain why they
>> >overclock them, so that they make them heated tiles...
>> >
>> >But how do they do the re-entry thingy? Throwing the P chips
>> >from some sky tower?!
>> >
>> >Sorry -- couldn't resist this one.
>> >
>> >Harry "Hirsch" Albrecht
>>
>> That certainly was a quick reply.
>>
>> Atmospheric re-entry is no problem for Intel chips. They're used to
>> the stresses associated with being constantly replaced by newer P
>> chips in order to keep up with the latest Microsoft hogware.
>>
>> If the P chips are used as heat resistant shuttle tiles, then I assume
>> the Shuttle must have an "INTEL OUTSIDE" logo on it?
>>
>Did you hear about the latest space shuttle? It had the Intel slot 1 P
>chips all over it complete with the fans. It could hover using said
>fans. Unfortunally, the weight of the power supply to drive those fans
>was greater then the lift provided by the fans and was doomed to
>failler. Fell out of the sky like a lead ballon.
>
>James B
>
>
Hopefully it fell on Will Smith before he could make the sequel to the
```

Wild Wild West movie.

# 3502. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <383c4b91.861457@news.localnet.com>
Source record: 48582
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

On Wed, 24 Nov 1999 10:14:31 -0500, "Alan Sharkis"
<asharkis@erols.com> wrote:

>Maybe the Russians generate heat with Commodore 1541 disk drives :-)
>
>(Couldn't resist!)
>
1541s only generate massive amounts of heat when they're stacked in
pairs...sometimes Apples.

{Couldn't resist!}

# 3503. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <383c4ac6.659150@news.localnet.com>
Source record: 48583
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

On 24 Nov 1999 10:35:39 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

>Howdy folks
>
>>I don't know about 6502s in the Space Shuttle. However, did you know
>>that NASA tests the Space Shuttle's heat resistant tiles by simulating
>>re-entry with 200 overclocked Intel Pentium chips?
>
>Must have gotten very cold at NASA. Isn't there a way to test these tile AND
>heat the building. I mean without taking these overclocked Pentiums off the
>central heating system? :-)
>
Don't you know that NASA is in Florida? It's quite warm in Florida.
Just a moment...

It's warm in florida and NASA uses hundreds of Pentium chips. Is there
a correlation?

Just a moment...

Florida has massive hurricanes and all Pentium chjps need a really
powerful fan. Is there a correlation?

# 3504. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <383c4d0d.1241833@news.localnet.com>
Source record: 48584
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

On 24 Nov 1999 16:59:04 GMT, albaugh@agames.com (Mike Albaugh) wrote:

>Zefram Cochrane (zefram@daystrom.bog) wrote:
>: Randy Shackelford (shack@onyx.southwind.net) wrote:
>
>: : The original 6502 came from MOS Technology. The 65C02 and later chips came
>: : from William Mensch and Western Design Center. Rockwell was merely another
>: : source, as was GTE and CMD. Rockwell did add some instructions to their
>: : 65C02s, which were incompatible with all other 65C02s as well as all sub-
>: : sequent 6500 series chips.
>
>: Where does Chuck Peddle come into this ? Didn't he invent the 6502,
>
> "Invent" is an odd choice of words. He certainly seems to have led
>the group of ex-Moto engineers who designed the 6502 at MOS technology.
>At least, to talk to him at the time (yes, I did. Bought a 6501 from him
>at Wescon, before Moto managed to take it off the market), he and some
>other Moto engineers, who had worked on the 6800 wanted to do (in their
>opinion) a "better" CPU, but Moto balked, so they went to a little
>calculator company named MOS technology and did the design. The two
>things that in _my_ mind distinguish the 6502 are the pipelining and
>the price ($20 for a 6501, $25 for a 6502, quantity 1, when Intel
>was asking over a hundred for the 8080 and Moto wanted over $50
>for the 6800). Those, and the availability of Jolt and KIM development
>systems for prices below the "two spouse decision" point sparked a
>_lot_ of micro-processor-based projects. :-)
>
>
>: was that processor specifically designed for the Commodore Pet ?
>
> Not AFAIK. IIRC, Commodore bought MOS technology well after the
>introduction of the 6502. Possibly after the Pet itself. (Although
>Commodore was a calculator company, and MOS Technology was an aggressive
>supplier of calculator chips before the 6502, so they probably "knew
>each other" :-)
>
Commodore actually started out as a typewriter repair company in the
1950's. They then got into the calculator business and nearly lost
their shirts when their chipset provider, Texas Instruments, decided
to sell calculators directly to the consumer at the same price that
the calculator companies were paying for just the chipset!

# 3505. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <383c4f70.1853053@news.localnet.com>
Source record: 48585

On Wed, 24 Nov 1999 00:36:05 GMT, "Peter Laing"
<snailboy1@earthlink.net> wrote:

>
>Aaron <aarona@/REMOVE/localnet.com> wrote in message
>news:383ad1e1.6087006@news.localnet.com...
>> >> > > >Can you imagine what sort of machine the Atari 800 designers would
>> >have
>> >> > > >come up with if they had the exact same budget ?
>> >>
>> >> Yes, the Amiga.
>> >
>> >Yeah I know, Atari really screwed that one up.
>>
>> Atari didn't have a chance to screw up the Amiga (and they would have)
>> because Commodore bought it.
>
>Yeah I thought that's what happened too until I read this:
>
>at the atari historical society.
>
>http://www.atari-history.com/mickey.html
>
>
>For those without webbrowsers it basically says that
>atari had rights to the amiga chipset and could build their
>own systems based on it. It has a top-secret atari-amiga
>deal with scans of the documents.
>
>If this is true then Atari missed the boat again.
>
>I'm just glad that the Amiga managed to break out into the marketplace
>and and be seen/used/admired by all for a while.
>
>I remember when browsing its hardware manuals at my friends place thinking
>geez this is like a super atari.

My original decision to buy an Amiga was entirely based on my
experiences with the Atari 8-bits. And, yes, Amigas definitely seemed
like "super-Ataris." Even so, I felt the Amiga had a few problems:

1. the lack of a good multicolor text mode with (obviously) the
provision to redefine the character set. Character set refefinition is
extremely powerful and, believe it or not, most SuperNintendo & Sega
Genesis games use such modes to get a very fast game framerate.

2. More sprites with more colors and a greater screen coverage per
sprite. I'm sorry but only 8 sixteen pixel wide sprites just weren't
good enough. When in overscan mode (to get rid of those obnoxious
screen boarders) the number of sprites is further reduced to just 6!

3.More color registers. I'm sorry but 32 color registers just weren't
enough, especially when they are shared by the sprites!

4. The disk drives. Yeah, I know, these drives are really flexible and
can read just about anything, whether its Group Code Recording or
Modified Frequency Modulation. The unfortunate aspect of these drives
was that THEY COULDN'T RELIABLY READ THEIR OWN FORMATTED DISKS!
AAAAAAAAaaarrrrgggghhhh!!!

5. And, finally, there really should have been a game console version
of the Amiga. I really believe that if Commodore had seriously done
this back in the mid 80's there would have been no Nintendo today and
Commodore (probably) would still be in business.

Still, the inadequacies of the Amiga didn't even approach those of the
shit that is known as the Atari ST. Heck, the damn computer couldn't
even keep up with something as simple as mouse input.

>>
>>
>> >> BTW, the feature theme for this issue was Smalltalk-80, the first
>> >> object-oriented language for microcomputers. It even includes a picture
>> >> of the Xerox Star (unlabeled, unfortunately).
>> >>
>> >Another example of a fine machine which the management of the company
>> >didnt realize. Who knows what would have happened if the Star had been
>the
>> >IBM-PC.
>>
>> The Star would probably have been "xeroxed" more often. :-)
>
>Yeah. I think it's especially important to realize that the Xerox people
>came up with
>a hat-trick on the Star.
>
>It had a GUI
>It's object-oriented Smalltalk.
>It had networking
>
>I think if apple had been able to offer a faster networking system with the
>macs
>then they might have grabbed more network share. If the networking speeds
>are transparent with disk speeds (or close) then you get into a whole new
>paradigm. Sun's been saying this for the last 10 years.

One problem: Suns have never been considered "cheap." (even by Mac
standards)
>

>Still you cant hold appletalk against them. It was a lot better than
>nothing.

Localtalk/Appletalk (beginning with the Mac PLUS?) was a wonderful
little pack-in that really did extend the Macintosh's abilities in a
simple and cost effective way.
>
>>
>>
>Cheers
>Peter
>
>

# 3506. Percom Info?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991124160828.27016.00000056@ng-fz1.aol.com>
Source record: 48586

Ben the Alchemist wrote a nearly definitive article concerning the use & nurturing of Percom Drives with the Atari 800 series for AC Mar/Apr '95. Ben states that most Percom AT88's are capable of double density, but in his experience they required SpartaDos to select this mode (pg 10). My Percom is limited to SSSD but it will control slaves in SSSD or DSSD with Sparta or MyDos.

Can anyone verify which Percoms had controllers capable of DD?

Are Percoms sensitive to MyDos - SpartaDos differences?

How many Percom controller chip ROM revisions existed?

Are there any sources of Percom controller chip ROM's for DD?

Thanks - Ron

I started life with nothing, and still have most of it left...

# 3507. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: "White Flame (aka David Holz)" <white-flameParrot@geocities.KillTheParrot.com>
Message-ID: <81hjge$fdj$1@barad-dur.nas.com>
Source record: 48587
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

Alan Sharkis <asharkis@erols.com> wrote in message
news:81h17m$9ck$1@autumn.news.rcn.net...
> Maybe the Russians generate heat with Commodore 1541 disk drives :-)

No, they just used a pencil. ;)

--
White Flame (aka David Holz)
http://fly.to/theflame

# 3508. Re: Guess What I Found?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-24 00:00:00 UTC
From: suebixx@Antwerpen.com
Message-ID: <383b0f4d.2100498@news.orng1.occa.home.com>
Source record: 48588

On Wed, 24 Nov 1999 19:20:05 +0000, Paul Irvine
<mclane.dellos@cwcom.net > wrote:

>The other Day suebixx@Antwerpen.com (Ganesha Ganapati) wrote:
>
>
>>>> I was considering it, until I found a web site that sells reprints of
>>>> this document for $5. At that price I'd rather keep it. ;-)
>>
>>AFAICT they are original. Are you a collector?
>>
>Kerr-ching!!!
>
>Watch it Vidar, I can see dollar bills in his eye's after that
>question :)

Now, now, be nice. ;-)

---
Note: Spam shields raised. Please post responses to
this newsgroup.

# 3509. Cool Atari 8-bit cart find

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: mr_maddog@my-deja.com
Message-ID: <81ib6r$so2$1@nnrp1.deja.com>
Source record: 48496
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Finally, a decent find after a very long drought :)

Wandered into the SA store cuz I was bored and found not only a bunch of 2600 games but an Atari 800 cart that I have never seen before.

The title is "Baseball" and made by Inhome Software Inc. which was based in Ontario, Canada. It opens up with a neat title screen and has the same type of graphics as Intellivision Baseball only it scrolls smoothly between the diamond and outfield/bleachers.

Neat game, but it's for two players only :( Does anyone out there have some info on this or maybe a possible trade?

Oh yeah, also picked up Pole Position which was also there. Might even go back for 2600 Dark Caverns if nobody else picked it up.

Eric Noss
a.k.a
Mr. Maddog

Sent via Deja.com http://www.deja.com/
Before you buy.

## 3510. Any Active 8-bit Developers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: suebixx@Antwerpen.com
Message-ID: <383b35e4.11981710@news.orng1.occa.home.com>
Source record: 48497

How many of you are still actively developing software for the 8-bit
Ataris? Anyone doing cross development on a Wintel box? What
development tools do you use?

---
Note: Spam shields raised. Please post responses to
this newsgroup.

## 3511. Terminator 2

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: Packet Slug <flux@eidosnet.co.uk>
Message-ID: <81i19f$1re$1@quince.news.easynet.net>
Source record: 48498

In terminator 2, john conner uses an atari palmtop to crack a PIN number on a cash machine and an access code on a door. does anyone know which model atari this is?

--
Packet Slug
"My dad's a pretty big wheel down at the cracker factory"

# 3512. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: Packet Slug <flux@eidosnet.co.uk>
Message-ID: <81i42k$3rs$1@quince.news.easynet.net>
Source record: 48499

Peter Laing <snailboy1@earthlink.net> wrote
> I'm trying to find out what users would want in terms of
> new hardware for a 'new atari'. I'm curious to see what
> other people would want.

Obviously, you're talking about consoles, right? You only have to look at the technology thats going into the latest boxes ie. Playstation 2, Dreamcast, Game Boy Advance. GBA aside, you are looking at some serious poly-crunching pieces of hardware, internet ready with built in browsers, japanese game server backbones to support the multiplayer features, DVD, the list goes on. I think that the question here isn't processor type, I/O, memory, etc. It goes waaaay beyond that. The market now is so competetive. The computer games industry now makes as much, if not more, money that the film industry. Nintendo, Sega, Sony and SNK are the household names that people relate to console gaming now. If Atari were to make such a comeback and hope to compete with these companies and be successful, they would have to come up with something that would draw people away from the household names. That would take a very, very special piece of machinery!
The concept of a new Atari is mouth-watering indeed......but.....will people be willing to (no pun intended) cast off what they have been getting their kicks from for years? I have always been an Atari fan. I was born and bred on Atari. If a new Atari was announced for release, I would camp outside my local games shop until I had one in my hands. However, I feel I am from a different generation of console user. There are too many kids and adults who buy consoles and even more so, games, because of the hype they receive and the publicity they create. Not because of the quality of the unit. We all know what happened to the Lynx and the Jaguar.
Sorry if I strayed from the point, but I feel that this is an issue that needs to be addressed before anyone even thinks about creating a new Atari.
Thanks for reading.

--
Packet Slug
"My dad's a pretty big wheel down at the cracker factory"

# 3513. Re: Cool Atari 8-bit cart find

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <g75%3.941$ra7.7797@news1.online.no>
Source record: 48500
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

I would be interested in trading for that! Please check my pages at :
http://home.sol.no/~olavese/ and see if you find anything.

<mr_maddog@my-deja.com> wrote in message news:81ib6r$so2$1@nnrp1.deja.com...
> Finally, a decent find after a very long drought :)
>
> Wandered into the SA store cuz I was bored and found not only a bunch of
2600
> games but an Atari 800 cart that I have never seen before.
>
> The title is "Baseball" and made by Inhome Software Inc. which was based
in
> Ontario, Canada. It opens up with a neat title screen and has the same
type
> of graphics as Intellivision Baseball only it scrolls smoothly between the
> diamond and outfield/bleachers.
>
> Neat game, but it's for two players only :( Does anyone out there have
some
> info on this or maybe a possible trade?
>
> Oh yeah, also picked up Pole Position which was also there. Might even go
> back for 2600 Dark Caverns if nobody else picked it up.
>
>
> Eric Noss
> a.k.a
> Mr. Maddog
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

# 3514. Re: Terminator 2

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <81iod1$4lf$1@news.netvision.net.il>
Source record: 48501

I think it was the Atari Protfolio

NIR

Packet Slug wrote in message <81i19f$1re$1@quince.news.easynet.net>...
>In terminator 2, john conner uses an atari palmtop to crack a PIN number on
>a cash machine and an access code on a door. does anyone know which model
>atari this is?
>
>--
>Packet Slug
>"My dad's a pretty big wheel down at the cracker factory"
>
>

## 3515. 130XE or XEGS?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: Mathematatin@webtv.net
Message-ID: <10298-383D0516-2@storefull-134.iap.bryant.webtv.net>
Source record: 48502

I want to buy an Atari computer. I think I want to get either the 130XE or the XEGS. I would like to know which of these two systems is better.

I'm going to use it mainly for games and entertainment, but will most likely use it for some productivity also, and perhaps dabble with some programming.

I'm not sure if I'll ever use or need that extra 64K of ram or the ECI that the 130XE offers. Any guidance to which would be the better buy would be greatly appreciated.

# 3516. Re: Syquest-135 on BB

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <81j3gb$c0u$1@nets3.rz.RWTH-Aachen.DE>
Source record: 48503

Howdy James

>Got my Syquest EZ-135 working on my black box last night.. Whoever said,
>dont try to low level, just use FMTDIR, it worked!

I said that.

>Now, the question is, based on 1 Head and 3195 sectors and a total of
>135mb of capacity, how do I determine the last sector - so I know how many
>partitions I can create?

I always use the hard methode.

(Capacity x 1024 x 1024) / 256

That would give a rough estimate.
Then I start to figure out how big each partition should be. In my case that always comes out as to small or to big.
Then I start at the beginning (making sure to skip 17 sectors because the BB needs them). By the time I get to my rough estimate, I let the TaskMaster (included in either the BB Enhancer or the FloppyBoard) search thrue the rest of the disk. Just enter a string you are sure is not on the disk (on an empty disk that should not be to hard) and let the search begin. At the end of the disk you will get a "can't read sector xxxxx" message.

That's how I do it. But I only have a ZIPdrive plus a fixed disk.

CU Mathy van Nisselroy

# 3517. ATARI 8bit show, was (Re: The ABBUC JHV)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <81j3nq$c0u$2@nets3.rz.RWTH-Aachen.DE>
Source record: 48504

Howdy folks

I said:

>You would have liked to come to the ABBUC meeting in Germany, but the distance
>was to big or you did not have time?
>
>Check out: www.atari-computer.de/abbuc and click on "JHV 99"
>
>Here you will find pictures that were taken during the meeting.
>
>CU Mathy van Nisselroy
>
>PS Yes, that is what I look like when I sleep about 5 hours a night, three
days
>in a row.

NO comments on this one??????

CU Mathy van Nisselroy

# 3518. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <81j48u$c0u$4@nets3.rz.RWTH-Aachen.DE>
Source record: 48505
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

Howdy Aaron

>>>I don't know about 6502s in the Space Shuttle. However, did you know
>>>that NASA tests the Space Shuttle's heat resistant tiles by simulating
>>>re-entry with 200 overclocked Intel Pentium chips?
>>
>>Must have gotten very cold at NASA. Isn't there a way to test these tile AND
>>heat the building. I mean without taking these overclocked Pentiums off the
>>central heating system? :-)
>>
>Don't you know that NASA is in Florida? It's quite warm in Florida.
>Just a moment...
>
>It's warm in florida and NASA uses hundreds of Pentium chips. Is there
>a correlation?
>
>Just a moment...
>
>Florida has massive hurricanes and all Pentium chjps need a really
>powerful fan. Is there a correlation?

And all the time we were blaming CO2.

You might have stumbled onto something here. Since it was my message that got
you thinking, would you be willing to share that Nobel-price with me?

At least we can drink Champagne and beer and soda pop again. You know, these
are major sources of CO2!!!

CU Mathy van Nisselroy

# 3519. Re: HELP! Writer's Tool by OSS

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <81j3si$c0u$3@nets3.rz.RWTH-Aachen.DE>
Source record: 48506

Howdy Harvey

>I just bought a Writer's Tool cartridge and manual by OSS. Apparently
>there is also a disk that is required to operate the system. Does
>anyone have this or a copy available?
>Any help would be appreciated.
>Harvey

Sorry, I can not help you. But I'm curious, what's this Writer's Tool cart
used for?

Cu Mathy van Nisselroy

## 3520. USB to 8 bit and vice versa

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <81j4od$c0u$5@nets3.rz.RWTH-Aachen.DE>
Source record: 48507
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Howdy folks

There seems to be a chip available that will turn USB into 8 bits and vice versa. It's the scanlogic SL11H. Problem is, in Europe you can only buy 'em if you take atleast 1000 of them.

Could you guys on the other side of the pond check out if you can get this one in smaller quantities?

CU Mathy van Nisselroy

PS you'll find the data sheets at www.scanlogic.com)

# 3521. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <81jamg$au2$5@kohl.informatik.uni-bremen.de>
Source record: 48508

Peter Laing <snailboy1@earthlink.net> wrote:
[Pages and pages of quotes deleted]

Can I ask politely that you two change the topic? I still expect something worthwhile reading about Lucasfilm games... And shortening your posts would also very much improve readability.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

## 3522. Re: ProSystem Cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s3qckqtqrrp64@corp.supernews.com>
Source record: 48509

Richard Cortese <ricortes@netmagic.net> wrote in message > If you put the zener in series, it drops the voltage in the line by 5.1V.
> That is, if you wire it in series it will change a 9 V input into a 4.9 V
Make that 3.9V.

# 3523. Re: Experiences with B&C ComputerVisions?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <383D34B0.A5F126BB@mail.uni-mainz.de>
Source record: 48510

```
Michael Current schrieb:
>
> Yes, B&C ComputerVisions is great to do business with!
>
> In article <383AA9D6.AECCDB58@mail.uni-mainz.de>, Andreas Magenheimer
> <magea000@mail.uni-mainz.de> wrote:
>
> > 3) PD World Versand (Germany): takes 1,2 or 3 weeks (depending on your
> > order) to deliver XL/XE, ST, C64, MSX, CPC, Speccie, Amiga software;
> > very cheap, I will still buy from them...
>
> Do you have contact information for PD World Versand? I've never heard
> of it.
>
> Thanks!
>
> -Michael

Hello Michael,
PD World Versand is the same as PD Mag(azin), driven by Sascha Roeber.
He not only delivers a fine 8Bit PD-Mag (in german), but also some
hardware and software stuff. His adress is:

Sascha Roeber
Bruch 101
49635 Badbergen
Germany
Phone: (+49?) (0)161 - 1507608

Greetings - Andreas Magenheimer
```

# 3524. Re: GTIA clones?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s3qeq7c3rrp35@corp.supernews.com>
Source record: 48511

Peter Laing <snailboy1@earthlink.net> wrote in message
news:81i18t$lvk$1@fir.prod.itd.earthlink.net...
> > I guess I should guessimate what would be required. VGA in 640X480 256
> > colors would mean 38,400 bytes of pixel data with a byte of color data
for
> > every one of the 307,200 pixels so 345,600 bytes of display memory. This
> > would make the thing marginally acceptable for web browsing.
>
> Doesnt a byte of data for 307200 pixels = 307200 bytes. Am I forgetting
> something ?
No, I was thinking about having both a pixel and an attribute byte. There
would be no problem with doing 1 byte per pixel as you say, just have one of
the 256 colors black. I was thinking pixel data would just be on/off with a
color value stored in another block of memory. Makes the display ~9 bits per
pixel.

Something like in the process of writing a screen, the processor just reads
from a contiguous 38k of memory and writes to the shift register<speed
thing> for the pixel data. The color data is stored in a different block of
memory and gated to the DAC in sync with the pixel data.

But then I was probably not thinking of the best way. In retrospect, it
would make a little more sense to have color registers. You would still need
a good chunk of memory set aside for the display, but it would let you do
effects like the Atari Rainbow much easier.

But for a simple system, encoding everything in the byte like you suggest is
probably the best way to go.
> >
> > A current 1.79 mHz Atari only moves ~25,000 bytes a second. <thinking
> 1,000
> > one, 1,000 two>. So an 18 mHz system would probably be quick enough,
> > display about a page a second. If it was scaled up to the same refresh
you
> > can get to an 8k Atari bit map screen, something like Ultima III and
> Caverns
> > of Calisto, you have to update the screen ~3 times per second or 54 mHz.
>
> The raw video hardware really calls for something a little different than
> the
> straight DSP approach I'm starting to think.
>
> I was toying with ideas like this last night.
>
> /---------FRAME BUFFER/VIDEO RAM

> | |
> | DLIST RAM--DSP/FPGA--DACS--MONITOR
> | |
> \---CPU (68516 or whatever)
> |
> FAST RAM
>
> I hope this comes out ok.
I don't know how big a frame buffer is. Would this be the entire display ram
or just enough for a single scan line?
> I know this setup is a little weird. I'm imaging the DSP/FPGA having a
> handcoded fast kernal running at full speed that interprets the DLIST and
> outputs the video.
No, wierd was a Radio Electronics article I read where someone made a TV
test display using only counter chips like ~74LS191s and EPROMs.

He did all the horizontal and vertical interupts with the counters and
counted out color and pixel data from the EPROM with the same chips.

# 3525. vendor experience...

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <383D54E3.51D4AEF7@mail.uni-mainz.de>
Source record: 48512

Hello folks,
yes I know, there is a big vendor list from Michael Current avaiable. Unfortunately some of the vendors mentioned there seem not to exist or to support the Atari 8bit any longer. It would be wise, if all Atarians, that already know, which vendors do not exist (or support Atari) anymore, mail this "knowledge" to Michael, so that he could update this list...

So here is my try, to get in touch with some vendors:
1) Dear UK Atarians, anybody out there who knows if the following vendors or clubs still exist: Micro Discount (Derek Fern), Miles Better Software, Gralin International, Tiger Developments, Excel, NOSAUG, Tyne & Wear (TWAUG), etc.
2) Dear US Atarians, anybody out there who knows if the following vendors or clubs still exist: Toad Computers (sold out Atari hard+soft ?!?), CSS (Bob Puff - new adress ??), SPACE, any chances to see FTE again ??(who owns the rights by now ??), etc.

If you know of any of these vendors or clubs, please tell me their new adresses and if avaiable their E-Mail and homepage adresses. Thanks in advance, Andreas Magenheimer (Germany)

--snip here--

And something for you, Michael. The following german vendors, clubs, etc. do NOT (!) exist anymore: KE-Soft/Kemal Ezcan (sold his rights to ABBUC and others !), Powersoft/Markus Roesner (sold his rights to Kay Hallies ?!?), Top Magazin/Markus Roemer (the mag is dead, the software rights still exist !!), User Mag/Ulf Petersen (left Atari scene), Klaus Peters Elektronik (went bankrupt ! sold all rights to ABBUC), AMC-Verlag/Armin Stuermer (Armin died Feb. 1998, all rights went to me, I gave them to ABBUC !!) and some others I guess...

The following dutch vendors, clubs, etc. do not exist anymore:
ANG (sold rights to Powersoft...), Pokey (its a shame!) and many others I guess... The following polish vendors, etc. do not exist anymore: LK Avalon, ASF, Sonix, Mirage (all left 8Bit scene !!) and probably many more (did not hear anything from TOMS, Sikor Soft and others for a long time !).

Thats all for now. Please, Newsgroup readers, if you know of any vendor or club that a) supports the Atari 8Bit, report it to Michael Current, so he can update his vendors list. If you know of any vendor or club that b) does not exist anymore, report it also to Michael, so he can correct his list... Greets - Andreas Magenheimer
(Germany)

# 3526. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: Wayne Johnston <wjohnston@cmscada.com>
Message-ID: <M3d%3.34648$m4.117080191@news.magma.ca>
Source record: 48513
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

David Wilson <david@uow.edu.au> wrote in message
news:david.943429581@wraith...
> zefram@daystrom.bog (Zefram Cochrane) writes:
> >Oooh. Err. I remember those funny instructions on the 6502. The parts
> >that I was using (10 y ago) had the inc and dec instructions swapped
> >round! (65C12 and 50743 IIRC)
>
> I don't remember any chips with broken inc/dec.

Mitsubishi made a microcontroller with a 6502 instruction set that had the INC and DEC instructions opcodes swapped compared to the WDC 6502. It included the 50734 and 50743 controllers. This caused me all sorts of confusion when I took an assembler routine that worked on our 50734 native assembler and used it as in-line assembly in a 6502 C compiler.

# 3527. ATKEEP - bbs program

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <81k6mt$4j7$1@nnrp1.deja.com>
Source record: 48514

I've been looking for an old Atari 8-bit BBS program called ATKEEP.
It's a citadel clone. If anyone has this and can email it to me, I'd
be most grateful.

Thanks,
Tom
--
telnet://cth.tzo.com

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3528. Re: 130XE or XEGS?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <mfe%3.1380$ra7.10503@news1.online.no>
Source record: 48515

130XE, no doubt. Firstly, it isn't as ugly as the pastel coloured XEGS :-)
The 128K is much nicer for playing Alternate Reality, which is a must have
game. The keyboard on the XEGS is more sluggish, although I have written on
130XE's with bad keyboards too. My 130XE has an excellent keyboard.

Black box and MIO's won't do well on the XEGS, which are nice devices, if
you should decide you want them

Take Atarian care

Thomas Bafia <Mathematatin@webtv.net> wrote in message
news:10298-383D0516-2@storefull-134.iap.bryant.webtv.net...
> I want to buy an Atari computer. I think I want to get either the 130XE
> or the XEGS. I would like to know which of these two systems is better.
>
> I'm going to use it mainly for games and entertainment, but will most
> likely use it for some productivity also, and perhaps dabble with some
> programming.
>
> I'm not sure if I'll ever use or need that extra 64K of ram or the ECI
> that the 130XE offers. Any guidance to which would be the better buy
> would be greatly appreciated.
>

# 3529. Re: Experiences with B&C ComputerVisions?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: Tim Irvin <ziggy29@pacbell.net>
Message-ID: <251119991005135085%ziggy29@pacbell.net>
Source record: 48516

In article <383A26D8.F52AE2B6@qnet.com>, Schoengarth <dons@qnet.com>
wrote:

> B&C Computers is a great place to due business with. Their a little
> pricey but, are very freindly and fast.

Agreed. I used to do business with them when they had a retail store
in Santa Clara.

They didn't tend to be the first source I'd check for an item --
because if I could find it elsewhere, it would likely be much cheaper
-- but when you need something *now* and you can't find it available
elsewhere, they serve a very useful role.

--
Tim Irvin, ziggy29@pacbell.net

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

# 3530. Re: ASCII versions - for animation

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: Andrew Cadley SYS Staff <ac@sys.uea.ac.uk>
Message-ID: <Pine.OSF.3.95.991125175155.23533A-100000@humphrey.sys.uea.ac.uk>
Source record: 48517
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.tandy,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.apple2

On 24 Nov 1999, Ian Collier wrote:

> Don't be such a spoil sport. :-)
>
> Without using terribly sophisticated techniques you can fill the 32x22
> Speccy screen in about 3/50 of a second, which is enough for the Star
> Wars animation at 15 frames per second. However, you are very unlikely
> to be repainting the whole screen for every frame so in practice it will
> be faster than that.

Hmm, I suppose so. I was thinking more of the CPC though. The display is at least twice as large in terms of memory, and it's more awkward to write text too, since it isn't a simple bitmp (except in mono mode). I suppose if you pre-expanded the font, and prehaps arranged it a little differently, you could probably do something reasonable.

It's not going to compare to the framerate you could get out of a C64/Beeb though.

AndyC

# 3531. Re: Cool Atari 8-bit cart find

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: jaguarandi <jaguarandi@mindspring.com>
Message-ID: <81ju11$f9v$1@nntp6.atl.mindspring.net>
Source record: 48518
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

I love the Salvation Army. Found Star Raiders for the 800 last week for 40
cents. Also an Activision Skiing for the 2600, in box with manual and
catalog, for $1.25. I haven't been able to find too much in the way of
Atari hardware yet, though.

Slightly off (Atari) topic, but they also had a complete Macintosh IIsi with
Stylewriter and Monitor, all in perfect condition, for a hundred bucks. Too
bad the spouse said no, however....I miss my old Mac =(

/e

<mr_maddog@my-deja.com> wrote in message news:81ib6r$so2$1@nnrp1.deja.com...
> Finally, a decent find after a very long drought :)
>
> Wandered into the SA store cuz I was bored and found not only a bunch of
2600
> games but an Atari 800 cart that I have never seen before.
>
> The title is "Baseball" and made by Inhome Software Inc. which was based
in
> Ontario, Canada. It opens up with a neat title screen and has the same
type
> of graphics as Intellivision Baseball only it scrolls smoothly between the
> diamond and outfield/bleachers.
>
> Neat game, but it's for two players only :( Does anyone out there have
some
> info on this or maybe a possible trade?
>
> Oh yeah, also picked up Pole Position which was also there. Might even go
> back for 2600 Dark Caverns if nobody else picked it up.
>
>
> Eric Noss
> a.k.a
> Mr. Maddog
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

# 3532. Re: Experiences with B&C ComputerVisions?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: jaguarandi <jaguarandi@mindspring.com>
Message-ID: <81ju3u$7ur$1@nntp6.atl.mindspring.net>
Source record: 48519

I'm not too excited with the fact that they no longer have a retail store,
especially since I live only 15 minutes from their warehouse. They don't
allow pickups of any kind =(

I can see why, however, as the 'walk-in-and-buy-something' market for old
Atari stuff isn't exactly boiling over right now.

/e

Tim Irvin <ziggy29@pacbell.net> wrote in message
news:251119991005135085%ziggy29@pacbell.net...
> In article <383A26D8.F52AE2B6@qnet.com>, Schoengarth <dons@qnet.com>
> wrote:
>
> > B&C Computers is a great place to due business with. Their a little
> > pricey but, are very freindly and fast.
>
> Agreed. I used to do business with them when they had a retail store
> in Santa Clara.
>
> They didn't tend to be the first source I'd check for an item --
> because if I could find it elsewhere, it would likely be much cheaper
> -- but when you need something *now* and you can't find it available
> elsewhere, they serve a very useful role.
>
> --
> Tim Irvin, ziggy29@pacbell.net
>
> "Trouble no one about their religion; respect others in their view, and
> demand that they respect yours...Abuse no one and nothing, for abuse
> turns the wise ones to fools and robs the spirit of its vision."
> -- Tecumseh (1768-1813), Shawnee chief and statesman

# 3533. Re: vendor experience...

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yso1uwh72.fsf@co.umist.ac.uk>
Source record: 48520

Andreas Magenheimer <magea000@mail.uni-mainz.de> writes:

> Hello folks,
> yes I know, there is a big vendor list from Michael Current avaiable.
> Unfortunately some of the vendors mentioned there seem not to exist or
> to support the Atari 8bit any longer. It would be wise, if all Atarians,
> that already know, which vendors do not exist (or support Atari)
> anymore, mail this "knowledge" to Michael, so that he could update this
> list...
>
> So here is my try, to get in touch with some vendors:
> 1) Dear UK Atarians, anybody out there who knows if the following
> vendors or clubs still exist: Micro Discount (Derek Fern), Miles Better
> Software, Gralin International, Tiger Developments, Excel, NOSAUG, Tyne
> & Wear (TWAUG), etc.

I know that Tiger Developments no longer exist, it's been almost 5
years now since Neil gave it up. I seem to remember Miles Better
Software dropping their Atari 8-bit support a few years back too.
Excel (that was the Scottish based 8-bit disk mag, right?) stopped 5-6
years ago I think. Of the above, the ones I know were still around
within the last 2 years are Micro Discount and TWAUG. Also Dean
Garraghty still seems to be around (http://www.dgs.clara.net/).

Anyone know if Page 6 are still producing New Atari User? I know they
were winding things down, and they were just going to produce a few more
issues, but I haven't received an issue for a long time.

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

# 3534. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <R0E9OIX1t86eSUmupQa3Vqq2LInl@4ax.com>
Source record: 48521

The other Day Thomas Meyer <i03a@zfn.uni-bremen.de> wrote:

>Peter Laing <snailboy1@earthlink.net> wrote:
>[Pages and pages of quotes deleted]
>
>Can I ask politely that you two change the topic? I still expect something
>worthwhile reading about Lucasfilm games... And shortening your posts
>would also very much improve readability.
>
>Thomas

Well put sir..
--
Paul Irvine ï¿½ Film Quote

"Anyone got any asprin?...I've got a real bad headache"

## 3535. Re: vendor experience...

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <81k0sv$fbl$1@autumn.news.rcn.net>
Source record: 48522

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote in message
news:383D54E3.51D4AEF7@mail.uni-mainz.de...
> Hello folks,
> yes I know, there is a big vendor list from Michael Current avaiable.
> Unfortunately some of the vendors mentioned there seem not to exist or
> to support the Atari 8bit any longer. It would be wise, if all Atarians,
> that already know, which vendors do not exist (or support Atari)
> anymore, mail this "knowledge" to Michael, so that he could update this
> list...
>
> So here is my try, to get in touch with some vendors:
> 1) Dear UK Atarians, anybody out there who knows if the following
> vendors or clubs still exist: Micro Discount (Derek Fern), Miles Better
> Software, Gralin International, Tiger Developments, Excel, NOSAUG, Tyne
> & Wear (TWAUG), etc.

Both Tyne & Wear and NOSAUG traded newsletters with OHAUG here on Long
Island. NOSAUG no longer exists, although its president, Stuart Murray, is
still in contact with us. Tyne & Wear stopped producing newsletters. I
don't know if they still exist.
> 2) Dear US Atarians, anybody out there who knows if the following

> vendors or clubs still exist: Toad Computers (sold out Atari hard+soft
> ?!?), CSS (Bob Puff - new adress ??), SPACE, any chances to see FTE
> again ??(who owns the rights by now ??), etc.
>
> If you know of any of these vendors or clubs, please tell me their new
> adresses and if avaiable their E-Mail and homepage adresses. Thanks in
> advance, Andreas Magenheimer (Germany)
>
> --snip here--
>
> And something for you, Michael. The following german vendors, clubs,
> etc. do NOT (!) exist anymore: KE-Soft/Kemal Ezcan (sold his rights to
> ABBUC and others !), Powersoft/Markus Roesner (sold his rights to Kay
> Hallies ?!?), Top Magazin/Markus Roemer (the mag is dead, the software
> rights still exist !!), User Mag/Ulf Petersen (left Atari scene), Klaus
> Peters Elektronik (went bankrupt ! sold all rights to ABBUC),
> AMC-Verlag/Armin Stuermer (Armin died Feb. 1998, all rights went to me,
> I gave them to ABBUC !!) and some others I guess...
>
> The following dutch vendors, clubs, etc. do not exist anymore:
> ANG (sold rights to Powersoft...), Pokey (its a shame!) and many others
> I guess... The following polish vendors, etc. do not exist anymore: LK
> Avalon, ASF, Sonix, Mirage (all left 8Bit scene !!) and probably many

> more (did not hear anything from TOMS, Sikor Soft and others for a long
> time !).
>
> Thats all for now. Please, Newsgroup readers, if you know of any vendor
> or club that a) supports the Atari 8Bit, report it to Michael Current,
> so he can update his vendors list. If you know of any vendor or club
> that b) does not exist anymore, report it also to Michael, so he can
> correct his list... Greets - Andreas Magenheimer
> (Germany)

# 3536. Re: HELP! Writer's Tool by OSS

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: harveyklein@webtv.net
Message-ID: <28239-383D84B1-45@storefull-114.iap.bryant.webtv.net>
Source record: 48523

Writer's Tool is a word processing package that was put out by OSS. It uses both a cartridge and a disk to operate.

## 3537. technical information request

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: dajemi99 <dajemi99@yahoo.fr>
Message-ID: <109aa7be.861cfbd9@usw-ex0108-061.remarq.com>
Source record: 48524

being quite a new pc user absolutely not involved in
electronic i would like to have some explanation about bit
and octets units

* Sent from AltaVista http://www.altavista.com Where you can also find related Web Pages, Images, Audios, Videos, News, and Shopping. Smart is Beautiful

# 3538. Re: Cool Atari 8-bit cart find

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: suebixx@Antwerpen.com
Message-ID: <383c5fbb.13198891@news.orng1.occa.home.com>
Source record: 48525
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

On Thu, 25 Nov 1999 10:08:51 -0800, "jaguarandi"
<jaguarandi@mindspring.com> wrote:

>I love the Salvation Army. Found Star Raiders for the 800 last week for 40
>cents. Also an Activision Skiing for the 2600, in box with manual and
>catalog, for $1.25. I haven't been able to find too much in the way of
>Atari hardware yet, though.

Where do you live? Around here, the Salvation Army won't accept old
computers, so my chances of a score like this are virtually nil. :(

I did find an old Oki cellular phone for $15, however... ;-)

---
Note: Spam shields raised. Please post responses to
this newsgroup.

## 3539. Synchromesh

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-25 00:00:00 UTC
From: suebixx@Antwerpen.com
Message-ID: <383c615f.13619026@news.orng1.occa.home.com>
Source record: 48526

Anyone still have a Synchromesh disk for the Indus GT? I seem to have lost mine... :(

And speaking of the Indus GT, does anyone know what the file "GTROMDOS" was for? The kid who gave it to me said it had something to do with the Z80 inside the Indus GT, but I could never figure out what. ;-)

---
Note: Spam shields raised. Please post responses to this newsgroup.

# 3540. Re: GTIA clones?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-26 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <81n7uc$l0g$1@ash.prod.itd.earthlink.net>
Source record: 48439

Richard Cortese <ricortes@netmagic.net> wrote in message
news:s3qeq7c3rrp35@corp.supernews.com...
> Peter Laing <snailboy1@earthlink.net> wrote in message
> news:81i18t$lvk$1@fir.prod.itd.earthlink.net...
> > > I guess I should guessimate what would be required. VGA in 640X480 256
> > > colors would mean 38,400 bytes of pixel data with a byte of color data
> for
> > > every one of the 307,200 pixels so 345,600 bytes of display memory.
This
> > > would make the thing marginally acceptable for web browsing.
> >
> > Doesnt a byte of data for 307200 pixels = 307200 bytes. Am I forgetting
> > something ?
> No, I was thinking about having both a pixel and an attribute byte. There
> would be no problem with doing 1 byte per pixel as you say, just have one
of
> the 256 colors black. I was thinking pixel data would just be on/off with
a
> color value stored in another block of memory. Makes the display ~9 bits
per
> pixel.
>
> Something like in the process of writing a screen, the processor just
reads
> from a contiguous 38k of memory and writes to the shift register<speed
> thing> for the pixel data. The color data is stored in a different block
of
> memory and gated to the DAC in sync with the pixel data.
>
Ok I've got what you mean now. The color information is independant of the
pixel information. This idea is still ok. You would want bit addressing
implemented
somewhere to make this thing work fast. Your design does offer the
interesting concept
of bit planes.
You could have each bit of a byte represent a separate plane. e.g. 8 planes
in one byte.
Then you could have different ways of interpreting the bitplanes. You could
save a heap of
ram by having some simple modes where all colors in one plane are the same.
I guess this
could be useful for some sort of CAD type layering. Each layer on a
different bit plane.
I hadnt really thought of doing it like this, I always tend to think in

terms of flat frame buffers
that are byte sized or greater per pixel.

> But then I was probably not thinking of the best way. In retrospect, it
> would make a little more sense to have color registers. You would still
need
> a good chunk of memory set aside for the display, but it would let you do
> effects like the Atari Rainbow much easier.
>
> But for a simple system, encoding everything in the byte like you suggest
is
> probably the best way to go.
> > >
> > > A current 1.79 mHz Atari only moves ~25,000 bytes a second. <thinking
> > 1,000
> > > one, 1,000 two>. So an 18 mHz system would probably be quick enough,
> > > display about a page a second. If it was scaled up to the same refresh
> you
> > > can get to an 8k Atari bit map screen, something like Ultima III and
> > Caverns
> > > of Calisto, you have to update the screen ~3 times per second or 54
mHz.
> >
> > The raw video hardware really calls for something a little different
than
> > the
> > straight DSP approach I'm starting to think.
> >
> > I was toying with ideas like this last night.
> >
> > /---------FRAME BUFFER/VIDEO RAM
> > | |
> > | DLIST RAM--DSP/FPGA--DACS--MONITOR
> > | |
> > \---CPU (68516 or whatever)
> > |
> > FAST RAM
> >
> > I hope this comes out ok.
> I don't know how big a frame buffer is. Would this be the entire display
ram
> or just enough for a single scan line?

I was thinking in terms of a frame buffer being the size of a full screen at
resolution.
Say 640x480 bytes. You could make the frame buffer a scanline too. Then I
guess
we would call it the scanline buffer. I considered this but started
wondering about it's
implications if your displaying large pictures anyway. I mean if you have
some sort of

bitmap it's gonna chew up a fair amount of RAM anyway.

I'm no expert on this stuff, so I'm sure somebody else could comment on this
better.
People who have been involved in rendering cartography would certainly be
familiar with this. The geographic information system people could probably
explain some interesting algorithims for scanline rendering at decent
speeds.

The scanline idea does make the thing interesting from the point of view of
emulating vector displays. You would just have a bunch of line equations
that the DSP performed per scanline, setting the right bits if needed.
It also saves a bunch of RAM. If the DSP was really fast it would mean we
could have a 1024x768 or higher res bitmap display on a machine with
a small amount of RAM. Nowadays with the typical PC monitors, I'd imagine
that an atari driving a 1024x768 simulated vector display could make for
some real interesting stuff.
I hacked up some java code a year or so ago that allowed me to draw vectors
It actually ran fast enough under x-window on my linux box that it was
smooth
(if flickey, no retrace handling). The code simply drew the lines from the
display
list, and the user could move the mouse to 'fly' about the landscape. It
looked
quite cool and could make you quite dizzy. Clicking the mouse made a line
from the last place the mouse was at to the current position. The speed was
controlled with another couple of keys. My PC's a P60 so it certainly isnt
the fastest around.

> > I know this setup is a little weird. I'm imaging the DSP/FPGA having a
> > handcoded fast kernal running at full speed that interprets the DLIST
and
> > outputs the video.
> No, wierd was a Radio Electronics article I read where someone made a TV
> test display using only counter chips like ~74LS191s and EPROMs.
>
> He did all the horizontal and vertical interupts with the counters and
> counted out color and pixel data from the EPROM with the same chips.
>
Yeah I knew a guy who actually made some sort of gizmo with an EPROM
in it for the logic. He programmed the EPROM by hooking up a bunch of
switches
to the thing and then toggled the program in. (Geez what a horrible thing
if you
made a mistake). Presumably the switches were debounced ;)

Cheers
Pete

# 3541. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-26 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <81n8n4$m2d$1@ash.prod.itd.earthlink.net>
Source record: 48440

Packet Slug <flux@eidosnet.co.uk> wrote in message
news:81i42k$3rs$1@quince.news.easynet.net...
> Peter Laing <snailboy1@earthlink.net> wrote
> > I'm trying to find out what users would want in terms of
> > new hardware for a 'new atari'. I'm curious to see what
> > other people would want.
>
> Obviously, you're talking about consoles, right? You only have to look at
> the technology thats going into the latest boxes ie. Playstation 2,
> Dreamcast, Game Boy Advance. GBA aside, you are looking at some serious
> --
> Packet Slug
> "My dad's a pretty big wheel down at the cracker factory"

It's not really intended to compete with a n64 or playstation. It's meant
to be
a computer thats programmable and fun to use like the current Atari 8-bits.

Peter

# 3542. Re: 13 Atari 8 bit computer game cartridges...$60 plus shipping

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-26 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <27282fd9.2665025@news.netunlimited.net>
Source record: 48527

They are not worth anywhere near that.

VS

On 24 Nov 1999 01:52:20 GMT, "Austin Franklin"
<austin@darkroom098.com> wrote:

>I have 13 Atari 8 bit computer game cartridges, only sold as a lot. Price
>for the lot is $60 plus shipping of your choice.
>
>Dig Dug
>Q-Bert
>Centipede
>Pole Position
>Star Raiders (2)
>Qix
>Millipede
>Pac-Man (2)
>Donkey Kong (2)
>Sky Writer
>
>No physical damage to the cartridges are evident, they show normal wear
>from light use.
>
>Respond to austin@darkroom.com if interested.
>

To email me just remove the Xs and underline marks from my email address.

# 3543. More Atari! Inventory Growing! FREE Atari Computer Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-26 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <81lf5c$953$1@user2.teleport.com>
Source record: 48528
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

(Update: 11/18/99) I've just added more 8 Bit Software to my Catalog. Programming Languages & DOS's from OSS, HOFACKER, Alpha and even Atari MicroSoft BASIC & Atari LOGO. Lots of Utilities & Copiers like Chipmunk and Impersonator. My Catalog is growing by leaps & bounds.

(Update: 11/04/99) I've just added a bunch of Titles to my Atari 8 Bit SoftWare Catalogs. All Games!!! A number of them are UnOpened! Many for only $5 a pop! And I went through my Catalog and did some adjusting of prices. Right now my 8 Bit SoftWare Catalog has a bigger Byte count than ever.

Atarians Unite! Are you pining for the days of a simpler Computer? Do you miss Arcade Classics like Asteroids, BattleZone, Joust, Missile Command, Robotron 2084 and my favourite Star Raiders! Well Bravo Sierra Computers has them. Are you wandering, wandering in the desert of violent video games. Games too violent for children? With Blood & gore? Two companions of youth nowadays. Especially those you hear about in the news who kill fellow students at school. If your preferences for games lean more towards family friendly. Like it used to be. Try some of my Atari Arcade classics. I have oodles of Atari SoftWare! As well as truckloads of Atari HardWare. And Libraries of Atari Books. Reference material and things you thought you'd never find! So come check it out. The best of Classic Atari 8 Bit & Atari ST. E-Mail me at

e-mail: atari@benjamin.net

Or call me anytime at (503)256-9974 to talk to a warm, friendly, people person! Your more likely to reach me from 3 PM-3 AM Pacific Standard time. And thats most likely the times I can return calls. I'm perfectly willing to call you, on my own dime to answer your questions. I'm a people person and those who have dealt with me will find me patient, a good listener and even a good teacher. So if you can't call me Today? Call me Tonight!

Click for WebSite!

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. In Fact check it regularly as my Catalogs are updated regularly. I have 6 different Catalogs, and my SoftWare Catalogs are my

largest. They have the biggest Byte Count. And remember if you can't come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

***FREE*** Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. Now we've moved our meeting to a new night. Same Bat Time! Same Bat Channel! We meet the 2nd Thursday of each Month. Our Next meeting will be Thursday, December 9th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop or Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 3544. NEW Meeting Night! Atari Club Meeting in Portland, Oregon. USA!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-26 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <81lfkl$a7p$1@user2.teleport.com>
Source record: 48529
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,
Body handling: HTML body converted to readable text

Please direct all replies through E-Mail at bensmith@teleport.com or atari@benjamin.net instead of NewsGroups as I don't regularly check NewsGroups.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. Now we've moved our meeting to a new night. Same Bat Time! Same Bat Channel! We meet the 2nd Thursday of each Month. Our Next meeting will be Thursday, December 9th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop or Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974 DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST! http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

## 3545. Atari Stuff For Auction ~CHEAP~

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-26 00:00:00 UTC
From: mjj14@aol.com
Message-ID: <19991126033708.06032.00000540@ng-ff1.aol.com>
Source record: 48530

Take a look at some of the 8-bit items I have for auction here. Can't beat the prices. Happy bidding!

<A
HREF="http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=mjj
14@aol.com">eBay Seller List: mjj14@aol.com</A>

# 3546. Re: More Atari! Inventory Growing! FREE Atari Computer Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-26 00:00:00 UTC
From: Paul Irvine <mclane.dellos@cwcom.net>
Message-ID: <u3w+OKmj9TLbYMaGS++RUEimFQi4@4ax.com>
Source record: 48531
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

The other Day bensmith@user2.teleport.com (Benjamin Smith) wrote:

> Games too violent for children? With Blood & gore?
>Two companions of youth nowadays. Especially those you hear about in
>the news who kill fellow students at school. If your preferences for
>games lean more towards family friendly. Like it used to be. Try some
>of my Atari Arcade classics.

Ben, if I was you I would remove this passage from the advert. It
reads like you want to profit from those murders, not really the sort
of promotion you want.

I know what you mean but it comes across badly.
--
Paul Irvine ï¿½ Film Quote

"Anyone got any asprin?...I've got a real bad headache"

# 3547. Re: Does any one have "assembly language programming for the"

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-26 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <81mvpi$v35$1@nnrp1.deja.com>
Source record: 48532

In article <383a286f.6210112@news.orng1.occa.home.com>,
Newsgroup wrote:
> On 23 Nov 1999 22:44:53 GMT, nach4321@aol.com (Nach4321) wrote:
>
> >Yes, I was looking for this that book. How much do you want for it?
I tried
> >emailing you but it bounced back saying unknown.
>
> Sorry 'bout that - I had my spam shields up. ;-)
>
> ---
> Note: Spam shields raised. Please post responses to
> this newsgroup.
>

Howdy, Nach

I do have this book, but i am only willing to let in go if you can get
me ATARI ROOTS, as i have been trying to get hold of this book for years

Yours Atarily

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3548. Re: Any Active 8-bit Developers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-26 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19991126143033.08455.00000331@ngol05.aol.com>
Source record: 48533

In article <383b35e4.11981710@news.orng1.occa.home.com>, suebixx@Antwerpen.com (Ganesha Ganapati) writes:

>Anyone doing cross development on a Wintel box? What
>development tools do you use?

I'd like to use Atari800win with MAC65 or ACTION, but this windows version of Atari800 doesn't seem to support OSS supercarts. Also, if there's a utility that allows ATASCII to be printed to a Windows printer after issuing a LIST "P:" from ATARI BASIC, BASIC XL, or MAC65, I'd like to know about it. Since most of the old ATASCII and other print utilities that actually ran on the Atari used 9 pin Epson as the standard, it would be neat if we could actually print to a windows printer with these old programs. Is there a way I just don't know about?

badbob1952@aol.com

# 3549. Re: HELP! Writer's Tool by OSS

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-26 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <383ef4ae.397106032@news.ds.centuryinter.net>
Source record: 48534

On 25 Nov 1999 10:43:30 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

>Howdy Harvey
>
>>I just bought a Writer's Tool cartridge and manual by OSS. Apparently
>>there is also a disk that is required to operate the system. Does
>>anyone have this or a copy available?
>>Any help would be appreciated.
>>Harvey
>
>Sorry, I can not help you. But I'm curious, what's this Writer's Tool cart
>used for?
>
>Cu Mathy van Nisselroy
>

It's a word processor by OSS. I assume you have used the Action! editor? Well, the Action! editor is just a real stripped down version of the WT. The WT is right up there with the best. My fave is still Paperclip though.

# 3550. Re: 130XE or XEGS?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-26 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <383ff667.397546849@news.ds.centuryinter.net>
Source record: 48535

On Thu, 25 Nov 1999 18:21:10 +0100, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>130XE, no doubt. Firstly, it isn't as ugly as the pastel coloured XEGS :-)

I thought they were similar in color and looks?

>The 128K is much nicer for playing Alternate Reality, which is a must have
>game. The keyboard on the XEGS is more sluggish, although I have written on
>130XE's with bad keyboards too. My 130XE has an excellent keyboard.

Aren't the keys the same type, at least with 130XEs that were made
later around when the 65XEGS was being made? If he buys a 130XE,
could not not wind up with one with keys with the same quality feel as
a XEGS? In any event, I was never real impressed with the 130XE
keyboard but it worked okay. Also consider, the XEGS's keyboard is
detachable, which is a very nice feature.

>Black box and MIO's won't do well on the XEGS, which are nice devices, if
>you should decide you want them

Why won't they do well? Doesn't the XEGS have a PBI?

# 3551. Re: 130XE or XEGS?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-26 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <gID%3.2535$ra7.21591@news1.online.no>
Source record: 48536

> >130XE, no doubt. Firstly, it isn't as ugly as the pastel coloured XEGS
:-)
>
> I thought they were similar in color and looks?

Oh, no. The 130XE is gray all over, no pastel colors.

> >The 128K is much nicer for playing Alternate Reality, which is a must
have
> >game. The keyboard on the XEGS is more sluggish, although I have written
on
> >130XE's with bad keyboards too. My 130XE has an excellent keyboard.
>
> Aren't the keys the same type, at least with 130XEs that were made
> later around when the 65XEGS was being made? If he buys a 130XE,
> could not not wind up with one with keys with the same quality feel as
> a XEGS? In any event, I was never real impressed with the 130XE
> keyboard but it worked okay. Also consider, the XEGS's keyboard is
> detachable, which is a very nice feature.

My 130XE keyboard is not the same as my XEGS's, that's for sure. Both my
computers are PAL, so it might be different in the US.

> >Black box and MIO's won't do well on the XEGS, which are nice devices, if
> >you should decide you want them
>
> Why won't they do well? Doesn't the XEGS have a PBI?

Nope, at least not mine

# 3552. Ad: ICD MIO 256K Plus Bonus R-Time 8 for Auction!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-26 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <81n8lc$b2h$1@news.storm.ca>
Source record: 48537

ICD MIO with 256k PLUS an R-Time 8 cart up for auction on EBay.

Check out:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=208372984

Thanks.

# 3553. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-26 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <81n8ag$lek$1@ash.prod.itd.earthlink.net>
Source record: 48538

Paul Irvine <mclane.dellos@cwcom.net > wrote in message
news:R0E9OIX1t86eSUmupQa3Vqq2LInl@4ax.com...
> The other Day Thomas Meyer <i03a@zfn.uni-bremen.de> wrote:
>
> >Peter Laing <snailboy1@earthlink.net> wrote:
> >[Pages and pages of quotes deleted]
> >
> >Can I ask politely that you two change the topic? I still expect
something
> >worthwhile reading about Lucasfilm games... And shortening your posts
> >would also very much improve readability.
> >
> >Thomas
>
> Well put sir..
> --
> Paul Irvine  Film Quote
>
> "Anyone got any asprin?...I've got a real bad headache"

```
Sorry guys got a bit carried away.
Point taken on the quoting. I'm used to reading heaps of replys
to stuff so it doesnt really bother me, but I can understand how
it could drive you nuts, especially considering it's not lucasfilm
specific.

Peter
```

# 3554. Re: 13 Atari 8 bit computer game cartridges...$60 plus shipping

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-27 00:00:00 UTC
From: Austin Franklin <austin@darkroom098.com>
Message-ID: <01bf3870$a438c620$207079c0@drt1>
Source record: 48441

ANYWHERE near? Then what do YOU think they are worth?

Less than $5 each...and looking on eBay this seemed to be right in line (if you consider what people charge for shipping EACH cartridge). You end up paying between $2 and $3 EACH for shipping...so if you win the auction for, say, $3.00/cartridge, and add in another $3.00 shipping (which is what most people want to charge you), that's $6/cartridge, which is more than I am asking each.

PLUS you then have to spend the time bidding on the items etc....so for a whole $60 plus, say $5 shipping, you save a LOT of time, and get them cheaper than if you had to bid on each one individually.

If you are interested, you can always make me a REASONABLE offer...

Velcro SPY <X_velcro_X@netunlimited.net> wrote in article
<27282fd9.2665025@news.netunlimited.net>...
> They are not worth anywhere near that.
>
> VS
>
> On 24 Nov 1999 01:52:20 GMT, "Austin Franklin"
> <austin@darkroom098.com> wrote:
>
> >I have 13 Atari 8 bit computer game cartridges, only sold as a lot.
Price
> >for the lot is $60 plus shipping of your choice.
> >
> >Dig Dug
> >Q-Bert
> >Centipede
> >Pole Position
> >Star Raiders (2)
> >Qix
> >Millipede
> >Pac-Man (2)
> >Donkey Kong (2)
> >Sky Writer
> >
> >No physical damage to the cartridges are evident, they show normal wear
> >from light use.
> >
> >Respond to austin@darkroom.com if interested.
> >
>

> To email me just remove the Xs and underline marks from my email address.
>

# 3555. Re: Disks for Alien Speech Synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-27 00:00:00 UTC
From: suebixx@Antwerpen.com
Message-ID: <383e26f7.17088176@news.orng1.occa.home.com>
Source record: 48442

On Mon, 15 Nov 1999 21:20:19 -0800, Schoengarth <dons@qnet.com> wrote:

>my problem is I have about 15 boxes full of 8bit
>epuiment and another 5 full of ST equipment then another 4-5 boxes of
>8bit software and I cant seem to find which box I put the Alien II in.
>I probably have more software for the Alien too thats just a matter of
>going thru 2-3000 disks.
>
> It rough having so much Atari equipment. Some times I forget what I
>have. I found some Omnimon paper work but, I dont remember having a
>Omnimon. Maybe I do maybe I dont.

Hey, wanna trade problems? ;-)

---
Note: Spam shields raised. Please post responses to
this newsgroup.

# 3556. Re: 130XE or XEGS?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-27 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <81nvb6$7tg$1@news.xmission.com>
Source record: 48443

Jon Melbo <ssilicon@centuryinter.net> wrote:

> Why won't they do well? Doesn't the XEGS have a PBI?

No, the XEGS does not have a PBI.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 3557. FS: Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-27 00:00:00 UTC
From: Anonymous <billmccord@hotmail.com>
Message-ID: <s3vor8mea4r58@corp.supernews.com>
Source record: 48444

Hi,
After years of owning an Atari, and collecting many items, I have decided to get rid of my things. I no longer have the time to devote to it, nor even play with it anymore.
I am going to put all of this on E-Bay, but thought that if someone could make it worth my while, I'd sell some of the things here first.
below is just a partial list of what I have:

--- Hardware ---
2 - 48K Atari 800's
1 - 600 XL
2 - 800 XL's
1 - 130 XE
2 - 1050 Disk Drives
2 - Indus GT Disk Drives (1 with all the manuals and disks, both with hard carry case)
1 - Percom AT88 Disk Drive
1 - Kola Pad
1 - Track Ball
2 - Atari Artist Tablets (1 with Atari Artist Cart.)

--- Software ---
1 - Mac/65 w/ Docs
1 - Action! w/ Docs
1 - Syncalc
1 - Synfile
1 - Print Shop
1 - Print Shop Companion
1 - Page Designer
1 - PS Interface (Imports PS Graphics)
1 - Rubber Stamp
1 - Music Construction Set
--- Many More

If I don't get a decent offer, I will just auction this all off at E-Bay.
I am not requiring anyone to buy this as a "LOT", but I would consider it.
Just remember, the Atari stuff is HEAVY, so shipping would be expensive.

Thanks,
Bill

# 3558. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-27 00:00:00 UTC
From: karolj_nadj@web.de
Message-ID: <383ff137.1065125@news.s-direktnet.de>
Source record: 48445

On Thu, 25 Nov 1999 18:34:58 +0000, Paul Irvine
<mclane.dellos@cwcom.net > wrote:

>The other Day Thomas Meyer <i03a@zfn.uni-bremen.de> wrote:
>
>>Peter Laing <snailboy1@earthlink.net> wrote:
>>[Pages and pages of quotes deleted]
>>
>>Can I ask politely that you two change the topic? I still expect something
>>worthwhile reading about Lucasfilm games... And shortening your posts
>>would also very much improve readability.
>>
>>Thomas
>
>Well put sir..
>--
>Paul Irvine  Film Quote
>
>"Anyone got any asprin?...I've got a real bad headache"

well... it all started with lucasfilm and ended in a long interesting
thread... so... i dont bother... let people talk... you havent to read
it... anyway....

ppapa, hve

http://www.s-direktnet.de/homepages/k_nadj/main.html

# 3559. Re: Need 800 Memory Cartridges (Again!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-27 00:00:00 UTC
From: Austin Franklin <austin@darkroom098.com>
Message-ID: <01bf38ee$c4709e30$207079c0@drt1>
Source record: 48446

> There was also no spacer to hold keep the
> boards from rattling together.

They hardly 'rattle' around under normal use. Are you using your Atari 800 on a Train, Plane or are in a heavy earthquake zone? If not, I would hardly worry about it. There is MORE than sufficient space between the boards, and there is no physically possible way for them to electrically make contact with each other.

# 3560. FA: Atari Baseless Joysticks (tilt joystick)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-27 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <38401B01.6F2A2DEF@qnet.com>
Source record: 48447

I have put a set of Baseless joysticks(tilt joysticks) up for auction on

ebay. These joysticks work off some type of mercury switch. I really cant tell you how they work but they work great. They are in great condition. Looks like they had little use. I did try them out on Miner 2049er on a 130xe it was a little weird playing with a joystick like this but, it was also alot of fun. Microshaft thought they had something

new with their tilt joypads . There is no reserve for this auction. Happy bidding

Starts: 11/21/99, 22:00:34 PST
Ends: 11/28/99, 22:00:34 PST
Price: Currently $4.75
To bid on the item, go to:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=205545580

Don

# 3561. Re: FS: Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-27 00:00:00 UTC
From: dpeschel@u.washington.edu
Message-ID: <81p7sp$1bas$1@nntp6.u.washington.edu>
Source record: 48448

In article <s3vor8mea4r58@corp.supernews.com>,
Anonymous <billmccord@hotmail.com> wrote:

>Hi,
>After years of owning an Atari, and collecting many items, I have decided to
>get rid of my things. I no longer have the time to devote to it, nor even
>play with it anymore.
>I am going to put all of this on E-Bay, but thought that if someone could
>make it worth my while, I'd sell some of the things here first.
>below is just a partial list of what I have:

Where is all the stuff located?

-- Derek

# 3562. Re: Need 800 Memory Cartridges (Again!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-27 00:00:00 UTC
From: nospam@private.org
Message-ID: <383ed4a9.3964903@news.orng1.occa.home.com>
Source record: 48449

On Fri, 05 Nov 1999 03:46:46 GMT, cryorunner@yahoo.com (Rhett James Barnes) wrote:

>I know this was just gone over before, but now I need help too...
>
>I just E-bought an older 800 that has the user-servicable memory
>cartridges. Unfortunately, all of the RAM carts have no "cart," they are
>just naked PCB cards rattling around in there (there's no room for a brace
>like in the 48k 800's, because the ROM IS actually a cart).

Actually, you may be better off without the cases. Apparently there was an overheating problem with the RAM cards; according to one of the Atari History web sites, Atari actually issued a service bulletin instructing repair techs to remove the cases from the RAM cards for any 800 brought in for an overheating problem.

You may want to leave well enough alone. ;-)

---
Note: Spam shields raised. Please post responses to this newsgroup.

# 3563. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-27 00:00:00 UTC
From: Frank Carney <frankc@cyberhighway.net>
Message-ID: <3840417C.B9A720BF@cyberhighway.net>
Source record: 48450
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

Actually the reason the temperature in Florida may have nothing to do with silicon. It may be that it is a favorite place for windbags and politicians, being made of mostly hot air, to holiday at. This could account for the year round elevated temperatures. Now this does provide a question as to the source of the hurricanes that seem to be so prevalent in that region. One possibility is that the temperature shift that occurs when a politician visits the region could be enough to cause a wind that is capable of producing a hurricane. In an election it may be beneficial for a politician to visit Florida if he knows his opposition is going to be enjoying a cruise or such in the area. Although this argument is highly speculative and fraught with descrepencies, it does provide one opportunity to slander another profession in a way that puts a smile on peoples' faces. In a way it is like a lawyer joke.

Another possibility for the elevated temperature in Florida is that people bring LAPTOPS with them when they vacation. Those laptops for the most part have Intel chips in them!

Hey, how come they are not making the cases of laptops with solar cells so that they can recharge themselves? Hmmmmmm.

# 3564. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-27 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <81pika$2h2$1@kohl.informatik.uni-bremen.de>
Source record: 48451

<karolj_nadj@web.de> wrote in message:
383ff137.1065125@news.s-direktnet.de...
> well... it all started with lucasfilm and ended in a long interesting
> thread... so... i dont bother... let people talk... you havent to read
> it... anyway....

Very funny. Because of the topic I can't immediately overread it. I am VERY interested in Lucasfilm games. And changing the topic is so easy it's actually frightening. ;)

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:i03a@zfn.uni-bremen.de -- http://www1.uni-bremen.de/~i03a/

## 3565. programmable and fun to use

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-27 00:00:00 UTC
From: John Schnittker <jschnitt@earthlink.net>
Message-ID: <38409490.85B0A49D@earthlink.net>
Source record: 48452

> It's not really intended to compete with a n64 or playstation. It's meant
> to be
> a computer thats programmable and fun to use like the current Atari 8-bits.
>
> Peter

One reason the Atari is so programmable is that it is relatively simple. By simple I mean that you have complete control of the computer just by manipulating bytes within the 64k of ram. Another nice feature is that a programmer need not learn very much before he/she can code. When you combine easy programming with internet distribution, you get a situation that encourages program authorship. The software library begins to flower. And it is the software library that adds value to a system, not merely the tech specs. I have observed such a flowering among the FreeDOS community.
htttp://www.freedos.org
Authors are writing new programs for a platform previously thought dead.

Back to Peter's original question, here is my wish list for an easily programmable, yet high-function computer.

16 megabytes of ram (24-bit address bus [Note: it should be easy to access (compare to PC's memory address scheme))

32-bit color (mapped to as high a resolution as feasible.)

A character mode (for economical 2d graphics)

A superior number of Hardware Sprites (256 would be nice) (Note: the Neo Geo arcade home system is celebrated for its superiority in this area)

Low-cost. This is always an asset to a system. The more units you can sell, the more software is going to flower. And the more software out there, you get the idea.

Ok that's all I can think of. Some of these may seem a little outrageous, but hey we all have our own preferences.

## 3566. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-27 00:00:00 UTC
From: John Schnittker <jschnitt@earthlink.net>
Message-ID: <38409B67.739099B4@earthlink.net>
Source record: 48453

The unit could be marketed as an Atari Net Appliance. Make it an autonomous computer with basic internet applications in its ROM. hahah I know I am just dreaming.

# 3567. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-27 00:00:00 UTC
From: Bill Kimbelton <wlkim@fuse.net>
Message-ID: <s41b1trsa4r44@corp.supernews.com>
Source record: 48454

Peter Laing <snailboy1@earthlink.net> wrote in message
news:81i1n3$mnf$1@fir.prod.itd.earthlink.net...
> I'm trying to find out what users would want in terms of
> new hardware for a 'new atari'. I'm curious to see what
> other people would want.
>
> Other 8 bit users are also encouraged to voice their ideas.

What's interesting about this question is that not only is it periodic
(somebody seems to ask it every so often, and that's fine) but a
number of folks in the past have responded with "well, the logical
next step was the Amiga" (I suppose due to architectural likenesses).

I disagree.. what I would have *liked* to have seen was something
more along the lines as to what the Apple IIgs was to the Apple II.

A 65816 running at say 4 or 5mhz in the initial model with maybe 32k
of cache would have been nice, as well as an address bus to handle
up to 16 meg of ram, starting off with maybe 1 meg. Built in serial and
parallel ports, and "super" versions of the 8 bit specific i.c.'s. One
thing I always wished for when I was coding for fun (in the 80's) was
the ability to handle maybe 64 multicolor players in hardware, and
maybe just "boring" resolutions of 640x480 but with the ability to do
256 simultaneous colors at that rez with minimal coding tricks (if any).
VGA output and 80 column text would be nice as well.

A 3.5" floppy would be nice (IBM standard 720k), as would a built-in
real time clock. A super PBI to take care of SCSI hard drive interfaces.
Maria for sound?

A port of Action to the 65816 as well as Spartados, both using linear
memory mode of course. ; )

Oh yah, and a REAL friggin keyboard.

Keep in mind that this machine isn't practical from the standpoint of
when the ST was launched, it's just something *I* would have liked to
play with. I'd always wondered about other possiblities, like if Atari had
interfaced the 7800's graphics chip with a 130XE like machine, but my
guess is that there were enough hardware differences in the two systems
to keep this from being doable by a long shot, and with the ST coming
out it wasn't practical.

On another note, I've read someplace that Atari considered another chip
to the 68000 for the ST (like an NEC 32000 or something). There's
another parallel universe for ANOTHER newsgroup.
: )

Bill

# 3568. Re: Halve screens

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-28 00:00:00 UTC
From: Itay Chamiel <itayc@spam.cs.huji.ac.il>
Message-ID: <81plpt$40t$1@news.huji.ac.il>
Source record: 48455

Normally, when watching TV, the picture is shifted half a scanline down every other frame (that is, 30 out of every 60 frames which are displayed per second, or 25 out of 50 for PAL). This "interlace" effect makes the scanlines pretty much invisible, and doubles the apparent resolution of the TV screen.

To make this possible on the Atari, you'd need 2 things:
First of all, to allow the doubled resolution, you'd need a double-sized display buffer, and you'd need to alternate between them every frame. A 320x400 flickery interlaced display is theoretically possible (or 160x400 in color).

However, not only will it appear horrible (and anyone who's seen an interlaced PC monitor will know what I'm talking about), it's also impossible to shift the display down by half a scanline on an ordinary 8-bit. This is something for the hardware folks, but I simply doubt that it would be worth the effort.

-Itay Chamiel
(remove Spam to reply)

> Howdy folks
>
> Here's one for the real hardware pro's.
>
> Normally a TV screen is "build up" by displaying two halves of the
picture.
> First one then the other at halve the frequency of the power outlet.
>
> Atari's (as well as C64's) display "halve a picture" all of the time.
> Would it be possible (either by using twice the amount of chips or by
> "upgrading" the existing chip design) to display two different "halves"?
>
> CU Mathy van Nisselroy
>
> PS the above describtion is a "bit" condensed.
>

# 3569. Re: 13 Atari 8 bit computer game cartridges...$60 plus shipping

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-28 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <38407638.1442507@news.netunlimited.net>
Source record: 48456

Those are all common carts (except maybe for Sky Writer what is that?)
all without manuals or boxes and I would venture to say they are worth
an average of $2.00 each. It looks like the leftovers after someone
picked over a collection for the good stuff.

I don't think you would get $2.00 each on some of these on eBay, they
would just go unsold. Like Qix or Pacman.

VS

On 27 Nov 1999 00:45:16 GMT, "Austin Franklin"
<austin@darkroom098.com> wrote:

>ANYWHERE near? Then what do YOU think they are worth?

>> >for the lot is $60 plus shipping of your choice.
>> >
>> >Dig Dug
>> >Q-Bert
>> >Centipede
>> >Pole Position
>> >Star Raiders (2)
>> >Qix
>> >Millipede
>> >Pac-Man (2)
>> >Donkey Kong (2)
>> >Sky Writer

To email me just remove the Xs and underline marks from my email address.

# 3570. FA: SAM

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-28 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <38409221@athene.hdm-stuttgart.de>
Source record: 48457

Taking offers on SAM (The Software Automatic Mouth)
by Don't Ask Software.
Includes like new original Manual, Phonetic Alphabet Card,
registration card, and original disk software.

Buyer pays shipping charges.
E-mail offers to me at:
phantomm@kih.net

## 3571. FA: Antique Atari 8-Bit Stuff on eBay

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-28 00:00:00 UTC
From: mjj14@aol.com
Message-ID: <19991127225153.09986.00000925@ng-cr1.aol.com>
Source record: 48458

Check it out at:

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=mjj14@aol.com

# 3572. Re: FA: SAM

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-28 00:00:00 UTC
From: Glenn Gutierrez <usenet@planethype.com>
Message-ID: <28111999040424446110%usenet@planethype.com>
Source record: 48459

sometimes i talk in a high voice, BUT OTHER TIMES I TALK VERY LOW.

:)

In article <38409221@athene.hdm-stuttgart.de>, Phantomm
<phantomm@kih.net> wrote:

> Taking offers on SAM (The Software Automatic Mouth)
> by Don't Ask Software.
> Includes like new original Manual, Phonetic Alphabet Card,
> registration card, and original disk software.
>
> Buyer pays shipping charges.
> E-mail offers to me at:
> phantomm@kih.net

# 3573. Re: Music in Atari games

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-28 00:00:00 UTC
From: lusso62@my-deja.com
Message-ID: <81s1dm$662$1@nnrp1.deja.com>
Source record: 48460

I would have to agree that "Alternate Reality the City" offered the best Atari music that I've ever heard. Most of the music was actually complete scores with lyrics that greatly helped the ambience of the game. The game probably had at least 10 to 15 minutes of unique music throughout. In addition to the music, it also had subtle sound effects such as rain, thunder and lightning, wind, swords clanking in the Arena, smithy hammering on anvil, etc. By far my favorite. I load the game sometimes to just watch and hear the intro... check it out if you haven't seen this one.

"Alternate Reality the Dungeon" had a few new pieces that were pretty good, but I felt they lacked the warmth and refinement that was found in the City game. Overall good, but a step backwards.

Gary Gilberson was the guy at Paradise Programming who composed the music for this game as well as the "Tale of Beta Lyrae"(awesome epic score) and "Monster Smash"(lame game, but had cool "Halloween" style intro music)

One other game that had great music but haven't seen mentioned was "The Eidoleon". Pretty cool game too!

In article <383B0AF3.57A58F25@eso.org>,
Francisco Delgado <fdelgado@eso.org> wrote:
> DunxUK wrote:
>
> > Does anyone have any opinion as to which 8 bit Atari game had the best music. I
>
> IMHO, best of all and far from the others
>
> "Alternate Reality the City"
> Spectacular intro, during the game, ambient, etc.
>
> After this,
> "World Karate Championship"
> "Line up"
>
> And for Commodore, special mention to "Krazy Komets" and "Commando".
>
> --
> Francisco Delgado | e-mail: fdelgado@eso.org
> European Southern Observatory | phone: +56-55-281291 ext 5139
> Cerro Paranal, CHILE | fax: +56-55-285065
>

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3574. Re: Music in Atari games

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-28 00:00:00 UTC
From: nospam@private.org
Message-ID: <384049c7.941734@news.orng1.occa.home.com>
Source record: 48461

On 20 Nov 1999 15:19:29 GMT, dunxuk@aol.com (DunxUK) wrote:

>Does anyone have any opinion as to which 8 bit Atari game had the best music.

Ballblaster/Ballblazer.

---
Note: Spam shields raised. Please post responses to
this newsgroup.

# 3575. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-28 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <81ssvt$igk$1@oak.prod.itd.earthlink.net>
Source record: 48462

Hi Bill, John, Others

Your comments arent outrageous and really appreciated,
like I said before the more details the better.

OK from what you have both said so far I'm getting the following.
Feel free to correct me:

If I bend these numbers, they will be on the high side.

- 65816 or better CPU
- At least 24 bit linear address space
- Bitmap display modes with 8 -> 32 bit depth
- Fast multicolor text mode
- 64, 256 or more multicolor players
- VGA monitor support
- Better sound (Maria ?)
- PC compatible floppy (3.5 inch)
- Parallel + Serial Ports
- Super PBI for future expansion. (SCSI disk ?)
- At least 1 MB of RAM
- Real keyboard
- Action! style language with support for new modes/memory model.
- Spartados level of DOS also supporting new memory model.
- Low cost

From my perspective,

The 68516 might not give us 16 MB of linear ram after we chew
up some for memory mapped IO.
Keeping the system truely open seems to be a key issue
A decent free software development environment seems to be key

That other CPU was probably the National Semiconductor 32032
a very 'VAX super cisc style cpu'.

If anyone else is reading this and doesnt like posting, you can send
me an email with your idea's at:

snailboy1ATearthlinkDOTnet

Peter

## 3576. www.atari.net

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-28 00:00:00 UTC
From: "Stormbringer <billo@corecomm" <"remove>.net">
Message-ID: <Ahn04.2440$_U5.234103@news.corecomm.net>
Source record: 48463

Is this site active? I was trying to get email set up and have been
trying to contact anyone there to no success.

# 3577. Re: Any Active 8-bit Developers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-28 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <81sv7j$n5p$1@oak.prod.itd.earthlink.net>
Source record: 48464

Hi Ganesha

I'm working on a game for the 8 bit systems.

I'm using a bunch of different things to develop this.
It started out as a fun thing and then I got much more
serious. Cross development of most stuff.

Heres the evolution:

-Turbo Basic
-Turbo Basic universe creator.
- TB universe creator ported to pascal
- Test Computer Language for HLL atari coding
- TCL to Pascal for further HLL coding
- Atasm90 pc-cross assembler for 6502 assembler
- Povray for rendering (running on a PC then postprocessed)
- Pascal GTIA map generation/character generator on PC.
- Music is being developed on the PC and then ported to
the Atari/tweaked/sound effects added.

Most of the development tools are hand coded with the exceptions
noted: Atasm90, TCL (Test Computer Language).

The environments are Win95, Linux, Dos for a PC
and the Atari environment is mostly TCL at this point.

The games a space based game with combat, trading and a storyline
element.

Hope this helps
Peter

# 3578. Re: 13 Atari 8 bit computer game cartridges...$60 plus shipping

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-29 00:00:00 UTC
From: Austin Franklin <austin@darkroom098.com>
Message-ID: <01bf3a02$bb1fc3f0$207079c0@drt1>
Source record: 48465

The little rubber cushions that go under the legs of a couch cost more than
$2 each. Common, yes, but also very good games.

Even if I did get $2 each, and charged $3 shipping, that's $5....so someone
still comes out ahead.

Perhaps you should buy them, and then you would 'acquire' the SUPER RARE
"Sky Writer" cartridge for your collection...and then you would be one of
the few to know what it is ;-)

Velcro SPY <X_velcro_X@netunlimited.net> wrote in article
<38407638.1442507@news.netunlimited.net>...
> Those are all common carts (except maybe for Sky Writer what is that?)
> all without manuals or boxes and I would venture to say they are worth
> an average of $2.00 each. It looks like the leftovers after someone
> picked over a collection for the good stuff.
>
> I don't think you would get $2.00 each on some of these on eBay, they
> would just go unsold. Like Qix or Pacman.
>
> VS
>
>
> On 27 Nov 1999 00:45:16 GMT, "Austin Franklin"
> <austin@darkroom098.com> wrote:
>
> >ANYWHERE near? Then what do YOU think they are worth?
>
> >> >for the lot is $60 plus shipping of your choice.
> >> >
> >> >Dig Dug
> >> >Q-Bert
> >> >Centipede
> >> >Pole Position
> >> >Star Raiders (2)
> >> >Qix
> >> >Millipede
> >> >Pac-Man (2)
> >> >Donkey Kong (2)
> >> >Sky Writer
>
> To email me just remove the Xs and underline marks from my email address.
>

# 3579. Re: vendor experience...

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-29 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38420d12$0$26921@news.voyager.net>
Source record: 48466

It would be easier to list still active vendors than to find out who isn't active.
I'm sure there are some in the vendor list that I'll fail to mention, so please fill in if you know of someone.
Bob Klass is retiring, but active. He sells just about any hardware you might be looking for, certainly worth a try. He regularly posts to this group.
Video 61 (Lance Ringquist) is active. Bob Klass passed on BBS Express PRO to Video 61. And Tom Hunt does work for Video 61 on PRO, making a telnetable bbs for PRO.
B & C Computer Visions has a web site and sells a LOT of A8 software.
B&C may not have the hard to find stuff, like ACTION! cart or the latest SpartaX cart. I think their website is myatari.com.
Best Electronics, in Canada, I think, sells parts, chips and hardware stuff.
Best has a website.
I know nothing of European vendors. Dean Garraty comes to mind.
Polish guys are active, but I can't remember any right now.
B&C, Best, Bob Klass, Video 61 are US. Bob Puff is about out of Black Boxes and stuff he sells/sold. He may still service CSS products, and someone has mentioned a e-mail address for him.
FTE is, well, a strange situation, with Mike Hohman out of circulation, but Bob Klass and maybe Video 61 selling some FTE stuff.
Russg

## 3580. Re: USB to 8 bit and vice versa

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-29 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38420de2$0$96893@news.voyager.net>
Source record: 48467
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

(Looking for a particular chip.)
The problem you mention isn't unique to Europe. The rather strange chips Atari people go looking for are frequently only available from big companies.
Big companies want to sell wholesale large amounts.
You might find some small electronics place that will sell just a few of the chip you're looking for.

# 3581. Re: Any Active 8-bit Developers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-29 00:00:00 UTC
From: nospam@private.org
Message-ID: <3840d08b.656733@news.orng1.occa.home.com>
Source record: 48468

On Sun, 28 Nov 1999 22:24:23 -0600, "Peter Laing"
<snailboy1@earthlink.net> wrote:

Hmm... Pre-rendering ray-traced scenes? What are you developing, an
Atari 8-bit version of Myst? ;-)

>Most of the development tools are hand coded with the exceptions
>noted: Atasm90, TCL (Test Computer Language).

I've never heard of these two. Are they PD/freely available?

I've discovered the CC65 suite (includes a C compiler, assembler, and
linker) - I haven't tried it out yet, but it definitely looks
promising. I envision compiling on the PC, doing preliminary testing
under one of the many fine 8-bit emulators available, then loading it
into a real Atari via SIO2PC for further testing.

The only thing missing is a remote debugger. ;-)

---
Note: Spam shields raised. Please post responses to
this newsgroup.

# 3582. Re: USB to 8 bit and vice versa

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-29 00:00:00 UTC
From: nospam@private.org
Message-ID: <3840d49c.1697607@news.orng1.occa.home.com>
Source record: 48469
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Mon, 29 Nov 1999 00:27:31 -0000, "Russg" <russg@en.com> wrote:

>(Looking for a particular chip.)
>The problem you mention isn't unique to Europe. The rather strange chips
>Atari people go looking for are frequently only available from big
>companies.
>Big companies want to sell wholesale large amounts.

Don't big companies also send out free samples? I've gotten sample
chips, including documentation, from Motorola just by writing in and
asking.

Might be worth a try.

---
Note: Spam shields raised. Please post responses to
this newsgroup.

# 3583. Re: Atari 8-bit Software List

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-29 00:00:00 UTC
From: Jindroush <kubecj@asw.cz>
Message-ID: <81ti46$73l$1@nnrp1.deja.com>
Source record: 48470

In article <81hgq1$aos$1@nnrp1.deja.com>,
dnoguero@my-deja.com wrote:
> Hi all! I've noticed a lack of an Atari 8-bit software list on
> the 'Net, so I decided to start one. I've got a preliminary version up
> at:
>
> http://home.earthlink.net/~dnoguero/atari

I've posted the following message one, but it seems that my newsservers
didn't sent it to other newsservers:

I've already started such a list, but I didn't wanted to publish it
until it is 'finished'. But to prevent 'resource fork', I've published
it on my home page. Look for 'Atari Software Database'.

Constructive critisism is welcome.

--
Jindroush <kubecj@asw.cz>
See http://www.asw.cz/~kubecj for Atari 8bit utils!

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3584. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-29 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <38427507.21BA0708@ix.netcom.com>
Source record: 48471

Peter Laing wrote:
> 
> Hi Bill, John, Others
> 
> Your comments arent outrageous and really appreciated,
> like I said before the more details the better.
> 
> OK from what you have both said so far I'm getting the following.
> Feel free to correct me:
> 
> If I bend these numbers, they will be on the high side.
> 
> - 65816 or better CPU
> - At least 24 bit linear address space
> - Bitmap display modes with 8 -> 32 bit depth
> - Fast multicolor text mode
> - 64, 256 or more multicolor players
> - VGA monitor support
> - Better sound (Maria ?)
> - PC compatible floppy (3.5 inch)
> - Parallel + Serial Ports
> - Super PBI for future expansion. (SCSI disk ?)
> - At least 1 MB of RAM
> - Real keyboard
> - Action! style language with support for new modes/memory model.
> - Spartados level of DOS also supporting new memory model.
> - Low cost
> 
> From my perspective,
> 
> The 68516 might not give us 16 MB of linear ram after we chew
> up some for memory mapped IO.
> Keeping the system truely open seems to be a key issue
> A decent free software development environment seems to be key
> 
> That other CPU was probably the National Semiconductor 32032
> a very 'VAX super cisc style cpu'.
> 
> If anyone else is reading this and doesnt like posting, you can send
> me an email with your idea's at:
> 
> snailboy1ATearthlinkDOTnet
> 
> Peter

Peter,
Ok... Here goes. The above is pretty close, but 32 bit color is probably pushing too much to be compatible with the old systems. How about a 12 bit true color display on top of the existing Antic/GTIA display system. A switchable 40/80 column default text mode. Make GR. 16 an 80 column display but make it hardware controllable to use as GR.0 default.
As for drive space, I'd like to include a ZIP 100 or 250 EIDE drive as the hard drive. That would be internal, of course. No need to have another fixed disk (make that an option). Expand the PBI/ECI to handle bigger carts and more expansion devices.
Ports: a real centronics bi-directional parallel port, 2 real serial ports (PC compatible) 2 USB ports (if that is at all possible), a VGA monitor port and a 10base-T ethernet port.
DOS: Firmware on board/replaceable SpartaDOS,MyDOS,AtariDOS AND MS-DOS compatible (at least for the file system for ease of file sharing). Obviously multiple operating modes must be supported so that you can take advantage of all the new stuff and also be able to use the old software.
Keyboard: PC 101 format keyboard using the PC Xformer Atari layout. (I'm sorta use to that) Except make the cursor (arrow) keys functional directly. Have the 1200XL F keys and the usual start, select, option keys AND 12 programmable function keys (ala PC 101 keyboard). The keycodes would have to be expanded and usable from BASIC. IR detached keyboard would be cool too.
Languages built-in: Very expanded version of BASIC XE, Action and an expanded version of MAC-65 as MADEM (Macro Assembler Debugger Editor Monitor).
The system should have TCP/IP support and internet support both via modem and ethernet.
The system should come with an XF551 compatible 5 1/4 drive and a true PC compliant 3 1/2 (1.44MB drive).
RAM: at least 1 MB maybe 4MB using SIMMS.
Mouse: Since this is starting to act like the missing link between the 130XE and an Amiga, make one of the user interfaces/operating modes Workbench like. This would promote programming in a GUI format.
I didn't go into the graphics modes much here... Hmmm... Use the upper GR numbers 64 to 128 for new graphics modes. One could be one that will display Colrview images in true color mode (12 bit) one could do a similar thing, but de compress colrsquash pictures. maybe some ansi compatible text/graphics modes. Hmmm... How about up to 800x600 pixel x12 bit color mode. Oooooo... Similar to the Amiga, a Copper like chip that can do both verticle and horizontal display list interrupts.
The paddle port verticle tracking needs to be redone. It should use a scan line count rather than relative position count. I hate that. It's very difficult to program.

Just a few pennies worth of my thoughts.
--
Robert S Ely
rsely@dhs.state.nj.us

rely@ix.netcom.com
ICQ# 33390750

# 3585. Re: ATKEEP - bbs program

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-29 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <38427675.B86A9CA0@ix.netcom.com>
Source record: 48472

Tom Hunt wrote:
>
> I've been looking for an old Atari 8-bit BBS program called ATKEEP.
> It's a citadel clone. If anyone has this and can email it to me, I'd
> be most grateful.
>
> Thanks,
> Tom
> --
> telnet://cth.tzo.com
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

Tom,
I have it, but it needs some serious work. It doesn't work as it sits.
It requires BASIC XE, SpartaDOS and R-Time 8 carts (which I have). I'll
e-mail it to you. I'll also post it to UMich.
--
Robert S Ely
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

# 3586. Re: www.atari.net

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-29 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <384279ED.83CEBC81@ix.netcom.com>
Source record: 48473

"Stormbringer
>
> Is this site active? I was trying to get email set up and have been
> trying to contact anyone there to no success.

The web address is active. The site is rather small. I suppose they are
just building it.
--
Robert S Ely
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

# 3587. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-29 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s451uj85mvm42@corp.supernews.com>
Source record: 48474

Peter Laing <snailboy1@earthlink.net> wrote in message
news:81ssvt$igk$1@oak.prod.itd.earthlink.net...
> Hi Bill, John, Others
>
> Your comments arent outrageous and really appreciated,
> like I said before the more details the better.
I've been thinking about a minimal system for a change. I really have to
send away for the 65816 developer info but...

I still have a few CP/M boxes laying around including a ATR8000. Really,
they were good enough doing the terminal thing for development.

I don't even know where a 65816 starts out executing, but I assume it starts
up as a normal 6502 with 64k of address space so it expects the coldstart
vectors in high ROM.

I am thinking a 65816, serial chip, 16k ROM, maybe 128k CMOS RAM. RAM mapped
into 48k starting at page zero, other 80k from 64k up, with the ROM going
from 49k to 64 and hardware memory mapped into 1 k starting at $C000.
Nothing really fancy with the ROM, you only get 15k of it as it is mapped
out of the hardware area for now.

Easiest way to go on the serial chip would be a 6551, but something that
would go up to 115k baud would be nice.

For first iterations, all the ROM would have just enough code in it to
initialize/test the RAM and do a boot almost identical to an Atari via the
serial chip, loading the RAM based OS. Kind of like a 16k Atari 400 with no
language cart. You could probably get away with 1/2 k ROM and everything
else loaded by 'boot via sio'.

You could then use an IBM as a combination of dumb terminal and sio2pc for
file storage and loading.

Slots for expansion when someone gets around to it.

# 3588. Re: vendor experience...

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-29 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <291119991034494148%mcurrent@carleton.edu>
Source record: 48475

Hey thanks, Andreas!

Indeed, I'm always looking for updates for the vendor list, it's only as good as you make it.

A number of the contacts you mentioned I'm pretty sure I've already taken out. Always make sure you're looking at the latest version of the list (see .sig below for link).

You might be surprised how many of the contacts we haven't heard from for years are actually still out there supporting the Atari. There are still people out there with no Internet presence. So I don't remove entries from the list until I hear directly that they are no longer supporting the Atari.

Thanks all,

-Michael

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
StPaul Atari Computer Enthusiasts http://www.library.carleton.edu/space/

## 3589. Re: vendor experience...

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-29 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <3842ab93$0$96891@news.voyager.net>
Source record: 48476

Oh, I forgot to mention Ben Smith at Bravo Sierra. He has a website and
is quite active. He has both hardware and software to sell. I see he was
able to come up with ATKEEP BBS software for Tom Hunt, so he is
an active source for both hardware and software.
Russg

## 3590. Re: ATKEEP - bbs program

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-29 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <3842ae47$0$96890@news.voyager.net>
Source record: 48477

(Babling on.)
Somehow I relate Ben Smith/Bravo Sierra with Robt. S. Ely.
I think they are related/are the same person.
It is R. S. Ely that found ATKEEP. And I'm pretty sure he is a vendor.
Confusion abounds.
Russg

# 3591. Re: Any Active 8-bit Developers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-29 00:00:00 UTC
From: karolj_nadj@web.de
Message-ID: <3842d8cb.1995455@news.s-direktnet.de>
Source record: 48478

maybe you can try some tools on my site...

f.e. our 6502-assembler xasm for msdos...

papa, heaven/taquart

http://www.s-direktnet.de/homepages/k_nadj/main.html

ps most of our crew use:

#gnu-c with own libraries for testing fx on pc first in gtia or
hip-mode...
#xasm for assembling (complete ram-usage possible)
#atari800win or the dos-port (only emulator which supports hip-mode
correctly and pokey-sounds)

# 3592. Atari Stock

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-29 00:00:00 UTC
From: riplord@aol.com
Message-ID: <19991129163922.11839.00001260@ng-bk1.aol.com>
Source record: 48479

I was going through some papers at home, and I just found an old Atari Corp Stock Certificate.

I am the 'proud' owner of 8 Shares of Atari Corporation (this was after the split).

My question: Who actually owns the remanents of Atari now? I know it was bought out by a Japanese company, but I think that business went under as well.

Anyone know a good place to try to find out if this certificate is worth anything, or just a nice piece of paper to hang on a wall :)

Neil

# 3593. Re: Atari Stock

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-29 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <384308a7.14343527@news.pipeline.com>
Source record: 48480

I owned 200 shares of JTS/Atari when they went belly up. I contacted
the Bankruptcy officer and was told to put a match to my stock
certificates because the chances of me getting any restitution were
less than 1%.

Makes a good souvenir though.

John

On 29 Nov 1999 21:39:22 GMT, riplord@aol.com (RIP Lord) wrote:

>I was going through some papers at home, and I just found an old Atari Corp
>Stock Certificate.
>
>I am the 'proud' owner of 8 Shares of Atari Corporation (this was after the
>split).
>
>My question: Who actually owns the remanents of Atari now? I know it was
>bought out by a Japanese company, but I think that business went under as well.
>
>Anyone know a good place to try to find out if this certificate is worth
>anything, or just a nice piece of paper to hang on a wall :)
>
>Neil
>

# 3594. Re: vendor experience...

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-29 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <81v257$7p3$1@news.storm.ca>
Source record: 48481

Russg <russg@en.com> wrote in message
news:38420d12$0$26921@news.voyager.net...
> It would be easier to list still active vendors than to find out who isn't
> active.
> I'm sure there are some in the vendor list that I'll fail to mention, so
> please fill in if you know of someone.
> Best Electronics, in Canada, I think, sells parts, chips and hardware
stuff.
> Best has a website.

Actually, Best is in CAlifornia, not CAnada.

David P.
A good Canadian, eh?

# 3595. Re: Atari Stock

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-29 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <81v258$7p3$2@news.storm.ca>
Source record: 48482

There are a number of outfits that will track old stock certificates; some charge a flat rate while other do it on a contingency basis, taking some portion of the value of the stock.

Atari was bought out by JTS, a hard drive manufacturer with a zero quality control level. JTS was eventually delisted (missed some filing deadlines, as I recall) and I believe is out of business.

In a nutshell, I believe you have some wall art, nothing else.

Hope this has helped,

David P.

RIP Lord <riplord@aol.com> wrote in message
news:19991129163922.11839.00001260@ng-bk1.aol.com...
> I was going through some papers at home, and I just found an old Atari
Corp
> Stock Certificate.
>
> I am the 'proud' owner of 8 Shares of Atari Corporation (this was after
the
> split).
>
> My question: Who actually owns the remanents of Atari now? I know it was
> bought out by a Japanese company, but I think that business went under as
well.
>
> Anyone know a good place to try to find out if this certificate is worth
> anything, or just a nice piece of paper to hang on a wall :)
>
> Neil
>

## 3596. Re: vendor experience...

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-29 00:00:00 UTC
From: Rich Jackson <rj5jackson@mindspring.com>
Message-ID: <81veuj$6sf$1@nntp8.atl.mindspring.net>
Source record: 48483

Another vendor who has an active business is 4Jays. This business has an actual STORE you can shop in
(Northern California) or do business on-line. I have bought two Atari 8-bit systems there (including a
MIB 1200xl for $50). Some info I snipped from their site is below:

http://www.ncal.verio.com/~4jays/

Buy, Sell, Trade, Service
---
From Complete Systems to Parts
---
You can now visit us at our NEW STORE!!!
519 W. Fourth Street, Antioch, California 94509 (925)777-1160
Store Hours: 11-6pm Tuesday thru Saturday
---
Video Games
---
Atari 2600
Atari 5200
Atari 7800
Atari Lynx
Bally Astrocade
Colecovision
Intellivision
Fairchild
Nintendo
Odyssey 2
Sega Master System
Turbo Grafx 16
Vectrex
Joysticks
Pongs and Handhelds
Monitors
---
Old Computers
---
Amiga
Atari 8-Bit(400,800,XL's,XE's)

Atari 16-Bit(1040ST,520ST)
Commodore 64/128/SX-64
Commodore Vic-20,Plus 4
Ti99
Trs-80

Hope this helps you find what you are looking for.
Rich Jackson

David A. Paterson wrote in message <81v257$7p3$1@news.storm.ca>...
>
>Russg <russg@en.com> wrote in message
>news:38420d12$0$26921@news.voyager.net...
>> It would be easier to list still active vendors than to find out who
isn't
>> active.
>> I'm sure there are some in the vendor list that I'll fail to mention, so
>> please fill in if you know of someone.
>> Best Electronics, in Canada, I think, sells parts, chips and hardware
>stuff.
>> Best has a website.
>
>Actually, Best is in CAlifornia, not CAnada.
>
>David P.
>A good Canadian, eh?
>
>
>

# 3597. Re: vendor experience...

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-29 00:00:00 UTC
From: Rich Jackson <rj5jackson@mindspring.com>
Message-ID: <81vg3a$vct$1@nntp8.atl.mindspring.net>
Source record: 48484

Rich Jackson wrote in message ...
>Another vendor who has an active business is 4Jays. This business has an
>actual STORE you can shop in
>(Northern California) or do business on-line. I have bought two Atari
8-bit
>systems there (including a
>MIB 1200xl for $50). Some info I snipped from their site is below:
>
>http://www.ncal.verio.com/~4jays/
>
>Buy, Sell, Trade, Service
>----------------------------------------------------------------------------
-
>----
>From Complete Systems to Parts
>----------------------------------------------------------------------------
-
>----
>You can now visit us at our NEW STORE!!!
>519 W. Fourth Street, Antioch, California 94509 (925)777-1160
>Store Hours: 11-6pm Tuesday thru Saturday
>----------------------------------------------------------------------------
-
>----
>Video Games
>----------------------------------------------------------------------------
-
>----
>Atari 2600
>Atari 5200
>Atari 7800
>Atari Lynx
>Bally Astrocade
>Colecovision
>Intellivision
>Fairchild
>Nintendo
>Odyssey 2
>Sega Master System
>Turbo Grafx 16
>Vectrex
>Joysticks
>Pongs and Handhelds
>Monitors

>-------------------------------------------------------------------------
-
>----
> Old Computers
>-------------------------------------------------------------------------
-
>----
>Amiga
>Atari 8-Bit(400,800,XL's,XE's)
>Atari 16-Bit(1040ST,520ST)
>Commodore 64/128/SX-64
>Commodore Vic-20,Plus 4
>Ti99
>Trs-80
>
>Hope this helps you find what you are looking for.
>Rich Jackson
>
>
>
>David A. Paterson wrote in message <81v257$7p3$1@news.storm.ca>...
>>
>>Russg <russg@en.com> wrote in message
>>news:38420d12$0$26921@news.voyager.net...
>>> It would be easier to list still active vendors than to find out who
>isn't
>>> active.
>>> I'm sure there are some in the vendor list that I'll fail to mention, so
>>> please fill in if you know of someone.
>>> Best Electronics, in Canada, I think, sells parts, chips and hardware
>>stuff.
>>> Best has a website.
>>
>>Actually, Best is in CAlifornia, not CAnada.
>>
>>David P.
>>A good Canadian, eh?
>>
>>
>>
>
>

## 3598. Getting started... again.

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-29 00:00:00 UTC
From: obera000 <obera000@unbc.ca>
Message-ID: <Pine.LNX.3.96.991129194112.1507A-100000@ugrad.unbc.ca>
Source record: 48485

Back before GUI and Windozzzzzze I was the avid little Atari hacker.
Playing around with my happy blue screens and loving it.

I want back in!!! I want to enjoy the simplicity of it all and I want it
yesterday!

I need everyone's help to build the most versitile 8-bit Atari station.
Let's keep it realistic though, I can't get any prototypes. I am also
talking about building the whole thing with acessories (modems, APE,
printers etc) parts, memory upgrades, roms, software, (back to the
programming). In all, I have made the Millenium resolution to make this
my new hobby.. again. And I'm going to love it.

So... I need your input. My knowledge of all the fun stuff we can do is
limited. I was thinking of starting with the fllowing and looking for
some help from there. Everything I list will more than likely be factory
and what I already have:

1030 modem & interface
1050 disk drive
1025 printer
koala pad model 004
De Re Atari
CX-85 Numeric Keyboard
1020 printer
Atari 1010 Program Recorder

Now note I didn't mention a cpu. I'm a bit torn there. I grew up on a
'maxed-out' Atari 800 (which i have and it still works :j ) But I need
more guidence on which CPU would be best. I was thinking the 130XE.

Things I was thinking of getting:

Rana Systems 1000 Floppy Drive,
Amdek Amdisk III Dual Floppy Drive
Atari 1027 or the best pin printer for the system.

Anyway... let's have some fun and put together something. I know that we
won't reach a consensus ...but that's what democracies are for, lobby
groups.

Regards,
Arron

ps. I am very excited about all of this, it's gonna be fun! ... gawd, I
sound like a kid at Christmas. So much the better. To look thru to the
world with the eyes and wonder of a child is the only way to stay young

forever.

_____
Arron Oberman
Public Relations
Pacific Western Brewing Company
Prince George, BC Canada
(250) 561-7255

# 3599. TCL ATASM90 and game development

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-29 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <81vkdp$7fj$1@fir.prod.itd.earthlink.net>
Source record: 48486

Ganesha Ganapati <nospam@private.org> wrote in message
news:3840d08b.656733@news.orng1.occa.home.com...
> On Sun, 28 Nov 1999 22:24:23 -0600, "Peter Laing"
> <snailboy1@earthlink.net> wrote:
>
> Hmm... Pre-rendering ray-traced scenes? What are you developing, an
> Atari 8-bit version of Myst? ;-)

Not quite as big as Myst but with a few different scenes. The ray-tracing
actually saves time for me. Once you have created an object description
you can place it anywhere at any angle. So making a 'space lot' full
of spacecraft is really easy for example. If I had to draw it by hand
it would take much longer.

>
> >Most of the development tools are hand coded with the exceptions
> >noted: Atasm90, TCL (Test Computer Language).
>
> I've never heard of these two. Are they PD/freely available?
>
From what I understand TCL and Atasm90 is free.
I've found TCL and Atasm90 excellent tools for development.
The authors did really good work.
The Author of Atasm90 has also cranked out Envision-PC, which
seems like a nice tool too. I ended up coding my own because
I'm using primarily GTIA modes. For all other budding map
artists with a PC Envision-PC is a good start.

> I've discovered the CC65 suite (includes a C compiler, assembler, and
> linker) - I haven't tried it out yet, but it definitely looks
> promising. I envision compiling on the PC, doing preliminary testing

Thats what I'm doing, except I've moved a step further and have native
HLL code that emulates the atari hardware. It's very rough but it
allows rapid development and testing of ideas. The primary reason
for this move has been that I've moved my development to an old 386
Emulators are just too slow on this machine.

> under one of the many fine 8-bit emulators available, then loading it
> into a real Atari via SIO2PC for further testing.

>
> The only thing missing is a remote debugger. ;-)
Thats another midnight hacking session in the waiting.
>
> ---

> Note: Spam shields raised. Please post responses to
> this newsgroup.

## 3600. DT-80 Cartridge??

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-29 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <38436322.6B6D2F36@qnet.com>
Source record: 48487

I have a DT-80 cartrdige that was made by AMIABLE COMPUTER
ENHANCEMENTS. I dont have any documentation on this cart. Does anyone
have any info on this cart?

Thanks Don

# 3601. Re: any one knows how can i get intouch with BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-29 00:00:00 UTC
From: Petr Liebl <lieblp@atlas.cz>
Message-ID: <81vokb$8i4$1@news.vol.cz>
Source record: 48488

> >
> > any one knows how can i get intouch with BeWeSoft (Jiri Bernasek -
> > Bernasek-Werner Software)
> >

Hello from the Czech Republic!!!!! (;-)))

I don't know the adress very well, but it's something like:

Jiri Bernasek
Na Hrebenkach 42 (don't know the number...)
Praha 5 (or 6)
15000 (or 16000)

The one who's in good touch with him is Oldrich Rezler olda@jrc.cz

TRY IT!!!

Bye Petr Liebl

http://8mi.atari.org

# 3602. Check Out My Rare Atari 2600-5200-7800 Games On Yahoo Auctions!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-30 00:00:00 UTC
From: "Mr. Lee" <mrlee@ok.freei.net>
Message-ID: <TKH04.47$bd.10591@newshog.newsread.com>
Source record: 48389
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

http://auctions.yahoo.com/user/sega_master_system

Thanks

# 3603. FA: Atari 800 Memory, Super Cobra, Millipede, DK:Junior, Deluxe Invaders by Roklan, more

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-30 00:00:00 UTC
From: Steverd@cet.com
Message-ID: <s46imfqmvm80@news.supernews.com>
Source record: 48390

209069832: Atari 2600: ADVENTURE *Low Shipping*
Auction ends on: Dec-04-99, 17:43:22 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=209069832

209073451: Atari 2600: CIRCUS (Sears/Tele)*Low Shipping*
Auction ends on: Dec-04-99, 17:47:11 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=209073451

209080379: Atari 2600: GHOSTBUSTERS *Low Shipping*
Auction ends on: Dec-04-99, 17:56:12 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=209080379

209087026: Atari 2600: OTHELLO * Low Shipping *
Auction ends on: Dec-04-99, 18:02:01 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=209087026

209091101: Atari 2600: SteepleChase 'Sears/Tele' -ER-
Auction ends on: Dec-04-99, 18:09:11 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=209091101

209105708: Atari 400/800: Deluxe Invaders by ROKLAN
Auction ends on: Dec-04-99, 18:19:33 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=209105708

209108092: Atari 400/800: Donkey Kong Junior
Auction ends on: Dec-04-99, 18:22:22 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=209108092

209110735: Atari 400/800: MILLIPEDE - Low Shipping -
Auction ends on: Dec-04-99, 18:24:16 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=209110735

209112279: Atari 400/800: SUPER COBRA - Low Shipping -
Auction ends on: Dec-04-99, 18:25:58 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=209112279

209115178: Atari 2600/C64: Wico Command Control Joystick
Auction ends on: Dec-04-99, 18:30:09 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=209115178

209124826: Atari 800: 16K MEMORY CX853 - TESTED - + BOX
Auction ends on: Dec-04-99, 18:39:30 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=209124826

209132478: Intellivision: Blockade Runner - COMPLETE -
Auction ends on: Dec-04-99, 18:46:33 PST

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=209132478

209136306: Intellivision: Hover Force - COMPLETE -
Auction ends on: Dec-04-99, 18:50:16 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=209136306

209139649: Intellivision: LEARNING FUN 'I' w/Box, Manual
Auction ends on: Dec-04-99, 18:53:42 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=209139649

209145156: Intellivision: STADIUM MUD BUGGIES - COMPLETE
Auction ends on: Dec-04-99, 18:58:56 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=209145156

209150271: Intellivision: THIN ICE -* COMPLETE *-
Auction ends on: Dec-04-99, 19:04:46 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=209150271

209155201: Intellivision: TURBO -ER- Low Reserve
Auction ends on: Dec-04-99, 19:09:15 PST
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=209155201

---
Steverd@cet.com
http://www.cet.com/~steverd (Classic Cartridges)
http://www.cet.com/~steverd/pekes (the Pekingese Page)
http://www.cet.com/~steverd/cure.htm (the CURE CDr Trade page)
http://www.cet.com/~steverd/beanies/ (Beanie Babies Page)
---

# 3604. Re: any one knows how can i get intouch with BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-30 00:00:00 UTC
From: Petr Liebl <lieblp@atlas.cz>
Message-ID: <81vp0l$8ij$1@news.vol.cz>
Source record: 48391

> > any one knows how can i get intouch with BeWeSoft (Jiri Bernasek -
> > Bernasek-Werner Software)
> >
> > nir

Hello from the Czech Republic!!!!! (;-))))

The address is:

Jir&#65533; Bernasek
Na Hrebenk&#65533;ch 42
15000 Praha 5

olda@jrc.cz this one is in good touch with him I think....

Bye Petr Liebl

http://8mi.atari.org

# 3605. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-30 00:00:00 UTC
From: Brix <Brix@Plush.DELETETHIS.de>
Message-ID: <MPG.12a85c60a76b1162989686@news.netsurf.de>
Source record: 48392
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

In article <383c4ac6.659150@news.localnet.com>, Aaron says...
> On 24 Nov 1999 10:35:39 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
> Van Nisselroy) wrote:
>
> >Howdy folks
> >
> >>I don't know about 6502s in the Space Shuttle. However, did you know
> >>that NASA tests the Space Shuttle's heat resistant tiles by simulating
> >>re-entry with 200 overclocked Intel Pentium chips?
> >
> >Must have gotten very cold at NASA. Isn't there a way to test these tile AND
> >heat the building. I mean without taking these overclocked Pentiums off the
> >central heating system? :-)
> >
> Don't you know that NASA is in Florida? It's quite warm in Florida.
> Just a moment...
>
> It's warm in florida and NASA uses hundreds of Pentium chips. Is there
> a correlation?
>
> Just a moment...
>
> Florida has massive hurricanes and all Pentium chjps need a really
> powerful fan. Is there a correlation?

Forward this to alt.conspiracy.
IMMEDIATELY!! It is Vital!

-Wanja-

armageddon - we are all going to die

# 3606. Re: ATKEEP - bbs program

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-30 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <820du6$90a$1@nnrp1.deja.com>
Source record: 48393

Thanks a bunch, Robert. I've received your email. This classic Atari 8-bit BBS is unique. It is based upon the room concept, like Citadel BBS. I have placed it at-

ftp://ftp.spudster.org/pub/Atari/CTH/Utilities/Utilities_BBS/ATKeep

Thanks Again,
Tom

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3607. Re: ATKEEP - bbs program

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-30 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3843B733.D1FC7B86@ix.netcom.com>
Source record: 48394

Russg wrote:
>
> (Babling on.)
> Somehow I relate Ben Smith/Bravo Sierra with Robt. S. Ely.
> I think they are related/are the same person.
> It is R. S. Ely that found ATKEEP. And I'm pretty sure he is a vendor.
> Confusion abounds.
> Russg

Russg,
Sorry. I'm not Ben. I'm not a vendor, just a regular Atarian. I've just
collected stuff and enjoyed my 8-bit systems since 1982.
--
Robert S Ely
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

# 3608. Re: Check Out My Rare Atari 2600-5200-7800 Games On Yahoo Auctions!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-30 00:00:00 UTC
From: Chad Hendrickson <chadh@REMOVEmediaone.net>
Message-ID: <UMR04.5147$L4.17178746@rmnws01.ce.mediaone.net>
Source record: 48395
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

"Mr. Lee" <mrlee@ok.freei.net> wrote in message
news:TKH04.47$bd.10591@newshog.newsread.com...
> http://auctions.yahoo.com/user/sega_master_system
>
> Thanks

Do you consider the games that can be bought from
http://www.oshealtd.com/atariorderform.htm for $.80 to be rare?

# 3609. Re: Check Out My Rare Atari 2600-5200-7800 Games On Yahoo Auctions!

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-30 00:00:00 UTC
From: "Mr. Lee" <garystv@brightok.net>
Message-ID: <820pvc$7kr$1@sooner.brightok.net>
Source record: 48396
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

"Chad Hendrickson" <chadh@REMOVEmediaone.net> wrote in message
news:UMR04.5147$L4.17178746@rmnws01.ce.mediaone.net...
> "Mr. Lee" <mrlee@ok.freei.net> wrote in message
> news:TKH04.47$bd.10591@newshog.newsread.com...
> > http://auctions.yahoo.com/user/sega_master_system
> >
> > Thanks
>
> Do you consider the games that can be bought from
> http://www.oshealtd.com/atariorderform.htm for $.80 to be rare?
>
> to me they are bubba

# 3610. FS: Atari Modems CHEAP

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-30 00:00:00 UTC
From: The Basement <swolfe1@mail.gcnet.net>
Message-ID: <EVS04.168$C23.49122@typhoon2.gnilink.net>
Source record: 48397

```
FS: 1 Atari Acoustic Coupler, with box
1 Atari 1200bps Direct connect modem
Both work great.

I also have a TERMLINK cart, with box....

I'll sell all 3 for 27$, shipping included.
```

## 3611. Getting started... again. (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-30 00:00:00 UTC
From: obera000 <obera000@unbc.ca>
Message-ID: <Pine.LNX.3.96.991130120140.21374A-100000@ugrad.unbc.ca>
Source record: 48398

Back before GUI and Windozzzzzze I was the avid little Atari hacker.
Playing around with my happy blue screens and loving it.

I want back in!!! I want to enjoy the simplicity of it all and I want it
yesterday!

I need everyone's help to build the most versitile 8-bit Atari station.
Let's keep it realistic though, I can't get any prototypes. I am also
talking about building the whole thing with acessories (modems, APE,
printers etc) parts, memory upgrades, roms, software, (back to the
programming). In all, I have made the Millenium resolution to make this
my new hobby.. again. And I'm going to love it.

So... I need your input. My knowledge of all the fun stuff we can do is
limited. I was thinking of starting with the fllowing and looking for
some help from there. Everything I list will more than likely be factory
and what I already have:

1030 modem & interface
1050 disk drive
1025 printer
koala pad model 004
De Re Atari
CX-85 Numeric Keyboard
1020 printer
Atari 1010 Program Recorder

Now note I didn't mention a cpu. I'm a bit torn there. I grew up on a
'maxed-out' Atari 800 (which i have and it still works :j ) But I need
more guidence on which CPU would be best. I was thinking the 130XE.

Things I was thinking of getting:

Rana Systems 1000 Floppy Drive,
Amdek Amdisk III Dual Floppy Drive
Atari 1027 or the best pin printer for the system.

Anyway... let's have some fun and put together something. I know that we
won't reach a consensus ...but that's what democracies are for, lobby
groups.

Regards,
Arron

ps. I am very excited about all of this, it's gonna be fun! ... gawd, I
sound like a kid at Christmas. So much the better. To look thru to the
world with the eyes and wonder of a child is the only way to stay young

forever.

_____
Arron Oberman
Public Relations
Pacific Western Brewing Company
Prince George, BC Canada
(250) 561-7255

## 3612. Re: Atari Stock

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-30 00:00:00 UTC
From: Doug Wheeler <doug@fineideas.com>
Message-ID: <s48bhrb3mvm88@news.supernews.com>
Source record: 48399

John Hardie <jhardie@pipeline.com> wrote in message
news:384308a7.14343527@news.pipeline.com...
> I owned 200 shares of JTS/Atari when they went belly up. I contacted
> the Bankruptcy officer and was told to put a match to my stock
> certificates because the chances of me getting any restitution were
> less than 1%.
>
> Makes a good souvenir though.
>
> John

You might even be able to sell the certs on eBay! :-)

--Doug

# 3613. Re: DT-80 Cartridge??

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-30 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <821f2l$6nh$1@news.storm.ca>
Source record: 48400

I believe it adds a software 80-column mode. Useful for some BBSing and terminal emulation. I don't know how to access it though - anyone out there have docs?

David P.

Schoengarth <dons@qnet.com> wrote in message news:38436322.6B6D2F36@qnet.com...
> I have a DT-80 cartrdige that was made by AMIABLE COMPUTER
> ENHANCEMENTS. I dont have any documentation on this cart. Does anyone
> have any info on this cart?
>
> Thanks Don
>

# 3614. Re: Getting started... again.

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-30 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <821f2m$6nh$2@news.storm.ca>
Source record: 48401

For a CPU, I'd have to go with an 800XL. Expansion to 256K (and even up to 1 Meg) is possible, there's a real keyboard (as opposed to the 130XE's horrific mush) and there's already a PBI (If you were Bob Woolley, the 1200xl would be an option, but most folks don't want to install their own PBI). Plus, as an added bonus, all the 800XLs I've ever seen had all socketed chips. Adding in that extra PIA, POKEY or OS-ROM is much easier.

For reference, I'd suggest the hardware manual and OS source code listings. They're for the 400/800, but have enough info to be worth it. I believe Brad still has some at Best Electronics (I forget the URL, can someone help?). Last I saw the set was $15.00.

Printers? The 1020 plotter is almost impossible to find ink for; the 1027 is better left alone. The 1025 is indestructible, to be sure, but won't do graphics. I'd probably (heresy!) get a Star NX-10 or NX-1000. Good old fashioned dot matrix with graphics!

But, what it all boils down to is "Have Fun!"

David P.

# 3615. Re: Any Active 8-bit Developers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-30 00:00:00 UTC
From: Paul Taylor <paul_taylor.pgt99@virgin.net>
Message-ID: <821s8n$nlf$1@nclient13-gui.server.virgin.net>
Source record: 48402

Peter Laing <snailboy1@earthlink.net> wrote in message
news:81sv7j$n5p$1@oak.prod.itd.earthlink.net...
> Hi Ganesha
>
> I'm working on a game for the 8 bit systems.
>
> I'm using a bunch of different things to develop this.
> It started out as a fun thing and then I got much more
> serious. Cross development of most stuff.
>
> Heres the evolution:
>
> -Turbo Basic
> -Turbo Basic universe creator.
> - TB universe creator ported to pascal
> - Test Computer Language for HLL atari coding
> - TCL to Pascal for further HLL coding
> - Atasm90 pc-cross assembler for 6502 assembler
> - Povray for rendering (running on a PC then postprocessed)
> - Pascal GTIA map generation/character generator on PC.
> - Music is being developed on the PC and then ported to
> the Atari/tweaked/sound effects added.
>
> Most of the development tools are hand coded with the exceptions
> noted: Atasm90, TCL (Test Computer Language).
>
> The environments are Win95, Linux, Dos for a PC
> and the Atari environment is mostly TCL at this point.
>
> The games a space based game with combat, trading and a storyline
> element.

Sounds something like an Elite clone to me, but as Mr Braben & Mr Bell did not release this game on the Atari 8 bits there is a market of at least 1 person who would like to see something similar to Elite. Before anyone tries to let me know different, yes Elite is available on the A8 (or was many, many, many moons ago) but it is not an official release. The best explanation I can think of on the spot is that whoevever converted the game didn't want their hard work to die when they found out it wasn't going to be released, and gave a few friends a copy. Or it may have been an unofficial version. I never did get to see a copy. Anyway, I was just posting to say I would like to be kept informed on major progress with this project, it sounds like I NEED a copy.
Paul Taylor.

paul_taylor.pgt99@virgin.net

> Hope this helps
> Peter
>
>
>
>

# 3616. Re: DT-80 Cartridge??

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-30 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <3844751F.3348CDA3@qnet.com>
Source record: 48403

Thats what I thought it though I wasnt sure. I havent ttries to use it yet.
Was hoping to get some docs before I tried to use it.

Don

"David A. Paterson" wrote:

> I believe it adds a software 80-column mode. Useful for some BBSing and
> terminal emulation. I don't know how to access it though - anyone out there
> have docs?
>
> David P.
>
> Schoengarth <dons@qnet.com> wrote in message
> news:38436322.6B6D2F36@qnet.com...
> > I have a DT-80 cartrdige that was made by AMIABLE COMPUTER
> > ENHANCEMENTS. I dont have any documentation on this cart. Does anyone
> > have any info on this cart?
> >
> > Thanks Don
> >

# 3617. Re: Atari Stock

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-30 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38447743.5B7B3835@worldnet.att.net>
Source record: 48404

Neil,

Sorry to let you down, your stock is not longer worth anything... well actually just before the account was pulled from the American Stock exchange, each share was worth a staggering .12 cents each, so you have .96 cents worth of stock.

On June 30, 1996 Atari Corporation reverse merged with a company called JTS Corp, actually Atari Corp bought JTS and its share holders then owned 62% of the company. Atari had at the time $112 million in assets and liability. ATC stock then became JTS stock (since you were a share holder, you should have received a letter indicating this, but I wouldn't be surprised if you didn't) Atari Corp no longer existed, but was now a "division" of JTS Corp. JTS then proceeded to squander all the cash, liquidate the warehouse of equipment and slice and dice assets off to the highest bidder and then in the midst of looming SEC investigation for not upholding its obligation as stipulated in the reverse merger of maintaining Atari business, JTS quickly filed a 10K form with the SEC and sold off "most" (that's still an interesting description) Atari assets, licenses and titles to Hasbro Interactive for $5 million in March of 1998. Shortly afterwards JTS closed its doors and its hard drives could be found at fire sale prices everywhere. (JTS hit the skids pretty hard when it tried to sign a deal with Compaq Computer Corp and most likely was betting the farm on getting the contract, but it never came about and JTS just couldn't compete with the likes of Conner, Seagate, Quantum and Maxtor)

So I'm afraid you don't have anyone to turn to, but heck you've got some cool souvenirs of Atari's days as a publicly traded company.

Curt

The Atari Historical Society website:
http://www.atari-history.com

RIP Lord wrote:

> I was going through some papers at home, and I just found an old Atari Corp
> Stock Certificate.
>
> I am the 'proud' owner of 8 Shares of Atari Corporation (this was after the
> split).
>
> My question: Who actually owns the remanents of Atari now? I know it was
> bought out by a Japanese company, but I think that business went under as well.
>
> Anyone know a good place to try to find out if this certificate is worth
> anything, or just a nice piece of paper to hang on a wall :)
>

> Neil

# 3618. Re: DT-80 Cartridge??

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-30 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <384477AA.618CCE1B@worldnet.att.net>
Source record: 48405

Don,

It was for use with the SWP ATR8000 CP/M box and allowed you to use
your Atari as a terminal to run CP/M 2.2 programs on the ATR8000 through
your Atari. It came originally on diskette, but the cart is much more
convenient.

Curt

Schoengarth wrote:

> I have a DT-80 cartrdige that was made by AMIABLE COMPUTER
> ENHANCEMENTS. I dont have any documentation on this cart. Does anyone
> have any info on this cart?
>
> Thanks Don

# 3619. Alpha Systems, and Duplicating Technologies

Newsgroup: comp.sys.atari.8bit
Date: 1999-11-30 00:00:00 UTC
From: Marshall Walker <mwalker@mc.net>
Message-ID: <821t14$lci$1@ffx2nh3.news.uu.net>
Source record: 48406

Hello All,

I was interested if anyone knew anything about Alpha Systems and Duplicating Technologies. IF someone purchased there warehouses, etc.. I am interested in trying to find copies of Atari Advanced Protection Techniques Vol 1 & 2, and to see if I can get my hands on a 1050 Duplicator board and software.. Can anyone help me out? I've tried several deep search engines and can't find anything..

Any help will be appreciated!!!

Thanks.

--
Marshall Walker
mwalker@mc.net

# 3620. Re: Atari Stock

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-01 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <384484fd.940635@news.netunlimited.net>
Source record: 48407

It might be worth something in a pinch, so keep it by the toilet,
haha!

VS

On 29 Nov 1999 21:39:22 GMT, riplord@aol.com (RIP Lord) wrote:

>I was going through some papers at home, and I just found an old Atari Corp
>Stock Certificate.
>
>I am the 'proud' owner of 8 Shares of Atari Corporation (this was after the
>split).
>
>My question: Who actually owns the remanents of Atari now? I know it was
>bought out by a Japanese company, but I think that business went under as well.
>
>Anyone know a good place to try to find out if this certificate is worth
>anything, or just a nice piece of paper to hang on a wall :)
>
>Neil
>

To email me just remove the Xs and underline marks from my email address.

## 3621. Re: Getting started... again.

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-01 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991130211205.00376.00000164@ng-bd1.aol.com>
Source record: 48408

>Brad still has some at Best Electronics (I forget the URL, can someone
>help?)

http://www.best-electronics-ca.com/

I started life with nothing, and still have most of it left...

# 3622. Re: Guess What I Found?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-01 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <3844D257.A8CAA288@classic-games.com>
Source record: 48409

Ganesha Ganapati wrote:
>
> On Tue, 23 Nov 1999 18:29:07 +0100, "Vidar \"Hawk\" Olavesen"
> <olavese@online.no> wrote:
>
> >Are you selling it ? How much ?
>
> I was considering it, until I found a web site that sells reprints of
> this document for $5. At that price I'd rather keep it. ;-)

What site was that?

--
http://www.classic-games.com/
Conspiracy theorists mistakenly assume others think before acting.
*** Please limit .sigs to four lines and avoid HTML mail or posts. ***

# 3623. Re: Alpha Systems, and Duplicating Technologies

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-01 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <822k0l$4nd$1@epos.tesco.net>
Source record: 48410

Marshall Walker <mwalker@mc.net> wrote in message
news:821t14$lci$1@ffx2nh3.news.uu.net...

A 1050 Duplicator board was recently sold on Ebay for about $20.00. I don't
think it came with nay manuals or software though.

Richard

> Hello All,
>
> I was interested if anyone knew anything about Alpha Systems and
Duplicating
> Technologies. IF someone purchased there warehouses, etc.. I am
interested
> in trying to find copies of Atari Advanced Protection Techniques Vol 1 &
2,
> and to see if I can get my hands on a 1050 Duplicator board and software..
> Can anyone help me out? I've tried several deep search engines and can't
> find anything..
>
> Any help will be appreciated!!!
>
> Thanks.
>
> --
> Marshall Walker
> mwalker@mc.net
>
>

## 3624. Re: Atari Stock

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-01 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <38450979.683389@news.netunlimited.net>
Source record: 48411

THAT is a great idea!

On Tue, 30 Nov 1999 14:07:10 -0600, "Doug Wheeler"
<doug@fineideas.com> wrote:

>You might even be able to sell the certs on eBay! :-)

To email me just remove the Xs and underline marks from my email address.

# 3625. ATARI Sales

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-01 00:00:00 UTC
From: Gerald Koerner <gekobw00@fht-esslingen.de>
Message-ID: <38451412.420EBFE7@fht-esslingen.de>
Source record: 48412
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hello

How many ATARI Computers were sold during ATARIs lifetime?

It is interesting for me, how much STs (MegaSTs, 1040ST, 520ST), Mega STEs, TTs, Falcons, ST-Books, Stacys were sold in the different parts of the world (Europe, USA, Kanada, Australia and so on).
Additional it is intresting, how much 400, 800, 600XL, 800XL and so on were sold.

If anybody knows something, please answer in the board or directly to me: gerald@gerald-koerner.de

Thanx

Greetings

Gerald

# 3626. ICD R-TIME8 CART

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-01 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <dmc14.45720$435.150487@typhoon2.tampabay.rr.com>
Source record: 48413

I read the r-time8 cart is not y2k compliant but when I change the date to 01/01/00 it takes it and everything on the Atari (file time stamps) gets set okay. Any input on this?

# 3627. Re: Guadagna navigando.

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-01 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <8jc14.45716$435.150503@typhoon2.tampabay.rr.com>
Source record: 48414

```
Yea, and yer mamma too.
```

Power <umsavo@tin.it> wrote in message news:38415BA0.83E5687C@tin.it...
> Cara/o Navigatrice / Navigatore,
>
> Le regole sono cambiate!!!
>
> Vuoi essere pagato per navigare in Internet?
>
> AllAdvantage.com  un nuovo genere di azienda Internet che paga i suoi
> membri ogni volta che sono collegati nella Rete.
>
>  completamente gratuito, ci vuole meno di un minuto per registrarsi e
> non
> bisogna compilare nessun tipo di questionario.
>
> LEGGI CON MOLTA ATTENZIONE!!!
>
> TELELAVORO!!! DEVI SOLO NAVIGARE come hai sempre fatto!!!
>
> Voglio renderti partecipe di una singolare proposta di telelavoro avuta
> da
> un amico , proposta che ho trovato interessante in quanto - senza
> rischiare
> nulla (non esci una lira) - si pu guadagnare . Come? E' semplice:
> Facendo
> fare pubblicit sul tuo P.C. mentre navighi in internet e diffondendo
> questa
> notizia ad amici, conoscenti o persone in cerca di lavoro !!!
> Se avrai la pazienza di leggere queste righe comprenderai che ne vale la
>
> pena, anche perch tu NON FIRMI NIENTE, NON HAI OBBLIGHI LEGALI E PUOI
> STACCARTI DALL'INIZIATIVA QUANDO VORRAI SENZA INCORRERE IN SANZIONI O
>
> ALTRO.
> L'unico requisito richiesto  far fare pubblicit sul tuo P.C. e la
> pazienza
> di spedire delle e-mail come queste. Ti descrivo sinteticamente la
> situazione. La AllAdvantage  una serissima e famosa societ americana
> di
> pubblicit che ha studiato un sistema originale di fare promozione in
> Internet. La AllAdvantage ci chiede unicamente di mostrare, sul nostro
> PC,

> quando siamo collegati ad Internet, il suo Banner. Il Banner è una
> piccola
> finestra nella quale compaiono messaggi pubblicitari di vario genere: la
>
> AllAdvantage, dopo qualche settimana (3 o al massimo 8) dalla tua
> registrazione (gratuita), ti manda una e-mail con la quale ti avvisa che
>
> il
> tuo Banner è pronto: a quel punto può essere scaricato ed installato sul
>
> tuo
> PC. Ovviamente mentre navighi puoi ridurre questa finestra a icona (nel
> sito
> c'è la sua immagine e descrizione) in modo che ti occupi poco schermo,
> però
> mi raccomando ad usarlo ogni volta che ti colleghi ad Internet e a farlo
>
> usare dai tuoi contatti, altrimenti la AllAdvantage non ci paga. Tramite
>
> questo Banner, che noi installiamo sul nostro PC e facciamo installare
> dalle
> persone che entrano nella società tramite noi, la AllAdvantage ci ricava
>
> un
> guadagno. Tramite il Banner, infatti, conteggia le ore che stiamo
> connessi
> in rete e le ore di connessione delle persone che noi abbiamo introdotto
>
> nell'iniziativa e di conseguenza riconosce un determinato compenso. Il
> Banner, Viewbar TM, non rallenta la connessione e non causa
> rallentamenti o
> conflitti al sistema operativo ed in oltre è sicuro dai virus.
>
> La logica di tale iniziativa è che le ditte versano alla AllAdvantage un
>
> tot
> per le loro pubblicità che è decisamente superiore a quanto la
> AllAdvantage
> ridistribuisce a chi fa parte dell'iniziativa, con guadagno diretto per
> lei
> e per noi! Le pubblicità sul Banner sono per il 90% di prodotti di
> informatica o di servizi in rete.
>
> La remunerazione è organizzata così:
>
> 1) $ 0,50 per ora di collegamento mensile (circa L. 850) che ti saranno
> accreditate mensilmente;
>
> 2) multilivello per quelli che riuscirai ad iscrivere (tutto gratuito) e

>
> gli
> iscritti dei tuoi iscritti (tutto gratuito) con questo sistema di
> remunerazione;
>
>
> 3) $ 0.10 per ogni ora di collegamento dei tuoi iscritti diretti;
>
> 4) $ 0.05 per ogni ora di collegamento degli iscritti dei tuoi iscritti
> fino
> al 4° livello (se riesci ad iscrivere 15 persone te ne dovresti
> ritrovare
> iscritte dipendenti indirettamente da te circa 9000: fai i conti sui
> possibili guadagni !!!!!).
>
> SCHEMA DEL GUADAGNO (Leggilo con molta attenzione, la matematica non
> sbaglia!!!)
>
> Considerando che tu iscrivi 15 persone e che essi riescano ad iscrivere
> 5
> persone a testa... e via discorrendo fino al 4° livello, ecco come si
> sviluppa lo schema della RETE:
>
> TU...
>
> 15 (i tuoi 15 iscritti DIRETTI) = 15 Diretti
>
> 15 x 5 (5 sono gli iscritti dei tuoi iscritti) = 75 1° livello
>
> 75 x 5 (5 sono gli iscritti degli iscritti dei tuoi iscritti)= 375 2°
> livello
>
> 375 x 5 (5 sono gli iscritti degli iscritti dei tuoi iscritti)= 1.875 3°
>
> livello
>
> 1.875 x 5 (5 sono gli iscritti degli iscritti dei tuoi iscritti...)=
> 9.375
> 4° livello
>
> TOTALE 11.715 Persone
>
> Adesso supponiamo un consumo medio di 5 ore MENSILI per ogni persona.
>
> 5 x 0.50 =$ 2,5 (ricavo tuo mensile per 5 ore di collegamento)
>
> 5 x 0.10 =$ 0.5 (ricavo sul singolo individuo diretto per 5 ore)
>
> 5 x 0.05 =$ 0,25 (ricavo sul singolo individuo indiretto per 5 ore)

>
> Riportiamo i seguenti guadagni sulla suddetta rete da te formata :
>
> TU =$ 2,5 guadagno per 5 ore al mese
>
> Diretti 15x$ 0.5 =$ 7,5
>
> 1° livello 75x$ 0,25 =$ 18,75
>
> 2°livello 375x$ 0,25 =$ 93,75
>
> 3°livello 1875 x$ 0,25 =$ 468,75
>
> 4°livello 9375x$ 0.25 =$ 2343.75
>
> TIRIAMO LE SOMME $ 2935 DI GUADAGNO MENSILE PARI A LIRE 5.000.000
> (CAMBIO
> DEL DOLLARO ° 1700 CIRCA)
>
> Il sistema di cui sopra propone un criterio prudenziale dove si
> ipotizza,
> una media a persona di 5 ore mensili su Internet poi, che tu riesca ad
> iscrivere almeno 15 persone direttamente e che i tuoi iscritti, diretti
> ed
> indiretti sino al 4° livello, riescano a loro volta ad iscrivere almeno
> 5
> persone; estremamente prudenziale... PERCH° ?
>
> E', a dir poco, semplice trovare pi° di 5 persone, specialmente se fai
> notare ad essi quanto possa essere facile e matematico il guadagno...!!!
>
> A
> conti fatti!!!
>
> Per cui ° importante che il lettore, per comprendere meglio la
> veridicit°
> della proposta, si soffermi sui precedenti schemi; si convincer°, ancora
>
> di
> pi°, che la cosa e veramente realizzabile, e si prefigger°, come minimo
> risultato, l'iscrizione di almeno 15 persone, non pi° di 5 !!! Lo dico
> perch° ha fatto lo stesso effetto a me e sicuramente anche a te!!!
> Perch°
> non dovrebbe farlo ad altri ?
>
> Tieni conto che solo in Italia siamo in milioni ad usare Internet...e
> siamo
> in enorme crescita!!!
>

> Prova poi un po' tu a rifare lo schema con pi&#65533; di 5 persone contattate
> dai
> tuoi diretti ed indiretti...!!!
>
> Non ti deve sembrare strano se ci pagano, loro ci devono pagare perch&#65533;
> il
> nostro lavoro &#65533; tipo quello dei rappresentanti telematici, cio&#65533;, io
> accresco
> il tuo volume d'affari e tu, AllAdvantage, mi dai le provvigioni!!! Stai
>
> tranquillo che nessuno ci regala denaro senza far nulla!!!
>
> Infatti se ti accontenti solo di 850 Lire per ora, allora non devi fare
> altro che installarti il Banner e vederti la loro pubblicit&#65533; mentre
> navighi
> nella rete, evitando di contattare altra gente!!! E 850 Lire ti sembra
> un
> regalo? Morale se tu non contatti loro ti danno solo ci&#65533; che ti meriti
> (850
> Lire)!!! Nessun regalo!!!
>
> Per cui stai tranquillo, ti garantisco che non devi uscire una lira!!!
> Ricordati che si tratta di pubblicit&#65533; a livello mondiale, per cui, a
> conti
> fatti, se AllAdvantage assicura pubblicit&#65533; di questo genere le tariffe
> saranno molto alte!!! Il discorso &#65533; ben distribuito!!! Una volta
> iscritto ti
> potrai scattare quando vuoi senza perdite di tempo e senza incorrere in
> sanzioni economiche!!!
>
> Nel modulo di iscrizione non ti verranno chiesti dati inerenti al tuo
> patrimonio o carte di credito o c.c. bancari!!! Niente di tutto ci&#65533;.
>
> I pagamenti sono mensili tramite posta direttamente a casa tua con
> assegno
> circolare intestato non trasferibile. Quando i tuoi iscritti si
> collegano ad
> Internet ogni volta che lo fanno ti pagano indirettamente.
>
> Comunque sia, PROVARE E' GRATUITO, e male che ti dovesse andare quando
> navighi recuperi almeno 850 Lire, circa, per ogni ora sulla telefonata.
> Per&#65533;, come puoi ben notare, trovare nuovi iscritti, ti assicuro, &#65533;
> veramente
> facile visto le condizioni di iscrizione e le possibilit&#65533; di guadagno,
> per
> cui &#65533; anche molto facile trasformare ci&#65533; in una piccola, media o grossa
> fonte di guadagno.
>
>

> COME AVERE SOTTO CONTROLLO LA PROPRIA SITUAZIONE
>
> Dopo esserti iscritto potrai vedere la tua situazione finanziaria e
> quante
> persone stanno sotto di te, direttamente, contattate da te, ed
> indirettamente, contattate da i tuoi contatti.
> Per farlo  semplice:
> 1) Vai nella pagina principale della AllAdvantage e clicca li dove 
> scritto
> My Account (disegno di forma ellittica di colore viola).
> 2) Ti sar chiesta la tua password, decisa da te al momento
> dell'iscrizione,
> e il tuo codice, che ti daranno loro sempre dopo l'iscrizione.
> Dopo aver fatto ci potrai controllare la tua situazione in maniera
> molto
> dettagliata ed anche quanto ti  stato accreditato. La stessa procedura
> deve
> essere eseguita quando andrai a scaricare il Banner !!!
>
> STRATEGIE
>
> Contatta i tuoi amici e iscrivili al tuo indirizzo che ti verr
> assegnato
> dopo esserti registrato. L'indirizzo del tuo sito e i dati del tuo
> account
> ti verranno comunicati tramite un'e-mail di notifica immediatamente dopo
>
> la
> registrazione all'indirizzo che tu hai fornito. Manda e-mail a utenti
> Internet con uno schema simile al mio (puoi fare copia della mia e-mail,
>
> opportunamente aggiornandola con il tuo codice e indirizzo E-Mail, te lo
>
> consiglio perch il progetto  veramente spiegato bene e di conseguenza
> 
> molto convincente) dicendo di collegarsi al tuo indirizzo: ti consiglio
> innanzitutto di contattare gli amici e successivamente di cercare siti
> tipo
> agenzie telematiche di collocamento (tipo offro e cerco lavoro, usa i
> motori
> di ricerca Yahoo, altavista o altri altrettanto buoni) dalle quali 
> lecito
> reperire indirizzi; questo perch ? Perch colui che lascia un annuncio
> di
> ricerca di lavoro con la propria E-Mail  consenziente a farsi
> contattare
> per una proposta di lavoro !!! Giusto? Cos facendo noi non violiamo la
> famosa legge sulla privacy 675/96, anzi, rispondiamo ad un annuncio di
> una

> persona che cerca lavoro proponendogliene uno; in virt&#65533; di quest'ultimo
> concetto ti sconsiglio di reperire E-Mail a caso (altri siti che non
> siano
> agenzie di lavoro o bacheche comunque inerenti alla ricerca di lavoro),
> a
> meno che tu non conosca il soggetto a cui stai scrivendo.
>
> ISCRIZIONE
>
> entra nel sito:
>
> http://www.alladvantage.com/go.asp?refid=GQF-043
>
> (dove GQF-043 &#65533; il mio codice che sostituirai prontamente quando avrai
> il
> tuo)
>
> Copia l'indirizzo per intero ed incollalo o ricopialo li dove si
> inserisce
> l'indirizzo di destinazione o cliccaci su direttamente
> Apri la schermata "join now"; cliccando appunto su "join now".
>
> Inserisci i dati personali e le tue password che ti serviranno
> successivamente. Non preoccuparti: non ti verranno chiesti dati
> personali
> oltre il tuo indirizzo nome e cognome e l'e-mail (niente carte di
> credito o
> simili). Inoltre il sito &#65533; protetto per evitare di disperdere i dati ci&#65533;
>
> si
> evince dal fatto che l'indirizzo &#65533; https ed in basso a destra appare un
> piccolo lucchetto per cui puoi stare veramente tranquillo. Non mettere
> dati
> falsi altrimenti i soldi non ti potranno arrivare.
> Fatto ci&#65533; ti arriver&#65533; subito un'e-mail (o vedrai direttamente sulla
> schermata del sito) spedita dalla AllAdvantage con il tuo codice (es.
> GQF-043) e quindi il tuo sito identico al mio: in sostituzione del mio
> codice troverai il tuo codice che ti viene assegnato direttamente dalla
> AllAdvantage e che tu comunicherai agli amici che andrai a contattare
> inserendolo alla fine del succitato indirizzo al posto di GQF-043.
>
> Ricordati di inserire il mio codice in fondo al modulo, serve anche a te
>
> per
> avere il primo accredito.
>
> La notifica del Banner, ViewbarT, ti arriver&#65533; dopo 3-8 settimane, allora
>
> potrai andarlo a scaricare ed installarlo sul tuo P.C. , comunque,

> inizia da
> subito a crearti la rete.
>
> Quando invierai le tue E-Mail ai tuoi contatti ricordati di inserire,
> nel
> testo della lettera, l'indirizzo per l'iscrizione sostituendo il mio
> codice,
> GQF-043, con il tuo. Puoi usare anche questa E-mail modificando sempre
> l'indirizzo del sito, il mio nome con il tuo ed il mio E-Mail con quello
>
> tuo.
>
> Se hai bisogno di altri chiarimenti oppure un aiuto per l'iscrizione non
>
> esitare a contattarmi: umsavo@tin.it
>
> PROPRIO IL CASO DI DIRE TENTAR NON NUOCE.!!!
>
> E' veramente semplice, senza eccessivo impegno e soprattutto senza
> alcuna
> spesa : l'unica "fatica", ti ripeto, mandare e-mail come queste per
> accrescere il tuo numero di iscritti diretti:
>
> PER AVERE UNA DISCRETA REMUNERAZIONE CERCA DI ISCRIVERE ALMENO 10-15
>
> PERSONE!!! INIZIA DA SUBITO A TROVARE GENTE, ANCHE SE NON TI SARA'
> ANCORA
> ARRIVATA LA NOTIFICA PER SCARICARTI IL BANNER, AVRAI GIA' IL TUO CODICE
> PERSONALE!!!
>
> PERCH NON TENTARE? GRATUITO!!!
>
> Nel caso che questa iniziativa non ti interessi ti chiedo scusa per il
> tempo
> sottratto alla tua attivit.
>
> Cordiali saluti Umberto.
>
> Per informazioni contatta direttamente la AllAdvantage a questo
> indirizzo in
> italiano: alladvantageit@mail.com
>
> recensito anche sul " il Sole24ore"
> Cara/o Navigatrice / Navigatore,
>
> Le regole sono cambiate!!!
>
> Vuoi essere pagato per navigare in Internet?
>

> AllAdvantage.com  un nuovo genere di azienda Internet che paga i suoi
> membri ogni volta che sono collegati nella Rete.
>
>  completamente gratuito, ci vuole meno di un minuto per registrarsi e
> non
> bisogna compilare nessun tipo di questionario.
>
> LEGGI CON MOLTA ATTENZIONE!!!
>
> TELELAVORO!!! DEVI SOLO NAVIGARE come hai sempre fatto!!!
>
> Voglio renderti partecipe di una singolare proposta di telelavoro avuta
> da
> un amico , proposta che ho trovato interessante in quanto - senza
> rischiare
> nulla (non esci una lira) - si pu guadagnare . Come? E' semplice:
> Facendo
> fare pubblicit sul tuo P.C. mentre navighi in internet e diffondendo
> questa
> notizia ad amici, conoscenti o persone in cerca di lavoro !!!
> Se avrai la pazienza di leggere queste righe comprenderai che ne vale la
>
> pena, anche perch tu NON FIRMI NIENTE, NON HAI OBBLIGHI LEGALI E PUOI
> STACCARTI DALL'INIZIATIVA QUANDO VORRAI SENZA INCORRERE IN SANZIONI O
>
> ALTRO.
> L'unico requisito richiesto  far fare pubblicit sul tuo P.C. e la
> pazienza
> di spedire delle e-mail come queste. Ti descrivo sinteticamente la
> situazione. La AllAdvantage  una serissima e famosa societ americana
> di
> pubblicit che ha studiato un sistema originale di fare promozione in
> Internet. La AllAdvantage ci chiede unicamente di mostrare, sul nostro
> PC,
> quando siamo collegati ad Internet, il suo Banner. Il Banner  una
> piccola
> finestra nella quale compaiono messaggi pubblicitari di vario genere: la
>
> AllAdvantage, dopo qualche settimana (3 o al massimo 8) dalla tua
> registrazione (gratuita), ti manda una e-mail con la quale ti avvisa che
>
> il
> tuo Banner  pronto: a quel punto pu essere scaricato ed installato sul
>
> tuo
> PC. Ovviamente mentre navighi puoi ridurre questa finestra a icona (nel
> sito
> c'e la sua immagine e descrizione) in modo che ti occupi poco schermo,
> per

> mi raccomando ad usarlo ogni volta che ti colleghi ad Internet e a farlo
>
> usare dai tuoi contatti, altrimenti la AllAdvantage non ci paga. Tramite
>
> questo Banner, che noi installiamo sul nostro PC e facciamo installare
> dalle
> persone che entrano nella societ&#65533; tramite noi, la AllAdvantage ci ricava
>
> un
> guadagno. Tramite il Banner, infatti, conteggia le ore che stiamo
> connessi
> in rete e le ore di connessione delle persone che noi abbiamo introdotto
>
> nell'iniziativa e di conseguenza riconosce un determinato compenso. Il
> Banner, Viewbar TM, non rallenta la connessione e non causa
> rallentamenti o
> conflitti al sistema operativo ed in oltre &#65533; sicuro dai virus.
>
> La logica di tale iniziativa &#65533; che le ditte versano alla AllAdvantage un
>
> tot
> per le loro pubblicit&#65533; che &#65533; decisamente superiore a quanto la
> AllAdvantage
> ridistribuisce a chi fa parte dell'iniziativa, con guadagno diretto per
> lei
> e per noi! Le pubblicit&#65533; sul Banner sono per il 90% di prodotti di
> informatica o di servizi in rete.
>
> La remunerazione &#65533; organizzata cos&#65533;:
>
> 1) $ 0,50 per ora di collegamento mensile (circa L. 850) che ti saranno
> accreditate mensilmente;
>
> 2) multilivello per quelli che riuscirai ad iscrivere (tutto gratuito) e
>
> gli
> iscritti dei tuoi iscritti (tutto gratuito) con questo sistema di
> remunerazione;
>
>
> 3) $ 0.10 per ogni ora di collegamento dei tuoi iscritti diretti;
>
> 4) $ 0.05 per ogni ora di collegamento degli iscritti dei tuoi iscritti
> fino
> al 4&#65533; livello (se riesci ad iscrivere 15 persone te ne dovresti
> ritrovare
> iscritte dipendenti indirettamente da te circa 9000: fai i conti sui
> possibili guadagni !!!!!).
>

> SCHEMA DEL GUADAGNO (Leggilo con molta attenzione, la matematica non
> sbaglia!!!)
>
> Considerando che tu iscrivi 15 persone e che essi riescano ad iscrivere
> 5
> persone a testa... e via discorrendo fino al 4° livello, ecco come si
> sviluppa lo schema della RETE:
>
> TU...
>
> 15 (i tuoi 15 iscritti DIRETTI) = 15 Diretti
>
> 15 x 5 (5 sono gli iscritti dei tuoi iscritti) = 75 1° livello
>
> 75 x 5 (5 sono gli iscritti degli iscritti dei tuoi iscritti)= 375 2°
> livello
>
> 375 x 5 (5 sono gli iscritti degli iscritti dei tuoi iscritti)= 1.875 3°
>
> livello
>
> 1.875 x 5 (5 sono gli iscritti degli iscritti dei tuoi iscritti...)=
> 9.375
> 4° livello
>
> TOTALE 11.715 Persone
>
> Adesso supponiamo un consumo medio di 5 ore MENSILI per ogni persona.
>
> 5 x 0.50 =$ 2,5 (ricavo tuo mensile per 5 ore di collegamento)
>
> 5 x 0.10 =$ 0.5 (ricavo sul singolo individuo diretto per 5 ore)
>
> 5 x 0.05 =$ 0,25 (ricavo sul singolo individuo indiretto per 5 ore)
>
> Riportiamo i seguenti guadagni sulla suddetta rete da te formata :
>
> TU =$ 2,5 guadagno per 5 ore al mese
>
> Diretti 15x$ 0.5 =$ 7,5
>
> 1° livello 75x$ 0,25 =$ 18,75
>
> 2°livello 375x$ 0,25 =$ 93,75
>
> 3°livello 1875 x$ 0,25 =$ 468,75
>
> 4°livello 9375x$ 0.25 =$ 2343.75
>

> TIRIAMO LE SOMME $ 2935 DI GUADAGNO MENSILE PARI A LIRE 5.000.000
> (CAMBIO
> DEL DOLLARO  1700 CIRCA)
>
> Il sistema di cui sopra propone un criterio prudenziale dove si
> ipotizza,
> una media a persona di 5 ore mensili su Internet poi, che tu riesca ad
> iscrivere almeno 15 persone direttamente e che i tuoi iscritti, diretti
> ed
> indiretti sino al 4 livello, riescano a loro volta ad iscrivere almeno
> 5
> persone; estremamente prudenziale... PERCH ?
>
> E', a dir poco, semplice trovare pi di 5 persone, specialmente se fai
> notare ad essi quanto possa essere facile e matematico il guadagno...!!!
>
> A
> conti fatti!!!
>
> Per cui  importante che il lettore, per comprendere meglio la
> veridicit
> della proposta, si soffermi sui precedenti schemi; si convincer, ancora
>
> di
> pi, che la cosa e veramente realizzabile, e si prefigger, come minimo
> risultato, l'iscrizione di almeno 15 persone, non pi di 5 !!! Lo dico
> perch ha fatto lo stesso effetto a me e sicuramente anche a te!!!
> Perch
> non dovrebbe farlo ad altri ?
>
> Tieni conto che solo in Italia siamo in milioni ad usare Internet...e
> siamo
> in enorme crescita!!!
>
> Prova poi un po' tu a rifare lo schema con pi di 5 persone contattate
> dai
> tuoi diretti ed indiretti...!!!
>
> Non ti deve sembrare strano se ci pagano, loro ci devono pagare perch
> il
> nostro lavoro  tipo quello dei rappresentanti telematici, cio, io
> accresco
> il tuo volume d'affari e tu, AllAdvantage, mi dai le provvigioni!!! Stai
>
> tranquillo che nessuno ci regala denaro senza far nulla!!!
>
> Infatti se ti accontenti solo di 850 Lire per ora, allora non devi fare
> altro che installarti il Banner e vederti la loro pubblicit mentre
> navighi

> nella rete, evitando di contattare altra gente!!! E 850 Lire ti sembra
> un
> regalo? Morale se tu non contatti loro ti danno solo ci&#65533; che ti meriti
> (850
> Lire)!!! Nessun regalo!!!
>
> Per cui stai tranquillo, ti garantisco che non devi uscire una lira!!!
> Ricordati che si tratta di pubblicit&#65533; a livello mondiale, per cui, a
> conti
> fatti, se AllAdvantage assicura pubblicit&#65533; di questo genere le tariffe
> saranno molto alte!!! Il discorso &#65533; ben distribuito!!! Una volta
> iscritto ti
> potrai scattare quando vuoi senza perdite di tempo e senza incorrere in
> sanzioni economiche!!!
>
> Nel modulo di iscrizione non ti verranno chiesti dati inerenti al tuo
> patrimonio o carte di credito o c.c. bancari!!! Niente di tutto ci&#65533;.
>
> I pagamenti sono mensili tramite posta direttamente a casa tua con
> assegno
> circolare intestato non trasferibile. Quando i tuoi iscritti si
> collegano ad
> Internet ogni volta che lo fanno ti pagano indirettamente.
>
> Comunque sia, PROVARE E' GRATUITO, e male che ti dovesse andare quando
> navighi recuperi almeno 850 Lire, circa, per ogni ora sulla telefonata.
> Per&#65533;, come puoi ben notare, trovare nuovi iscritti, ti assicuro, &#65533;
> veramente
> facile visto le condizioni di iscrizione e le possibilit&#65533; di guadagno,
> per
> cui &#65533; anche molto facile trasformare ci&#65533; in una piccola, media o grossa
> fonte di guadagno.
>
>
> COME AVERE SOTTO CONTROLLO LA PROPRIA SITUAZIONE
>
> Dopo esserti iscritto potrai vedere la tua situazione finanziaria e
> quante
> persone stanno sotto di te, direttamente, contattate da te, ed
> indirettamente, contattate da i tuoi contatti.
> Per farlo &#65533; semplice:
> 1) Vai nella pagina principale della AllAdvantage e clicca li dove &#65533;
> scritto
> My Account (disegno di forma ellittica di colore viola).
> 2) Ti sar&#65533; chiesta la tua password, decisa da te al momento
> dell'iscrizione,
> e il tuo codice, che ti daranno loro sempre dopo l'iscrizione.
> Dopo aver fatto ci&#65533; potrai controllare la tua situazione in maniera
> molto

> dettagliata ed anche quanto ti  stato accreditato. La stessa procedura
> deve
> essere eseguita quando andrai a scaricare il Banner !!!
>
> STRATEGIE
>
> Contatta i tuoi amici e iscrivili al tuo indirizzo che ti verr
> assegnato
> dopo esserti registrato. L'indirizzo del tuo sito e i dati del tuo
> account
> ti verranno comunicati tramite un'e-mail di notifica immediatamente dopo
>
> la
> registrazione all'indirizzo che tu hai fornito. Manda e-mail a utenti
> Internet con uno schema simile al mio (puoi fare copia della mia e-mail,
>
> opportunamente aggiornandola con il tuo codice e indirizzo E-Mail, te lo
>
> consiglio perch il progetto  veramente spiegato bene e di conseguenza
> 
> molto convincente) dicendo di collegarsi al tuo indirizzo: ti consiglio
> innanzitutto di contattare gli amici e successivamente di cercare siti
> tipo
> agenzie telematiche di collocamento (tipo offro e cerco lavoro, usa i
> motori
> di ricerca Yahoo, altavista o altri altrettanto buoni) dalle quali 
> lecito
> reperire indirizzi; questo perch ? Perch colui che lascia un annuncio
> di
> ricerca di lavoro con la propria E-Mail  consenziente a farsi
> contattare
> per una proposta di lavoro !!! Giusto? Cos facendo noi non violiamo la
> famosa legge sulla privacy 675/96, anzi, rispondiamo ad un annuncio di
> una
> persona che cerca lavoro proponendogliene uno; in virt di quest'ultimo
> concetto ti sconsiglio di reperire E-Mail a caso (altri siti che non
> siano
> agenzie di lavoro o bacheche comunque inerenti alla ricerca di lavoro),
> a
> meno che tu non conosca il soggetto a cui stai scrivendo.
>
> ISCRIZIONE
>
> entra nel sito:
>
> http://www.alladvantage.com/go.asp?refid=GQF-043
>
> (dove GQF-043  il mio codice che sostituirai prontamente quando avrai
> il

> tuo)
>
> Copia l'indirizzo per intero ed incollalo o ricopialo li dove si
> inserisce
> l'indirizzo di destinazione o cliccaci su direttamente
> Apri la schermata "join now"; cliccando appunto su "join now".
>
> Inserisci i dati personali e le tue password che ti serviranno
> successivamente. Non preoccuparti: non ti verranno chiesti dati
> personali
> oltre il tuo indirizzo nome e cognome e l'e-mail (niente carte di
> credito o
> simili). Inoltre il sito  protetto per evitare di disperdere i dati ci
>
> si
> evince dal fatto che l'indirizzo  https ed in basso a destra appare un
> piccolo lucchetto per cui puoi stare veramente tranquillo. Non mettere
> dati
> falsi altrimenti i soldi non ti potranno arrivare.
> Fatto ci ti arriver subito un'e-mail (o vedrai direttamente sulla
> schermata del sito) spedita dalla AllAdvantage con il tuo codice (es.
> GQF-043) e quindi il tuo sito identico al mio: in sostituzione del mio
> codice troverai il tuo codice che ti viene assegnato direttamente dalla
> AllAdvantage e che tu comunicherai agli amici che andrai a contattare
> inserendolo alla fine del succitato indirizzo al posto di GQF-043.
>
> Ricordati di inserire il mio codice in fondo al modulo, serve anche a te
>
> per
> avere il primo accredito.
>
> La notifica del Banner, ViewbarT, ti arriver dopo 3-8 settimane, allora
>
> potrai andarlo a scaricare ed installarlo sul tuo P.C. , comunque,
> inizia da
> subito a crearti la rete.
>
> Quando invierai le tue E-Mail ai tuoi contatti ricordati di inserire,
> nel
> testo della lettera, l'indirizzo per l'iscrizione sostituendo il mio
> codice,
> GQF-043, con il tuo. Puoi usare anche questa E-mail modificando sempre
> l'indirizzo del sito, il mio nome con il tuo ed il mio E-Mail con quello
>
> tuo.
>
> Se hai bisogno di altri chiarimenti oppure un aiuto per l'iscrizione non
>
> esitare a contattarmi: umsavo@tin.it

>
> PROPRIO IL CASO DI DIRE TENTAR NON NUOCE.!!!
>
> E' veramente semplice, senza eccessivo impegno e soprattutto senza
> alcuna
> spesa : l'unica "fatica", ti ripeto, mandare e-mail come queste per
> accrescere il tuo numero di iscritti diretti:
>
> PER AVERE UNA DISCRETA REMUNERAZIONE CERCA DI ISCRIVERE ALMENO 10-15
>
> PERSONE!!! INIZIA DA SUBITO A TROVARE GENTE, ANCHE SE NON TI SARA'
> ANCORA
> ARRIVATA LA NOTIFICA PER SCARICARTI IL BANNER, AVRAI GIA' IL TUO CODICE
> PERSONALE!!!
>
> PERCH NON TENTARE? GRATUITO!!!
>
> Nel caso che questa iniziativa non ti interessi ti chiedo scusa per il
> tempo
> sottratto alla tua attivit.
>
> Cordiali saluti Umberto.
>
> Per informazioni contatta direttamente la AllAdvantage a questo
> indirizzo in
> italiano: alladvantageit@mail.com
>
> recensito anche sul " il Sole24ore"
>
>
>
>
>
>
>
>

# 3628. Re: Alpha Systems, and Duplicating Technologies

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-01 00:00:00 UTC
From: Serial # 0 <ndary@bigfoot.com>
Message-ID: <s1FFOH4SC5+P+QRPflfWKbsc4BEf@4ax.com>
Source record: 48415

I have a Hard copy of Advanced Protection technique book
and a 1050 Duplicator board (not for sale though) but no manual or
software with it

NIR

On Tue, 30 Nov 1999 19:17:15 -0600, "Marshall Walker" <mwalker@mc.net>
wrote:

>Hello All,
>
>I was interested if anyone knew anything about Alpha Systems and Duplicating
>Technologies. IF someone purchased there warehouses, etc.. I am interested
>in trying to find copies of Atari Advanced Protection Techniques Vol 1 & 2,
>and to see if I can get my hands on a 1050 Duplicator board and software..
>Can anyone help me out? I've tried several deep search engines and can't
>find anything..
>
>Any help will be appreciated!!!
>
>Thanks.

# 3629. Re: ATARI Sales

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-01 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9912011948490.171-100000@rakas>
Source record: 48416
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On 1.12.1999, Gerald Koerner <gekobw00@fht-esslingen.de> wrote:

> How many ATARI Computers were sold during ATARIs lifetime?
>
> If anybody knows something, please answer in the board

I am curious about the exact spread, per country and machine, as
well. Please _do_ post if you have exact figures (cite sources).

--
---
Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/
---
"When the time comes, I will know and I shall be." Q-Funk

# 3630. Atari's 5200 Blunder (Was Re: The VECTREX-Arcade Arcades)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-01 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <38456436$0$80464@news.execpc.com>
Source record: 48417
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <81d00c$bq2$1@athena.netset.com>,
J.W. Krych <jwkrych@n2net.net> wrote:
>Andrew Krieg <krieg@earth.execpc.com> wrote in
><3839966e$0$80464@news.execpc.com>:
>>
>>Exidy created an arcade cabinet based on the Atari 8-bit computer. They
>>produced a demo cart for the system, which I believe had some of the First
>>Star titles on it (Boulderdash, Bristles, etc.). I don't know if any
>systems
>>were produced and placed in the market.
>
>This leads to the great "What If".
>
>Notwithstanding to my Atari 8-bit computer brothers out there, "What If"
>Atari had decided to use the chip set developed by Jay Minor as the basis
>for the 2600's replacement? And no 400/800 Atari computers were made.
>
>Say the release of the new system would have been late 1979 or early 1980.
>
>What would the impact have been?

Well the 5200 was based on that chip set so this is no "What If". Moving up the release date of the 5200? Well '79 and '80 were way too soon to replace the 2600. Only a handful of titles had been released by then, and the 3rd party market was just starting to develop.

So why did the 5200 flop? It's capable of fantastic graphics and had a great sound chip. It's enormous console size was one drawback. That thing is just too damn huge! The flaky, breaky analog sticks didn't help either. Software was essentially a retread of 2600 titles (I think it only had 15 titles not found in the 2600 library).

What other factors accounted for the 5200's demise? We can't blame this one on the Tramiels (like the 7800) can we?

"What If" the 5200 was the size of a 7800, used standard 2600 joysticks, had carts the same size as the 2600 & 7800, didn't have a funky R/F power supply, played 2600 carts, added some composite video jacks (or even Atari's goofy DIN port), and was released 1 year earlier. Based on my library of 8-bit computer games, I think this system could have dominated for years.

Imagine the 5200 cart library including such titles as MULE, Arkanoid, Boulderdash (I, II and III), Spelunker, Drelbs, Pharoah's Curse, Chessmaster 2000, Apple Panic, Gemstone Warrior, Preppie, Zombies, Super Pac-Man, Zybex and Spindizzy (to name just a few)!

I'm drooling just thinking about this. Somebody build this thing, now!
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

# 3631. Re: Any Active 8-bit Developers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-01 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38457e3b.137569285@news.ds.centuryinter.net>
Source record: 48418

I strongly second that motion! Anyone out there that has an Atari
8-bit version of Elite PLEASE step forward and share. I too have
heard rumors of an A8 Elite but have NEVER seen one (and I have seen a
lot). I was always jelous of my friend playing it on his C64 but I
didn't want to admit it.

On Tue, 30 Nov 1999 23:45:53 -0000, "Paul Taylor"
<paul_taylor.pgt99@virgin.net> wrote:

>Sounds something like an Elite clone to me, but as Mr Braben & Mr Bell did
>not release this game on the Atari 8 bits there is a market of at least 1
>person who would like to see something similar to Elite. Before anyone tries
>to let me know different, yes Elite is available on the A8 (or was many,
>many, many moons ago) but it is not an official release. The best
>explanation I can think of on the spot is that whoevever converted the game
>didn't want their hard work to die when they found out it wasn't going to be
>released, and gave a few friends a copy. Or it may have been an unofficial
>version. I never did get to see a copy. Anyway, I was just posting to say I
>would like to be kept informed on major progress with this project, it
>sounds like I NEED a copy.

# 3632. Re: ICD R-TIME8 CART

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-01 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <384680b1.138199697@news.ds.centuryinter.net>
Source record: 48419

On Wed, 01 Dec 1999 16:51:21 GMT, "Jim Smith" <jsmith@j-com.net>
wrote:

>I read the r-time8 cart is not y2k compliant but when I change the date to
>01/01/00 it takes it and everything on the Atari (file time stamps) gets set
>okay. Any input on this?
>

Yeah. It thinks it's 01-01-00 alright, only it assumes a "19" before
that 00. Notice that 31-Dec-1999 is a Friday. Also, 1-Jan-1900 is a
Friday. When the R-Time flips over, it's still Friday acording to it.
Days of week will be wrong along with number of days in month (leap
year) etc.

# 3633. Re: Atari Stock

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-01 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <8243in$34o$1@mohawk.hwcn.org>
Source record: 48420

John Hardie (jhardie@pipeline.com) wrote:
: I owned 200 shares of JTS/Atari when they went belly up. I contacted
: the Bankruptcy officer and was told to put a match to my stock
: certificates because the chances of me getting any restitution were
: less than 1%.

: Makes a good souvenir though.

: John

Put 'em on Ebay as a "rare Atari item" ;-)

# 3634. Re: ICD R-TIME8 CART

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-01 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <8245vg$q0q$1@news.storm.ca>
Source record: 48421

On the other hand, if the source is available for the Z: handler, it should
be relatively trivial to correct this - at least until 2080 or so...

David P.

Jon Melbo <ssilicon@centuryinter.net> wrote in message
news:384680b1.138199697@news.ds.centuryinter.net...
> On Wed, 01 Dec 1999 16:51:21 GMT, "Jim Smith" <jsmith@j-com.net>
> wrote:
>
> >I read the r-time8 cart is not y2k compliant but when I change the date
to
> >01/01/00 it takes it and everything on the Atari (file time stamps) gets
set
> >okay. Any input on this?
> >
>
> Yeah. It thinks it's 01-01-00 alright, only it assumes a "19" before
> that 00. Notice that 31-Dec-1999 is a Friday. Also, 1-Jan-1900 is a
> Friday. When the R-Time flips over, it's still Friday acording to it.
> Days of week will be wrong along with number of days in month (leap
> year) etc.

# 3635. Re: Alpha Systems, and Duplicating Technologies

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-01 00:00:00 UTC
From: root@spam.me.not
Message-ID: <3844518a.27109111@news.orng1.occa.home.com>
Source record: 48422

On Wed, 01 Dec 1999 18:52:06 +0200, Serial # 0 <ndary@bigfoot.com>
wrote:

>I have a Hard copy of Advanced Protection technique book
>and a 1050 Duplicator board (not for sale though)

Would you allow the book to be scanned and/or OCR'd? Perhaps there's
something you're looking for that would make it worth your while...
;-)

---
Note: Spam shields raised. Please post responses to
this newsgroup.

# 3636. Re: Music in Atari games

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-01 00:00:00 UTC
From: Nurmix@socal.SPAM
Message-ID: <8245rj0guu@enews3.newsguy.com>
Source record: 48423

On 20 Nov 1999 15:19:29 , DunxUK wrote:
>Does anyone have any opinion as to which 8 bit Atari game had the best music. I
>would personally vote for a vertically-scrolling shoot-em-up I used to play
>solidly if I could only remember the name of it (!).
>
>It was the 4-channel sound that really set the Atari apart, but so many games
>just used the same 3-channel music straight from the Commodore. :(

IMHO, Exodus: Ultima III wins hands down.

-Paul

--

Paul "Nurmix" Nurminen | ICQ # 50313052 | Atari Falcon030/14+Nemesis
. El Segundo, California USA - Home of Red Light 6 Studio and NURVIS
..
... Visit Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm
.... Electronic Music | Atari Computing | Classic Video Games | Humor
.....
...... SPAM ALERT: Change "SPAM" to "com" if replying by e-mail ! ! !

# 3637. Re: Atari's 5200 Blunder (Was Re: The VECTREX-Arcade Arcades)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-01 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <824asu$7rt$1@athena.netset.com>
Source record: 48424
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Hi!

I perhaps should have clarified myself. What I was getting at with the "what if" question, is what would have been if the chipset, would have been used in a game console. We do not know what the size would have been, or what type of controllers Atari would have released with it. Just because it would have had the chipset, would not have made it a "1979 5200."

It was from a technical point of view, because the chipset was obviously available from 1978, or 1977.

I wasn't trying to get what we know as the 5200, being introduced just a few years earlier. We do know that Jay Minor and others were working on the replacement chipset for the VCS.

I believe that such a console, would have dominated. We again do not know what the size or controllers would have been.

Such is conjecture.

Jim W. Krych

# 3638. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-01 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <824cha$dta$1@ash.prod.itd.earthlink.net>
Source record: 48425

Hi everyone,

I should mention that this thread came from
a discussion Richard and I were having about
emulating GTIA. You might want to have
a read if it still exists on your news server.

I can see two systems evolving here:

A higher power 32 bit machine. GIMP capable.
A lower power possibly 16 bit (65816 ?) machine.

Questions I have :

- Do you want a 32 bit CPU with > 24 bit addressing ?
- Why would people use this box instead of Linux for GIMP ?

I really like all the other comments. (GUI in ROM etc)
Myself I would be happy with a 65816 20 mhz system.
I'd consider that enough of an upgrade.

Peter

# 3639. Re: ATARI Sales

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-01 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <2a42f762.06a071d7@usw-ex0102-016.remarq.com>
Source record: 48426
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <Pine.MNT.4.10.9912011948490.171-100000@rakas>, Martin-Eric
Racine <q-funk@funkyware.atari.org> wrote:
> On 1.12.1999, Gerald Koerner <gekobw00@fht-esslingen.de> wrote:
> > How many ATARI Computers were sold during ATARIs lifetime?
> >
> > If anybody knows something, please answer in the board
> I am curious about the exact spread, per country and machine, as
> well. Please _do_ post if you have exact figures (cite sources).
> --
This is, unfortunately, a pretty well kept secret. I once asked Bob
Brodie (when he was in Sacramento, CA) if Atari had sold a million ST
computers yet (this was in 1993). His answer was: "Oh, far more than
that!" If anyone has better data, I'd love to hear it too, but I
suspect it'll be very difficult to dig up.
Galen

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

# 3640. Re: Guadagna navigando.

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-01 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1e25ar5.v5q3sv17o4oimN%rlcolli@ibm.net>
Source record: 48427

Ok, I ran this through babelfish.altavista.com. I don't know how close
the translation is... (Check out the phrase "YOU MUST ONLY BE ANNOYING")

-----Translation follows-----

The rules are changed!!! You want to be paid in order to be annoying
in Internet? AllAdvantage.com is a new kind of Internet company that
satisfied its members every time that are connected in the Network. It
is completely free, it wants to us less than a minute for registrarsi
and not it must compile no type of questionnaire.
LAWS WITH MUCH ATTENTION!!!
TELELAVORO!!! YOU MUST ONLY BE ANNOYING as you have
always made!!!
I want renderti partecipe of one singular had
proposal of telelavoro from a friend, proposal that I have found
interesting in how much - without to risk null (you do not exit a
Lira) - he can himself be earned. How? Simple E': Making to make
publicity on your P.C. while it is annoying in Internet and
disseminating this news to friends, knowing or persons in tries of
job!!! If you will have the patience to read these rig

> Power <umsavo@tin.it> wrote in message news:38415BA0.83E5687C@tin.it...
> > Cara/o Navigatrice / Navigatore,
> >
> > Le regole sono cambiate!!!
> >
> > Vuoi essere pagato per navigare in Internet?
> >
> > AllAdvantage.com ï¿½ un nuovo genere di azienda Internet che paga i suoi
> > membri ogni volta che sono collegati nella Rete.
> >
> > ï¿½ completamente gratuito, ci vuole meno di un minuto per registrarsi e
> > non
> > bisogna compilare nessun tipo di questionario.
> >
> > LEGGI CON MOLTA ATTENZIONE!!!
> >
> > TELELAVORO!!! DEVI SOLO NAVIGARE come hai sempre fatto!!!

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

# 3641. Re: Halve screens

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-01 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <3845cfc4@news.iglou.com>
Source record: 48428

On 1999-11-28 itayc@spam.cs.huji.ac.il said:
>Normally, when watching TV, the picture is shifted half a scanline
>down every other frame (that is, 30 out of every 60 frames which
>are displayed per second, or 25 out of 50 for PAL). This
>"interlace" effect makes the scanlines pretty much invisible, and
>doubles the apparent resolution of the TV screen.
>To make this possible on the Atari, you'd need 2 things:
>First of all, to allow the doubled resolution, you'd need a
>double-sized display buffer, and you'd need to alternate between
>them every frame. A 320x400 flickery interlaced display is
>theoretically possible (or 160x400 in color).
>However, not only will it appear horrible (and anyone who's seen an
>interlaced PC monitor will know what I'm talking about), it's also
>impossible to shift the display down by half a scanline on an
>ordinary 8-bit. This is something for the hardware folks, but I
>simply doubt that it would be worth the effort.
If I'm not mistaken, the way to shift down half a scan line is simply to
start the vertical sync pulse half a scan line earlier or later (in NTSC
broadcasts the vertical frequency is 2/525 times the horizontal frequency.)
Alas, the Atari's vertical and horizontal frequencies are etched into
the Antic chip.

# 3642. Re: ICD R-TIME8 CART

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-01 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <944391947.8936.0.pluto.d4ee0f47@news.demon.nl>
Source record: 48429

Hi,

>I read the r-time8 cart is not y2k compliant but when I change the date to
>01/01/00 it takes it and everything on the Atari (file time stamps) gets
set
>okay. Any input on this?

The R-time8 is Y2K compliant, but the big problem is the TDLINE from
SpartaDOS. The original one shipped with SD3.2d and before don't run good
after 1-1-2000 the clock and data will run but the day doesn't switch. After
1-1-2000 this problem is gone.
The best thing is to use the NEW TDLINE that was shipped with FTE SD 3.2g
this one is working ok.

When not using the R-time8 will cause trouble, just use the new TDLINE and
reboot computer when the computer switches from 1999 to 2000 because it will
hang-up..
After reboot it will be ok..

Gtx,
Sysop*TXG

# 3643. Re: Alpha Systems, and Duplicating Technologies

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-02 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <J3JGOPAlKWzFhXL2OVL32lRKRXGL@4ax.com>
Source record: 48340

What Program you recommend to OCR the BOOK?

Wich of the OCR programs can do a good job?

NIR

On Wed, 01 Dec 1999 22:37:20 GMT, root@spam.me.not (Ganesha Ganapati)
wrote:

>On Wed, 01 Dec 1999 18:52:06 +0200, Serial # 0 <ndary@bigfoot.com>
>wrote:
>
>>I have a Hard copy of Advanced Protection technique book
>>and a 1050 Duplicator board (not for sale though)
>
>Would you allow the book to be scanned and/or OCR'd? Perhaps there's
>something you're looking for that would make it worth your while...
>;-)
>
>---
>Note: Spam shields raised. Please post responses to
>this newsgroup.

# 3644. Re: Alpha Systems, and Duplicating Technologies

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-02 00:00:00 UTC
From: root@spam.me.not
Message-ID: <384539ec.403198@news.orng1.occa.home.com>
Source record: 48341

On Thu, 02 Dec 1999 15:21:35 +0200, Nir Dary <ndary@bigfoot.com>
wrote:

>
>What Program you recommend to OCR the BOOK?
>
>Wich of the OCR programs can do a good job?

Last time I checked, Caere's OmniPage PRO had a free trial version for
download on their web site. It's pretty much the standard in OCR
software.

Of course, the task can be shared amongst several people once the
documents are scanned. ;-)
---
Note: Spam shields raised. Please post responses to
this newsgroup.

# 3645. Re: Any Active 8-bit Developers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-02 00:00:00 UTC
From: Mark Keates <mark@mkeates.force9.co.uk>
Message-ID: <nLw14.2098$VW.29106@wards>
Source record: 48342
Cross-posted to: alt.fan.elite,comp.sys.atari.8bit

I've asked Ian Bell about this one in the past and he confirmed
there never was an Atari 8 bit version of 'Elite'. I would have
thought that someone would have seen one floating around ftp
sites by now if there one existed.

Having 'examined' some of it quite a few years when I was at
university, I know its a hard task converting without the original
source (I was going from the C64 version). With the advent of
emulators such as Frodo its a bit easier these days but where
to find the time <sigh>.

From keeping up with the alt.fan.elite newsgroup there will come
a time (hopefully soon) when the source will become available
through David Braben's Elite club. I, for one, would be there
immediately volenteering to do the Atari 8bit version.

Regards,

Mark Keates

Jon Melbo wrote in message <38457e3b.137569285@news.ds.centuryinter.net>...
>I strongly second that motion! Anyone out there that has an Atari
>8-bit version of Elite PLEASE step forward and share. I too have
>heard rumors of an A8 Elite but have NEVER seen one (and I have seen a
>lot). I was always jelous of my friend playing it on his C64 but I
>didn't want to admit it.
>
>
>
>On Tue, 30 Nov 1999 23:45:53 -0000, "Paul Taylor"
><paul_taylor.pgt99@virgin.net> wrote:
>
>>Sounds something like an Elite clone to me, but as Mr Braben & Mr Bell did
>>not release this game on the Atari 8 bits there is a market of at least 1
>>person who would like to see something similar to Elite. Before anyone
tries
>>to let me know different, yes Elite is available on the A8 (or was many,
>>many, many moons ago) but it is not an official release. The best
>>explanation I can think of on the spot is that whoevever converted the
game
>>didn't want their hard work to die when they found out it wasn't going to
be
>>released, and gave a few friends a copy. Or it may have been an unofficial
>>version. I never did get to see a copy. Anyway, I was just posting to say
I

>>would like to be kept informed on major progress with this project, it
>>sounds like I NEED a copy.
>

# 3646. Re: ATARI Sales

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-02 00:00:00 UTC
From: Bill Platt <virtb@bellsouth.net>
Message-ID: <3846A115.4584DCA9@bellsouth.net>
Source record: 48343
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

It would take a lot of work, but you could contact the SEC and get
copies of their annual reports. The annual reports have a breakdown of
products sold by category and area. You could then do a bit of math to
figure out the actual price atari got for the machines. Divide total
computer hardware sales by the price that atari sold tem at, and you can
get a pretty accurate figure.

B.P.

--
http://www.dynomall.com

The most FUN shopping on the 'net

http://www.virtualbrokers.net

Unbiased investment advice

# 3647. Re: ICD R-TIME8 CART

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-02 00:00:00 UTC
From: Mike Jewison <mjewison@irus.rri.on.ca>
Message-ID: <3846AF1E.975065EF@irus.rri.on.ca>
Source record: 48344

Mathy van Nisselroy wrote:

> Try FTe's RTime8 driver. He solved the problem (until 2083 I believe)
>
> CU Mathy van Nisselroy

Is this driver available online somewhere?

- Mike Jewison
mjewison@irus.rri.on.ca

# 3648. Re: ATARI Sales

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-02 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3846cf03.223800203@news.ds.centuryinter.net>
Source record: 48345
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Thu, 02 Dec 1999 11:40:53 -0500, Bill Platt <virtb@bellsouth.net>
wrote:

>It would take a lot of work, but you could contact the SEC and get
>copies of their annual reports. The annual reports have a breakdown of
>products sold by category and area. You could then do a bit of math to
>figure out the actual price atari got for the machines. Divide total
>computer hardware sales by the price that atari sold tem at, and you can
>get a pretty accurate figure.

There is no good way to know what Atari got for the machines.
Certainly dealers and retailers took a cut. As to looking it up, the
SEC has the Edgar database available from the net. Sorry, I cant
remember the URL.

Scratch that. I found it.

http://www.phoenix.net/~insight/search.html

# 3649. Re: ICD R-TIME8 CART

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-02 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3847d177.224427924@news.ds.centuryinter.net>
Source record: 48346

How exactly?

On Wed, 1 Dec 1999 16:57:04 -0500, "David A. Paterson"
<david_p@storm.ca> wrote:

>On the other hand, if the source is available for the Z: handler, it should
>be relatively trivial to correct this - at least until 2080 or so...

>Jon Melbo <ssilicon@centuryinter.net> wrote in message
>news:384680b1.138199697@news.ds.centuryinter.net...
>> On Wed, 01 Dec 1999 16:51:21 GMT, "Jim Smith" <jsmith@j-com.net>
>> wrote:
>>
>> >I read the r-time8 cart is not y2k compliant but when I change the date
>to
>> >01/01/00 it takes it and everything on the Atari (file time stamps) gets
>set
>> >okay. Any input on this?
>> >
>>
>> Yeah. It thinks it's 01-01-00 alright, only it assumes a "19" before
>> that 00. Notice that 31-Dec-1999 is a Friday. Also, 1-Jan-1900 is a
>> Friday. When the R-Time flips over, it's still Friday acording to it.
>> Days of week will be wrong along with number of days in month (leap
>> year) etc.
>

# 3650. Re: ICD R-TIME8 CART

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-02 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3848d1a8.224477546@news.ds.centuryinter.net>
Source record: 48347

It didn't on my system. I have an 800XL with SDX and an R-Time8
plugged in. I let it roll over and it didn't lock up. Of course it
still said Friday but the date changed to 01-01-00 and the time kept
being kept.

On 2 Dec 1999 03:39:21 GMT, jeking@NOSPAM.com wrote:

>Jim Smith <jsmith@j-com.net> wrote:
>> I read the r-time8 cart is not y2k compliant but when I change the date to
>> 01/01/00 it takes it and everything on the Atari (file time stamps) gets set
>> okay. Any input on this?
>
>It will lock up if you let it change to 01/01/00, however. Setting it
>manually is fine, but letting it roll over will cause a lock up - at least
>on all my R8+s (on 800xl & XE) machines.

# 3651. Re: ICD R-TIME8 CART

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-02 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3849d228.224605512@news.ds.centuryinter.net>
Source record: 48348

On Thu, 02 Dec 1999 13:15:36 +0100, Mathy van Nisselroy
<nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

>Howdy folks
>
>> It will lock up if you let it change to 01/01/00, however. Setting it
>> manually is fine, but letting it roll over will cause a lock up - at least
>> on all my R8+s (on 800xl & XE) machines.
>
>Try FTe's RTime8 driver. He solved the problem (until 2083 I believe)
>
>CU Mathy van Nisselroy
>
>
Bob, (or Mike if you're reading), could I have the patched driver
please?

# 3652. Re: RAM holding data

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-02 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <384ad417.225100248@news.ds.centuryinter.net>
Source record: 48349

On Thu, 02 Dec 1999 13:19:01 +0100, Mathy van Nisselroy
<nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

>Howdy folks
>
>I have 6 Atari 8 bit computers. The first 5 are XE's. The last one is
>an 800XL. And I have noticed that the 800XL needs longer before I can
>switch it back on than the XE's. Why is this? The 800XL has no FREDDY
>and the RAMs and custom chips on sockets.
>
>CU Mathy van Nisselroy
>
Could be RAM timing.

# 3653. Re: ICD R-TIME8 CART

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-02 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <826ple$2i8$1@news.storm.ca>
Source record: 48350

Within the Z: handler, get the date and time from the RTime-8 as per usual.
Then, do the following:

Check the year.
If it's less than 1980, add 100 years.
For the day of the week, add one (Monday becomes Tuesday, and so on...)

Of course, I don't know how SpartaDos does its timestamps; if those are 2
characters rather than 4 then there's a whole other issue to resolve...

David P.

Jon Melbo <ssilicon@centuryinter.net> wrote in message
news:3847d177.224427924@news.ds.centuryinter.net...
> How exactly?
>
> On Wed, 1 Dec 1999 16:57:04 -0500, "David A. Paterson"
> <david_p@storm.ca> wrote:
>
> >On the other hand, if the source is available for the Z: handler, it
should
> >be relatively trivial to correct this - at least until 2080 or so...
>
> >Jon Melbo <ssilicon@centuryinter.net> wrote in message
> >news:384680b1.138199697@news.ds.centuryinter.net...
> >> On Wed, 01 Dec 1999 16:51:21 GMT, "Jim Smith" <jsmith@j-com.net>
> >> wrote:
> >>
> >> >I read the r-time8 cart is not y2k compliant but when I change the
date
> >to
> >> >01/01/00 it takes it and everything on the Atari (file time stamps)
gets
> >set
> >> >okay. Any input on this?
> >> >
> >>
> >> Yeah. It thinks it's 01-01-00 alright, only it assumes a "19" before
> >> that 00. Notice that 31-Dec-1999 is a Friday. Also, 1-Jan-1900 is a
> >> Friday. When the R-Time flips over, it's still Friday acording to it.
> >> Days of week will be wrong along with number of days in month (leap
> >> year) etc.
> >>
>

## 3654. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-02 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1e271fd.1khygmn1kv6pbyN%rlcolli@ibm.net>
Source record: 48351

John Schnittker <jschnitt@earthlink.net> wrote:
> If the hypothetical 16-bit machine is sufficiently inexpensive ($50) and
> easy to program, then I would favor the 16-bit machine.
> But I am a cheapy! hehehe just letting you know.

These two things are the key, inexpensive, and easy to program. Making
it easy for developers should be paramount. It should come with a HLL,
such as Action! with libraries for graphics, sounds, etc.

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

## 3655. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-02 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s4ef71hngsp117@corp.supernews.com>
Source record: 48352

John Schnittker <jschnitt@earthlink.net> wrote in message
news:38460C8A.60B48FAF@earthlink.net...
> Dear Peter,
>
> I suppose Gimp on atari would be just about as nice as Gimp on Linux.
> But there are some improvements that we can make to our hypothetical
> atari computer. Embrace one set of standards (example: the way we set
> video modes, audio, network, etc.,) for the life of the machine.
Sounds like you are familiar with linux. Just a possibility, but it would be cute to distribute an OS as compilable source code. That is, standard kernal in ROM, with any card you would add to the MB responsible for adding its own hooks.
> Streamline and simplify the OS, GUI and put them both in ROM. Why am I
> advocating a single standards set? So we won't have to face those
> configuration nasties that plague end users of PC's.
Borrowing another good idea that people liked. IIRC, the Amiga came with special OS ram initially. The code was not quite ready to be burned into ROM, so they had a boot disk that loaded the OS into write protected RAM, after the boot of course.

When they finally put everything in ROM, I recall a number of people were really upset, I just can't remember why.
> If the hypothetical 16-bit machine is sufficiently inexpensive ($50) and
> easy to program, then I would favor the 16-bit machine.
> But I am a cheapy! hehehe just letting you know.
Price of the minimal system I outlined, RS232, 65816, 128k CMOS RAM, ... would be about that. The RAM was about $10 last time I looked, and ~5 bucks on average for the rest. Haven't priced 65816s lately. Major problem is the easy way to go with chips like the 6551 are impossible to find in >2 mHz.

It is no small problem to get circuit board$ done.

Matter of fact, thinking about Wooley's 80 column hack, it might not even be a bad idea to scale the speed down to 14.318 mHz so you have a dot clock for 80 column text.

~Evaluating performance. Standard Atari runs ~1.3 mHz after subtracting screen refresh, so a 14 mHz version would run ~10 times as fast.

Fastest stock Atari can do screen I/O via CIOV is 800 characters/sec even with M/L. Something 10 times as fast would be doing 8000 characters/sec which would pipe nicely into a 56k connection.

If the OS is optimized for 65816 instruction set and the MB eventually got its own video card via a slot so you would write directly to video memory for even better performance.

I guess I have just had a bad week or memory leaks and reboots with W98. I wish I had a bullet proof system to work with or failing that, one that I could patch.

# 3656. Re: RAM holding data

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-02 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38473ece$0$96890@news.voyager.net>
Source record: 48353

(800 XL RAM holds data longer than XEs).
I don't know why it might. My stock 64K 800XLs can be turned off
and back on with only a moment's delay, same as my 130 XE.
But my 256k 800XL has to stay off for about 15 seconds, or it holds
some in memory and won't boot properly, like you say.
I thought it must be the 256k chips doing it, holding stuff too long.
In fact, I think I can power off and on real quick with my 256K 800 XL
and it will keep memory as it was, I think.
Since I tend to do stuff that crashes the computer a lot, I favor my 130 XE
so I can turn off and on real fast for a re-boot.
Russg

# 3657. Re: ICD R-TIME8 CART

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-02 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <827hrk$7hi$1@news.storm.ca>
Source record: 48354

A few more intersperse observations, with a few edits to keep the size down:

Jon Melbo <ssilicon@centuryinter.net> wrote in message
news:38473ad3.14968060@news.ds.centuryinter.net...
> On Thu, 2 Dec 1999 16:51:25 -0500, "David A. Paterson"
> <david_p@storm.ca> wrote:
>
> >For the day of the week, add one (Monday becomes Tuesday, and so on...)
>
> Ahh, that is not so simple. The two centuries have different leap
> year calculations and nuances.

This is true. However, I'm reasonably sure that the RTime 8 calculates leap
years as every 4 years, and not, more properly, as

"Every four years except on centennials unless the centennial is an even
mulitple of 400".

Other than that, the sequence of days (and number of days) remains the same;
the offset of one day will be constant.

I'll let my great grandchildren work out how to solve the RTime-8 Y2080
problem...

> So, assuming the rest of the logic can
> be programmed in, then yeah, that might just work... for the Z:
> handler. Keep in mind that the Z: handler is not the most common way
> to access the R-Time 8. The most common way it is accessed is through
> SpartaDOS. SpartaDOS itself uses the RT8, and Sparta also keeps the
> current date and time in some RAM software registers (I think).

Hmm. I had assumed that Sparta would use the device - it's much cleaner,
requires only a bit more code, and lets your software work with any current
or future hardware. But you may well be right.

> Applications designed to run under sparta I think just access those
> RAM locations. The Z: handler is only loaded as a convenient way to
> use the R-Time in programs. By making it a standard CIO device, one
> has the CIO API of their favorite programming language to program for
> it, but ut is not strictly neccessary under Sparta. The Z: handler
> becomes more useful under other DOSes.

No, from a programming standpoint having a device vice direct hardware
access is more useful. But since when do good programming form and
operating systems go together (he typed on his MS Windows machine...)

> In other words, Sparta's many RT8 routines would need to be patched
> (TDLINE, TD, etc.) or esle Sparta would need to be patched in one more
> centrally located place (like a subroutine to alter what is stored in
> those software registers). Maybe both.

# 3658. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-02 00:00:00 UTC
From: "White Flame (aka David Holz)" <white-flameParrot@geocities.KillTheParrot.com>
Message-ID: <827h09$3ig$1@barad-dur.nas.com>
Source record: 48355
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

Aaron <aarona@/REMOVE/localnet.com> wrote in message
news:38472adb.12499786@news.localnet.com...
> >Forward this to alt.conspiracy.
> >IMMEDIATELY!! It is Vital!
> >
> >-Wanja-
>
> I believe that alt.conspiracy is itself a conspiracy!

NOOOO! You're another one of those alt.conspiracy conspiracy theory conspiracy
guys!!! *runs away shrieking in paranoid terror*

--
White Flame (aka David Holz)
http://fly.to/theflame

# 3659. Re: ATARI Sales

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-02 00:00:00 UTC
From: Keith Scroggins <kws@saltmine.radix.net>
Message-ID: <824ead$m36$1@news1.Radix.Net>
Source record: 48430
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In comp.sys.atari.8bit atarigalen <kNOkSPAM@uia.net.invalid> wrote:
: In article <Pine.MNT.4.10.9912011948490.171-100000@rakas>, Martin-Eric
: Racine <q-funk@funkyware.atari.org> wrote:
:> On 1.12.1999, Gerald Koerner <gekobw00@fht-esslingen.de> wrote:
:> > How many ATARI Computers were sold during ATARIs lifetime?
:> >
:> > If anybody knows something, please answer in the board
:> I am curious about the exact spread, per country and machine, as
:> well. Please _do_ post if you have exact figures (cite sources).
:> --
: This is, unfortunately, a pretty well kept secret. I once asked Bob
: Brodie (when he was in Sacramento, CA) if Atari had sold a million ST
: computers yet (this was in 1993). His answer was: "Oh, far more than
: that!" If anyone has better data, I'd love to hear it too, but I
: suspect it'll be very difficult to dig up.
: Galen

I have seen mention that Atari sold just under 1 million STs in Germany,
hence the big push of the Milan..... US numbers, who knows. I would
think more Atari 8-bits were sold than STs, but that is a guess...

Keith

# 3660. Re: ICD R-TIME8 CART

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-02 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <824pl9$c66$1@news.xmission.com>
Source record: 48431

Jim Smith <jsmith@j-com.net> wrote:
> I read the r-time8 cart is not y2k compliant but when I change the date to
> 01/01/00 it takes it and everything on the Atari (file time stamps) gets set
> okay. Any input on this?

It will lock up if you let it change to 01/01/00, however. Setting it
manually is fine, but letting it roll over will cause a lock up - at least
on all my R8+s (on 800xl & XE) machines.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 3661. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-02 00:00:00 UTC
From: John Schnittker <jschnitt@earthlink.net>
Message-ID: <38460C8A.60B48FAF@earthlink.net>
Source record: 48432

Dear Peter,

I suppose Gimp on atari would be just about as nice as Gimp on Linux.
But there are some improvements that we can make to our hypothetical
atari computer. Embrace one set of standards (example: the way we set
video modes, audio, network, etc.,) for the life of the machine.
Streamline and simplify the OS, GUI and put them both in ROM. Why am I
advocating a single standards set? So we won't have to face those
configuration nasties that plague end users of PC's.

And we are honor bound to make that standards set accommodate larger
capacity drives, ram capacity, etc., for the future. I would suggest a
32-bit linear address bus. I know 4.3 gigabytes of ram is outrageous
now, but in 10 years it won't be.
If all these features rack up the price of the unit too much, then we
better disregard these ideas.

If the hypothetical 16-bit machine is sufficiently inexpensive ($50) and
easy to program, then I would favor the 16-bit machine.
But I am a cheapy! hehehe just letting you know.

Peter Laing wrote:

> Hi everyone,
>
> I should mention that this thread came from
> a discussion Richard and I were having about
> emulating GTIA. You might want to have
> a read if it still exists on your news server.
>
> I can see two systems evolving here:
>
> A higher power 32 bit machine. GIMP capable.
> A lower power possibly 16 bit (65816 ?) machine.
>
> Questions I have :
>
> - Do you want a 32 bit CPU with > 24 bit addressing ?
> - Why would people use this box instead of Linux for GIMP ?
>
> I really like all the other comments. (GUI in ROM etc)
> Myself I would be happy with a 65816 20 mhz system.
> I'd consider that enough of an upgrade.
>
> Peter

# 3662. FA: Boxed Atari 8-bit software (Infocom, etc)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-02 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <825aet$evm@freenet-news.carleton.ca>
Source record: 48433

MIB DynaTech MenuWriter for Atari 800/XL/XE
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=211202413

MIB DynaTech CodeWriter for Atari 800/XL/XE
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=211198484

Zork 1 - Atari 800/XL/XE Version Mint Boxed
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=212285155
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 3663. Re: Music in Atari games

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-02 00:00:00 UTC
From: Greg Miller <gmiller@classic-games.com>
Message-ID: <38463BC7.108A0596@classic-games.com>
Source record: 48434

Paul Nurminen wrote:
>
> On 20 Nov 1999 15:19:29 , DunxUK wrote:
> >Does anyone have any opinion as to which 8 bit Atari game had the best music. I
> >would personally vote for a vertically-scrolling shoot-em-up I used to play
> >solidly if I could only remember the name of it (!).
> >
> >It was the 4-channel sound that really set the Atari apart, but so many games
> >just used the same 3-channel music straight from the Commodore. :(
>
> IMHO, Exodus: Ultima III wins hands down.
>
> -Paul

The DataSoft stuff was all pretty good... I'd say 221B Baker St. had the
best music, though--and it sounded terrible on the C64, for the record.
--
http://www.classic-games.com/
Conspiracy theorists mistakenly assume others think before acting.
*** Please limit .sigs to four lines and avoid HTML mail or posts. ***

# 3664. Re: ICD R-TIME8 CART

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-02 00:00:00 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <384662E8.D6CEDD97@reze-1.rz.rwth-aachen.de>
Source record: 48435

Howdy folks

> It will lock up if you let it change to 01/01/00, however. Setting it
> manually is fine, but letting it roll over will cause a lock up - at least
> on all my R8+s (on 800xl & XE) machines.

Try FTe's RTime8 driver. He solved the problem (until 2083 I believe)

CU Mathy van Nisselroy

# 3665. Re: Alpha Systems, and Duplicating Technologies

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-02 00:00:00 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <3846622F.C6A7F47C@reze-1.rz.rwth-aachen.de>
Source record: 48436

Howdy Nir, Marshall, folks

> I have a Hard copy of Advanced Protection technique book
> and a 1050 Duplicator board (not for sale though) but no manual or
> software with it

I've drooled over the ads for the Duplicator more than once. How good is it???

BTW I have both books (I & II). Not for sale either. I bought them even before
I had a disk drive. I found out I had MyDOS at a usergroup meeting.

> On Tue, 30 Nov 1999 19:17:15 -0600, "Marshall Walker" <mwalker@mc.net>
> wrote:
>
> >Hello All,
> >
> >I was interested if anyone knew anything about Alpha Systems and Duplicating
> >Technologies. IF someone purchased there warehouses, etc..

If you ever find them, please tell us. I'd love to hear what happened to both
companies.

CU Mathy van Nisselroy

# 3666. RAM holding data

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-02 00:00:00 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <384663B5.9AEBF4E3@reze-1.rz.rwth-aachen.de>
Source record: 48437

Howdy folks

I have 6 Atari 8 bit computers. The first 5 are XE's. The last one is an 800XL. And I have noticed that the 800XL needs longer before I can switch it back on than the XE's. Why is this? The 800XL has no FREDDY and the RAMs and custom chips on sockets.

CU Mathy van Nisselroy

# 3667. VTEX13.COM and Larry Richardson

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-02 00:00:00 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <38466431.182F8A22@reze-1.rz.rwth-aachen.de>
Source record: 48438

Howdy folks

Does anybody know if Larry Richardson uploaded the lastest version of
VTEX yet?
He mentioned a new version when I was looking for him a couple of years
ago. I have version 1.3. Which is not the latest one according to
Larry.

CU Mathy van Nisselroy

# 3668. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-03 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <38471bfd.8693001@news.localnet.com>
Source record: 48356

My ultimate (but possible for the time) Atari 8-bit dream machine should have been sold in the mid to late 80's and included the following:

10Mhz 65816 with 256K of RAM expandable to 1 Meg.

2 POKEY chips for added sound quality (each POKEY chip is output to a separate RCA jack for stereo sound) (I really don't feel that C-64 SID style chips are really necessary. Besides, one must cut corners somewhere for an under $400 computer)

restoration of the 4 joystick ports (with an external switch setting for XL/XE compatible modes)

restoration of the fabulous Atari 1200 keyboard.

The external styling of the computer should be similar to the XL series (brown/beige/silver) but different enough to look unique.

Totally redesigned (but backward compatible to) the Antic & GTIA chips containing the following enhancements:

* 40/80 colums with the ability to set for either the old color/luminance restrictions for forground/background or no restriction

*same number of HUES but an enhanced 32 Luminances.

*TV/COMPOSITE/Chroma-Luma monitor compatible with upgrade path for RGB digital/Analog capability (RGB NOT NECESSARY IN THE BOX).

*enhanced player/missile capability of 8 players/ 8 missiles at 3 colors each and double the number of horizontal pixels (from 8 to 16)

*special 256 color low res (80 dot across) GTIA mode where the lower nibble controls the hue and upper nibble controls the luminance.

*16 color medium res mode in medium res (160 dots across) with all colors redefinable from a palette of 512 colors.

*4 color high res mode (320 dots across)

*2 color super-high res mode (640 dots across)

*special multicolor text mode with redefinable true 256 character set.

*Commodore 64 style color memory which can be encode in one of two ways:

1) whole byte allows the forground of that character location to be one of 256 color possibilities

2) upper nibble which is used to define which of a possible 15 color-look-up tables should be used for the color scheme of a specific redefined character on the screen. The 16th option causes Super-GTIA to default to it's normal global color register definitions. Lower nibble is further divided into upper two bits and lower two bits. The upper two bits govern which of four possible characters sets should be used in that character position. The lower two bits govern the resolution of that character position (two color clock pixels/one color clock pixels/half color clock pixels/fourth option reserved)

*enhanced 16 bit Antic Display list. I haven't currently figured out what the additional 8 bits would be used for. Some of these bits would be used for the newer resolutions/color modes while other bits could possibly be used to modifiy the colors for that scanline/graphics line which, when combined with the special color memory, could be used to obtain some really nifty color fading effects.

* hardware based mouse support in ALL joystick ports concurrently (hey, some multiplayer games may actually be fun when more than one person can mouse around at the same time).

And, of course, a GUI based OS with some multitasking abilities.

In addition to the original SIO port there should also be a parallel version with SCSI like capabilities with full DMA access to memory. New 5 1/4 and 3 1/2" drives should be produced to take advantage of this new port.

Choice of analog or digital joysticks (or both). This really does not require any additional hardware support. After all, the current Atari joystick ports do support such a device....if Atari ever decided to sell it. Maybe two seperate fire buttons would be nice (like the 7800 proline joysticks had).

256K Super cartridge port.

Is that enough info?

>I'm trying to find out what users would want in terms of
>new hardware for a 'new atari'. I'm curious to see what
>other people would want.
>
>Other 8 bit users are also encouraged to voice their ideas.
>
>Some of the things you might want to think about:
>
>Processor type. 8 bit, 16 bit, you can be as specific as you
> want for this. e.g. 68516
>
>Memory address space/physical amount/layout.
>

>Video generation: VGA, SVGA, S-Video, what resolution
> what bitdepth.
>
>Sound generation: Pokey emulation, SID, or better ?
>
>IO: What sort of Input Output capability.
>
>Storage: Floppys, Harddrives, Superdisk ?
>
>Compatibility with what sort of systems
>
>The basic idea is to get a feel for what users would want.
>
>So if you have a minute post. I think lots of readers here
>might be interested.
>
>
>
>
>

# 3669. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-03 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <38472adb.12499786@news.localnet.com>
Source record: 48357
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

```
>> Don't you know that NASA is in Florida? It's quite warm in Florida.
>> Just a moment...
>>
>> It's warm in florida and NASA uses hundreds of Pentium chips. Is there
>> a correlation?
>>
>> Just a moment...
>>
>> Florida has massive hurricanes and all Pentium chjps need a really
>> powerful fan. Is there a correlation?
>
>
>Forward this to alt.conspiracy.
>IMMEDIATELY!! It is Vital!
>
>-Wanja-
>
>armageddon - we are all going to die

I believe that alt.conspiracy is itself a conspiracy!
```

# 3670. Re: ICD R-TIME8 CART

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-03 00:00:00 UTC
From: rezarf@aol.com
Message-ID: <19991202211958.02115.00000188@ng-cj1.aol.com>
Source record: 48358

There was a patch available several years ago for the y2k problem for the Rtime8. It was available on the old ICD bulletin board. Does anyone know where the files might be? Are there still downloads at the ICD web page?

# 3671. Re: ICD R-TIME8 CART

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-03 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38473ad3.14968060@news.ds.centuryinter.net>
Source record: 48359

On Thu, 2 Dec 1999 16:51:25 -0500, "David A. Paterson"
<david_p@storm.ca> wrote:

>Within the Z: handler, get the date and time from the RTime-8 as per usual.
>Then, do the following:
>
>Check the year.
>If it's less than 1980, add 100 years.

That's a logical work around.

>For the day of the week, add one (Monday becomes Tuesday, and so on...)

Ahh, that is not so simple. The two centuries have different leap
year calculations and nuances. So, assuming the rest of the logic can
be programmed in, then yeah, that might just work... for the Z:
handler. Keep in mind that the Z: handler is not the most common way
to access the R-Time 8. The most common way it is accessed is through
SpartaDOS. SpartaDOS itself uses the RT8, and Sparta also keeps the
current date and time in some RAM software registers (I think).
Applications designed to run under sparta I think just access those
RAM locations. The Z: handler is only loaded as a convenient way to
use the R-Time in programs. By making it a standard CIO device, one
has the CIO API of their favorite programming language to program for
it, but ut is not strictly neccessary under Sparta. The Z: handler
becomes more useful under other DOSes.

In other words, Sparta's many RT8 routines would need to be patched
(TDLINE, TD, etc.) or esle Sparta would need to be patched in one more
centrally located place (like a subroutine to alter what is stored in
those software registers). Maybe both.

>
>Of course, I don't know how SpartaDos does its timestamps; if those are 2
>characters rather than 4 then there's a whole other issue to resolve...

## 3672. Percom help

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-03 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991202225325.12935.00000170@ng-fu1.aol.com>
Source record: 48360

Have a Percom AT 88 S1 which works great in SSSD and just acquired an AT 88 S1 PD which would be SSDD but does not respond to the Atari computer. Can a single working DD drive be constructed from these two? If so, what is required?

-Ron

I started life with nothing, and still have most of it left...

# 3673. Re: ICD R-TIME8 CART

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-03 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-FXMd2Tr9nXmy@di06-ks.cth.com.au>
Source record: 48361

On Wed, 1 Dec 1999 16:51:21, "Jim Smith" <jsmith@j-com.net> wrote:

> I read the r-time8 cart is not y2k compliant but when I change the date to
> 01/01/00 it takes it and everything on the Atari (file time stamps) gets set
> okay. Any input on this?

Reading all the debate, I seam to remember that the R-time 8 only kept
the year as 2 digits.

James B

## 3674. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-03 00:00:00 UTC
From: Frank Carney <frankc@cyberhighway.net>
Message-ID: <38477730.10E3E2EF@cyberhighway.net>
Source record: 48362
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

Actually the "real" conspiracy is the guy who turns up the volume at the TV station during commercials. Can anyone say Automatic Gain Control is sorely lacking in TV sets?

# 3675. Re: Check Out My Rare Atari 2600-5200-7800 Games On Yahoo Auctions!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-03 00:00:00 UTC
From: OverMuch
Message-ID: <NfL14.14576$M%.116491@news.rdc1.wa.home.com>
Source record: 48363
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

Mr. Lee <garystv@brightok.net> wrote

> > to me they are bubba

There is no such thing as "rare in my opinion." They are either rare or not rare.

And rare these ain't!

OverMuch

# 3676. Re: ICD R-TIME8 CART

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-03 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <384789ea.35217729@news.ds.centuryinter.net>
Source record: 48364

On Thu, 2 Dec 1999 23:02:42 -0500, "David A. Paterson"
<david_p@storm.ca> wrote:

>No, from a programming standpoint having a device vice direct hardware
>access is more useful. But since when do good programming form and
>operating systems go together (he typed on his MS Windows machine...)

In general yes but not always. You have to take into consideration a
couple of circumstances here. The A8 has a limited amount of RAM and
a device driver plus code to access it is more RAM expensive than just
code that is more direct. Also, the R-Time is a pretty simple device
so playing with it in a bit more direct way is not majorly complex.

# 3677. Atari Web Site: Updated!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-03 00:00:00 UTC
From: Nurmix@socal.SPAM
Message-ID: <8281rg15fp@enews3.newsguy.com>
Source record: 48365

Just a little note to let you all know that NURMIX WEB CENTRAL has received a major update to the Atari pages.

http://www.tsotech.com/nurmix/home.htm

I've been working on it for the last few weeks, and it's pretty much done at this point (at least the basic structure is done - I plan to add a lot to the DOWNLOAD and LINKS pages in the very near future).

Anyway, it was completely done on my Falcon using QED/CAB and various graphics programs for the images. Please, take a look and let me know what you think.

There is a sort of "Atari History" section, detailing both the 8-bit and ST line. And a section about my personal story/history with Atari computers, in addition to the links and download pages.

And also, if you'd like your web site to be added to Nurmix Web Central's Atari LINKS page, please send me an e-mail and I'll check out your page, and add it to my LINKS page.

As a final note, the Atari pages of Nurmix Web Central utilize FRAMES. If your browser doesn't support them, or if you just plain _hate_ FRAMES, then turn them off, and non-FRAMES pages will automatically load.

Thanks for your time, and enjoy!

-Paul "Nurmix" Nurminen

--

Paul "Nurmix" Nurminen | ICQ # 50313052 | Atari Falcon030/14+Nemesis
. El Segundo, California USA - Home of Red Light 6 Studio and NURVIS
..
... Visit Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm
.... Electronic Music | Atari Computing | Classic Video Games | Humor
.....
...... SPAM ALERT: Change "SPAM" to "com" if replying by e-mail ! ! !

# 3678. Re: ICD R-TIME8 CART

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-03 00:00:00 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <3847A063.B039A582@reze-1.rz.rwth-aachen.de>
Source record: 48366

Howdy folks

>
> >Try FTe's RTime8 driver. He solved the problem (until 2083 I believe)
> >
> >CU Mathy van Nisselroy
> >
> >
> Bob, (or Mike if you're reading), could I have the patched driver
> please?

Isn't it on the SpartaDOS 2.3g disk. That one should be on the net since it's
PD.

CU Mathy van Nisselroy

# 3679. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-03 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <828mii$aqq$1@autumn.news.rcn.net>
Source record: 48367
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

Frank Carney <frankc@cyberhighway.net> wrote in message
news:38477730.10E3E2EF@cyberhighway.net...
> Actually the "real" conspiracy is the guy who turns up the volume at the
> TV station during commercials. Can anyone say Automatic Gain Control is
> sorely lacking in TV sets?
>

Hmmm. I played a blank tape at full volume last night. The mime next door
went nuts.

## 3680. Re: Any Active 8-bit Developers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-03 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <828qku$juu$1@plutonium.compulink.co.uk>
Source record: 48368

Might be worth checking Ian Bells web site (don't have the URL to hand).
That has most versions free for download plus history etc. Maybe there is
some source there too.

**************************************************
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
**************************************************
* Analyst Programmer/ Freelance IT writer *
**************************************************

## 3681. text adventure erotica-x

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-03 00:00:00 UTC
From: Live Mike <Allegro@Mindless.com>
Message-ID: <38481C3A.EFE12D61@Mindless.com>
Source record: 48369

I've been searching hi and low with every search engine I can find for a text adventure game that was named 'Erotica-X'... I think. Well at least erotica-x was the destination in the game.

I think it's shareware. And it is for the 8-bit Atari.

I'd like to find it cause I want to make an internet version of the game.

Thanks any help is appreciated.

Allegro@Mindless.com
Mike P.

# 3682. Re: Getting started... again.

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-03 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <19991203175130.01956.00000264@ng-xb1.news.cs.com>
Source record: 48370

Hi Arron-
How much money do you want to spend?
That's always a good starting point.
Larry White

# 3683. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-03 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <829m3p$305$2@gxsn.com>
Source record: 48371

Hi Richard,

>....Haven't priced 65816s lately. Major problem is the easy way to go
>with chips like the 6551 are impossible to find in >2 mHz.

I'm not familiar with the 65816, but doesn't it have an "/MRDY" or similar
input signal to slow down the processor when accessing slow RAM or peripheral
chips?

Alternatively, couldn't you have a slower "peripheral bus" in the system to
which to attach the slower devices (this idea was used in the Vectrex and
Acorn BBC B)?

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 3684. Re: RAM holding data

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-03 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <829m3n$305$1@gxsn.com>
Source record: 48372

Hi Russ,

> (800 XL RAM holds data longer than XEs).
> I don't know why it might. My stock 64K 800XLs can be turned
>off and back on with only a moment's delay....

I've seen this problem too with stock PAL 800XLs.

My original 800XL (a 1985 model IIRC) had to be switched off for a minimum of
15 - 20 seconds to clear RAM and reset properly, as did those of all of my
friends. This behaviour caused me considerable problems when I was developing
my printer interface and replacement OS.

OTOH, later model 800XLs (ones with the appalling 600XL keyboard fitted) which
I've come across don't tend to suffer from this.

I've always *ASSUMED* that the early 800XLs had a design problem, with a large
capacitor somewhere in the system retaining enough charge to keep the memory
running for some seconds after power removal?

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 3685. More Atari! Inventory Growing! FREE Atari Computer Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-03 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <82acap$7ce$1@user2.teleport.com>
Source record: 48373
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

(Update: 11/18/99) I've just added more 8 Bit Software to my Catalog. Programming Languages & DOS's from OSS, HOFACKER, Alpha and even Atari MicroSoft BASIC & Atari LOGO. Lots of Utilities & Copiers like Chipmunk and Impersonator. My Catalog is growing by leaps & bounds.

(Update: 11/04/99) I've just added a bunch of Titles to my Atari 8 Bit SoftWare Catalogs. All Games!!! A number of them are UnOpened! Many for only $5 a pop! And I went through my Catalog and did some adjusting of prices. Right now my 8 Bit SoftWare Catalog has a bigger Byte count than ever.

Atarians Unite! Are you pining for the days of a simpler Computer? Do you miss Arcade Classics like Asteroids, BattleZone, Joust, Missile Command, Robotron 2084 and my favourite Star Raiders! Well Bravo Sierra Computers has them. Are you wandering, wandering in the desert of violent video games. Games too violent for children? With Blood & gore? Two companions of youth nowadays. Especially those you hear about in the news who kill fellow students at school. If your preferences for games lean more towards family friendly. Like it used to be. Try some of my Atari Arcade classics. I have oodles of Atari SoftWare! As well as truckloads of Atari HardWare. And Libraries of Atari Books. Reference material and things you thought you'd never find! So come check it out. The best of Classic Atari 8 Bit & Atari ST. E-Mail me at

e-mail: atari@benjamin.net

Or call me anytime at (503)256-9974 to talk to a warm, friendly, people person! Your more likely to reach me from 3 PM-3 AM Pacific Standard time. And thats most likely the times I can return calls. I'm perfectly willing to call you, on my own dime to answer your questions. I'm a people person and those who have dealt with me will find me patient, a good listener and even a good teacher. So if you can't call me Today? Call me Tonight!

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I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. In Fact check it regularly as my Catalogs are updated regularly. I have 6 different Catalogs, and my SoftWare Catalogs are my

largest. They have the biggest Byte Count. And remember if you can't come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

***FREE*** Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. Now we've moved our meeting to a new night. Same Bat Time! Same Bat Channel! We meet the 2nd Thursday of each Month. Our Next meeting will be Thursday, December 9th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop or Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 3686. NEW Meeting Night! Atari Club Meeting in Portland, Oregon. USA!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-03 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <82acp9$bgn$1@user2.teleport.com>
Source record: 48374
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,
Body handling: HTML body converted to readable text

Please direct all replies through E-Mail at bensmith@teleport.com or atari@benjamin.net instead of NewsGroups as I don't regularly check NewsGroups.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. Now we've moved our meeting to a new night. Same Bat Time! Same Bat Channel! We meet the 2nd Thursday of each Month. Our Next meeting will be Thursday, December 9th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop or Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974 DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST! http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 3687. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-04 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3849a7c3.173951910@news.ds.centuryinter.net>
Source record: 48240

On Sat, 04 Dec 1999 14:41:56 -0800, John Schnittker
<jschnitt@earthlink.net> wrote:

>>
>>
>> What you call STABILITY others might call STAGNATION.
>>
>> It is a fact of life that computing power doubles every 18 months.
>> Atari computers started out at the cutting edge of technological
>> achievement - this is what made them so popular. Instead of riding the
>> wave, however, the various owners of Atari chose to rest the 8-bit on
>> its laurels, making only minor charges over several generations. Is it
>> any wonder there's no more Atari?
>>
>
>It's true that consumers like a computer that's state of the art and fast. But
>nobody likes incompatibility.
>Perhaps there is a way to maintain compatibility while at the same time allowing a
>system to be upgraded.
>I believe the key is in the standards. Write standards that permit use of today's
>components, while keeping the window open for future components. For example, the
>32 bit memory address bus--An Idea I like,
>Nobody can afford 4.3 gigabytes of ram now, but it is valuable to support such a
>ram size in architecture.
>
>The speed issue is a little more difficult to standardize. It's not practical to
>design a 20mhz motherboard that will accommodate 200mhz cpu's of the future. I
>can't think of a way to get around that. Any ideas?
>
>Some people think USB will be a permanent remedy for the upgrade-woes of the past.
>As long as the USB standards do not change, then we can enjoy very good
>compatibility. But some day, somebody will discover that USB isn't fast enough any
>more. And they will design something faster. Then we'll lose compatibility again.

It's already here. It's called "Fire Wire" and it's far better than
USB (IMHO). In fact, it's been around about as long as USB has.

# 3688. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-04 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <82cogh$ef$1@fir.prod.itd.earthlink.net>
Source record: 48241

This doesnt even cover software.
Expandibility how do we ensure it.

1. We dont make the lack of address bits mistake.
Even if we have to bank switch them, we give this
machine a full address space.

How do we make the system compatible with later
32bit processors ?

We bank switch. We always memory map hardware
above the top of linear address space.

```
TOP of linear ram
------------------ <- $FFFFFF ( 16 mb)
| I/O BANK |
------------------| <- $DFFFFF ( 14 mb )
| RAM BANK2 |
------------------| <- $BFFFFF ( 12 mb )
| RAM BANK 1|
|----------------- | <- $9FFFFF ( 10 mb )
| LINEAR RAM |
------------------| <- $000000
```

All we do is make sure the bank selector values
for the IO devices is equal to the top of a 32 bit
address space. (Or even higher ...)

It does require setting the IO bank selector register
every time we are going to IO, but it would be one
16 bit store on the 65816. We would need to figure
out how interrupts are handled on the 65816 (e.g.
NMI). (Could we provide some logic to set
the value of the I/O bank when NMI is asserted ?).

Note: Nothing stops us having a frame buffer sitting at the
top of the IO address space. The user could even set
the RAM bank1 or 2 to point to it. This allows us to access
any hardware that could use 2 mb of buffer.

The ANTIC/GTIA/POKEY question.

This is the hardest from my point of view. I cant see any way
of doing this other than using DSP's or FPGA's which would mean we
would have to find a decent DSP thats Cheap and fast enough.
We could probably use the 65816 to generate video but we would
be throwing lots of cycles away if we did.

Any way we cut it this is going to either require a DSP or logic in the minimal system.

I like Richards idea of a minimal system, we just need to figure out how we are going to generate video.

Peter

## 3689. Cartridge pinout

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-04 00:00:00 UTC
From: Cameron McCormack <cameron.m@iname.com>
Message-ID: <3848643f@news.alphalink.com.au>
Source record: 48242

Hi all.

After reading the FAQ for this ng, I've got this information:

```
----
Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02
----
```

But I don't know what a couple of these pins are... can someone please tell me what the following pins are for:

- ~S4
- ~S5
- RD5
- ~CCTL
- RD4
- B02

Thanks heaps!

Cameron

# 3690. FS: Brand New Atari 800XL!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-04 00:00:00 UTC
From: Josh Rotarius <computerconnection@tradingweb.com>
Message-ID: <s4lsk6anqeg140@corp.supernews.com>
Source record: 48243

For Sale: BRAND NEW Atari 800XL. Includes box, power supply, manuals, and switch box. Opened once to test, and it works. Price: $40

computerconnection@tradingweb.com

The Computer Connection Online Store

# 3691. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-04 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <829nia$hj$1@nnrp1.deja.com>
Source record: 48375

```
In article <38471bfd.8693001@news.localnet.com>,
aarona@/REMOVE/localnet.com wrote:
> My ultimate (but possible for the time) Atari 8-bit dream machine
> should have been sold in the mid to late 80's and included the
> following:
>
> 10Mhz 65816 with 256K of RAM expandable to 1 Meg.
>
> 2 POKEY chips for added sound quality (each POKEY chip is output to a
> separate RCA jack for stereo sound) (I really don't feel that C-64 SID
> style chips are really necessary. Besides, one must cut corners
> somewhere for an under $400 computer)
>
> restoration of the 4 joystick ports (with an external switch setting
> for XL/XE compatible modes)
>
> restoration of the fabulous Atari 1200 keyboard.
>
> The external styling of the computer should be similar to the XL
> series (brown/beige/silver) but different enough to look unique.
>
> Totally redesigned (but backward compatible to) the Antic & GTIA chips
> containing the following enhancements:
>
> * 40/80 colums with the ability to set for either the old
> color/luminance restrictions for forground/background or no
> restriction
>
> *same number of HUES but an enhanced 32 Luminances.
>
> *TV/COMPOSITE/Chroma-Luma monitor compatible with upgrade path for RGB
> digital/Analog capability (RGB NOT NECESSARY IN THE BOX).
>
> *enhanced player/missile capability of 8 players/ 8 missiles at 3
> colors each and double the number of horizontal pixels (from 8 to 16)
>
> *special 256 color low res (80 dot across) GTIA mode where the lower
> nibble controls the hue and upper nibble controls the luminance.
>
> *16 color medium res mode in medium res (160 dots across) with all
> colors redefinable from a palette of 512 colors.
>
> *4 color high res mode (320 dots across)
>
```

> *2 color super-high res mode (640 dots across)
>
> *special multicolor text mode with redefinable true 256 character set.
>
> *Commodore 64 style color memory which can be encode in one of two
> ways:
>
> 1) whole byte allows the forground of that character location to be
> one of 256 color possibilities
>
> 2) upper nibble which is used to define which of a possible 15
> color-look-up tables should be used for the color scheme of a specific
> redefined character on the screen. The 16th option causes Super-GTIA
> to default to it's normal global color register definitions. Lower
> nibble is further divided into upper two bits and lower two bits. The
> upper two bits govern which of four possible characters sets should be
> used in that character position. The lower two bits govern the
> resolution of that character position (two color clock pixels/one
> color clock pixels/half color clock pixels/fourth option reserved)
>
> *enhanced 16 bit Antic Display list. I haven't currently figured out
> what the additional 8 bits would be used for. Some of these bits would
> be used for the newer resolutions/color modes while other bits could
> possibly be used to modifiy the colors for that scanline/graphics line
> which, when combined with the special color memory, could be used to
> obtain some really nifty color fading effects.
>
> * hardware based mouse support in ALL joystick ports concurrently
> (hey, some multiplayer games may actually be fun when more than one
> person can mouse around at the same time).
>
> And, of course, a GUI based OS with some multitasking abilities.
>
> In addition to the original SIO port there should also be a parallel
> version with SCSI like capabilities with full DMA access to memory.
> New 5 1/4 and 3 1/2" drives should be produced to take advantage of
> this new port.
>
> Choice of analog or digital joysticks (or both). This really does not
> require any additional hardware support. After all, the current Atari
> joystick ports do support such a device....if Atari ever decided to
> sell it. Maybe two seperate fire buttons would be nice (like the 7800
> proline joysticks had).
>
> 256K Super cartridge port.
>
> Is that enough info?
>
> >I'm trying to find out what users would want in terms of
> >new hardware for a 'new atari'. I'm curious to see what

> >other people would want.
> >
> >Other 8 bit users are also encouraged to voice their ideas.
> >
> >Some of the things you might want to think about:
> >
> >Processor type. 8 bit, 16 bit, you can be as specific as you
> > want for this. e.g. 68516
> >
> >Memory address space/physical amount/layout.
> >
> >Video generation: VGA, SVGA, S-Video, what resolution
> > what bitdepth.
> >
> >Sound generation: Pokey emulation, SID, or better ?
> >
> >IO: What sort of Input Output capability.
> >
> >Storage: Floppys, Harddrives, Superdisk ?
> >
> >Compatibility with what sort of systems
> >
> >The basic idea is to get a feel for what users would want.
> >
> >So if you have a minute post. I think lots of readers here
> >might be interested.
> >
> >
> >Hi Aaronna dude, how's the Atari thing going

Anyway regarding the 'Ultimate Atari' concept, I believe that just before he/they gave up the ghost on things Atari Ron shue and chuck steinmann from dataque s/w, where supposed to be developing the turbo 816, and various h/w configs, based on tower PC's weather or not they did get arround to doing it is another thing, anyway for your information the 65816 was a chip that Atari actually had a hand in designing and developing, because they were looking at incorporating the amiga's h/w chip set into a 16 bit compatable 6502 (this was during the warner admin) apparently during the transition from warners to tramiel, warners did some negotiating with an outside company, to continue the work, as it was obvius that tramiel wasn't in the least interested with the Amiga, i can only assume that the company concerned was western design ctr., who are the only company i know that manufactures and markets 65816's etc, what ever happened to M.O.S the originators of the 6502, and the yet unseen 65000 series, which from what i heard sound simmilar to the Atari designed 65816, perhaps MOS went under when EScom bought out CBM in '93/94 as with the rest, I can only aggree wqith you it's just a shame that not one solitary individual out there aggrees with you, as they only want IBM/WINTEL crap, and not decent personable systems like Atari... still.... wake me up after the millenium and who

knows, perhaps Hasbro will realise the folly of their ways, and start
doing something positive with Atari, like h/w computers, or doesn't
hasbro know what these things are
before I go, getting back to the 65816,the dissapointing thing was,
instead of Atari using that technology itself, it allowed competitors
like apple (remember the IIgs) and Nintendo (the Snes) to get a head
start on Atari by incorporating this technology

yours Atarilly
> >
> >carmel A
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3692. Re: Any Active 8-bit Developers?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-04 00:00:00 UTC
From: Christian <cpinder@my-deja.com>
Message-ID: <82b6si$u7k$1@nnrp1.deja.com>
Source record: 48376

In article <828qku$juu$1@plutonium.compulink.co.uk>,
ilaskey@cix.compulink.co.uk wrote:
>
> Might be worth checking Ian Bells web site (don't have the URL to
hand).
> That has most versions free for download plus history etc. Maybe
there is
> some source there too.

Hmmm, if your really really lucky, there just might be.
Ian's site is currently at...
http://www.iancgbell.clara.net/

Christian.

--------
Elite - The New Kind
The Reverse Engineered Source To Elite.
http://home.clara.net/cjpinder

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3693. Re: Check Out My Rare Atari 2600-5200-7800 Games On Yahoo Auctions!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-04 00:00:00 UTC
From: "Mr. Lee" <mrlee@ok.freei.net>
Message-ID: <DaZ14.45$Ye.4200@monger.newsread.com>
Source record: 48377
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

whatever Mr. Much

"OverMuch" <.....@.....> wrote in message
news:NfL14.14576$M%.116491@news.rdc1.wa.home.com...
>
> Mr. Lee <garystv@brightok.net> wrote
>
> > > to me they are bubba
>
> There is no such thing as "rare in my opinion." They are either rare or
not
> rare.
>
> And rare these ain't!
>
> OverMuch
>
>
>

# 3694. Re: ICD R-TIME8 CART

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-04 00:00:00 UTC
From: Cabell Clarke <cabell@richmSPAMNOond.infi.net>
Message-ID: <82a7et$lv3$1@nw003t.infi.net>
Source record: 48378

> >I read the r-time8 cart is not y2k compliant but when I change the date
to
> >01/01/00 it takes it and everything on the Atari (file time stamps) gets
set
> >okay. Any input on this?
> >
>
> Yeah. It thinks it's 01-01-00 alright, only it assumes a "19" before
> that 00. Notice that 31-Dec-1999 is a Friday. Also, 1-Jan-1900 is a
> Friday. When the R-Time flips over, it's still Friday acording to it.
> Days of week will be wrong along with number of days in month (leap
> year) etc.

I tried the above in SpartaDOS 3.2g with no R-Time 8 and it also reports
1-1-00 to be a Friday instead of Saturday. Will I have to live with it
unless someone modifies SpartaDOS?

# 3695. ANNOUNCE: RetroSpec Open Mailing list

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-04 00:00:00 UTC
From: John M Dow <jmd@dowcarter.com>
Message-ID: <82as6f$3b0$1@news1.cableinet.co.uk>
Source record: 48379
Cross-posted to: comp.sys.sinclair,comp.sys.cbm,comp.sys.atari.8bit

Alloha,

Retrospec have a new mailing list, open to all, for discussion of remakes
(those that exist and those that don't (yet)).

Topics of conversion regarded as on topic are: anything at all with remaking
classic games, on any platform, from any platform. Issues such as:

* What is good/bad about a particular remake
* Games you'd like to see along with discussion on how you'd like to see it
* Discussion on what makes a good/bad video game (with a retro slant).

Subjects that are not welcome:
* Flame wars / platform advocacy / obsessive format pedantry.

You can subscribe to the list by sending an email to
majordomo@retrospec.co.uk with the line

subscribe remakes your@email.addy

somewhere in the body.

see you there.

--
John Dow <jmd@dowcarter.com>
BOG#1 MOC#7 GHPOTHUF#8|9 VBC#1
Cursed GSF600S

# 3696. Re: Alpha Systems, and Duplicating Technologies

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-04 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9912040839210.2744-100000@moose.erie.net>
Source record: 48380

On Thu, 2 Dec 1999, Mathy van Nisselroy wrote:

> Howdy Nir, Marshall, folks
>
> > I have a Hard copy of Advanced Protection technique book
> > and a 1050 Duplicator board (not for sale though) but no manual or
> > software with it
>
> > On Tue, 30 Nov 1999 19:17:15 -0600, "Marshall Walker" <mwalker@mc.net>
> > wrote:
> >
> > >I was interested if anyone knew anything about Alpha Systems and Duplicating
> > >Technologies. IF someone purchased there warehouses, etc..
>
> If you ever find them, please tell us. I'd love to hear what happened to both
> companies.

Alpha Systems was located about 120 KM from my home. They also
did the Parrot voice digitizer for the 8-bit Atari's then went on to a few
ST products. They had a cartridge based RAM expander (MegaRAM?) and a few
other products that were less memorable. It's been 7 years since I've
seen or heard of them.

## 3697. Have a look at this... ;)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-04 00:00:00 UTC
From: Greg <nospam@erols.com>
Message-ID: <m3hfhydcpc.fsf@erols.com>
Source record: 48381

This is a funny comic series, but today's is particularly apropos;

http://criswell.bizland.com/fall99/12-04.html

I want one of those ST2000's!!

Gregm

# 3698. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-04 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1e293iz.52ie7loatbm2N%rlcolli@ibm.net>
Source record: 48382

Aaron <aarona@/REMOVE/localnet.com> wrote:
> In addition to the original SIO port there should also be a parallel
> version with SCSI like capabilities with full DMA access to memory.
> New 5 1/4 and 3 1/2" drives should be produced to take advantage of
> this new port.
>

All your suggestions are excellent, and actually possible!

I would make one change, instead of a SIO "parallel version with SCSI
like capabilities", just put a couple of USB ports on it. This opens up
all sorts of devices that could easily be connected (zip disks, floppy
disks, hard drives, etc.). Drivers would need to be written though.

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

# 3699. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-04 00:00:00 UTC
From: strahbhan@tooths.com
Message-ID: <3847fb8d.2229971@news.orng1.occa.home.com>
Source record: 48383

On Sat, 04 Dec 1999 07:39:22 GMT, aarona@/REMOVE/localnet.com (Aaron)
wrote:

>I have noticed something interesting regarding our fondness of the 8 bit era:
>STABILITY!.
>
>Very little of the hardware/OS changed over the various incarnations
>of those systems (ie. the number of non-cosmetic differences between a
>late 70's vintage Atari 800 and a mid 80's Atari 130xe were quite
>insignificant). The obvious advantage was that the large majority of
>software/hardware of the time would work properly on most if not all
>models. Nowadays, we're suffering from constant upgrade-itus to the
>point that a program (or hardware addition) sold today isn't
>necessarilly guaranteed to run properly on a computer purchased last
>year (or possibly even next year).

What you call STABILITY others might call STAGNATION.

It is a fact of life that computing power doubles every 18 months.
Atari computers started out at the cutting edge of technological
achievement - this is what made them so popular. Instead of riding the
wave, however, the various owners of Atari chose to rest the 8-bit on
its laurels, making only minor charges over several generations. Is it
any wonder there's no more Atari?

But don't worry - you don't need to enter the rat race of
ever-progressing technology. Your 8-bit has run for the last 20 years,
and will undoubtedly continue to run for another 20.

Who wants to play Quake III Arena, anyway? ;-)

---
Note: Spam shields raised. Please post responses to
this newsgroup.

## 3700. FA:Atari8 Items

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-04 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <38494E95.23D00CF3@qnet.com>
Source record: 48384

I have a few auctions going on on ebay. They are 810Happy Drive,130 XE PBI Tester,DT-80 Cartridge,830 modem,Atari paddles,and reomote control joysticks(Pistol Grip)
http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=dons%40qnet.com&include=0&since=-1&sort=2&rows=25

Thanks Don

# 3701. Clearance of On-Line Garage Sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-04 00:00:00 UTC
From: atari@spam-not.ehrich.com
Message-ID: <QTc24.51$jV2.10471@news2.voicenet.com>
Source record: 48385

Atari Hardware and Software for sale

http://www.voicenet.com/~generic On-Line Computer Garage Sale

We are retiring and moving south in the early spring and really need to clear out most of what we have. I would rather ship it to you than move it to the new house. Drastic price reductions have been taken on almost everything in our On-Line Garage Sale. In addition there is a quantity discount in effect until the end of January if you spend over $50 (not counting shipping). Discounts as high as 55 percent. See my web page for details. While you are there play some games, try some trivia and look at our wedding picture.

http://www.voicenet.com/~generic
gene@ehrich.com
generic3@home.com

## 3702. Atari 800 ebay #212936959

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-04 00:00:00 UTC
From: David Webster <djweb@chicagonorthwest.com>
Message-ID: <82bpua$nht$1@ffx2nh5.news.uu.net>
Source record: 48386

Atari 800 Computer System
Please wait for all three images to load...

-Atari 800 Computer w/48K
-Atari 810 Floppy Disk Drive
-Atari 410 Program Recorder (Cassette)
-Atari 1027 Printer
-Atari 1030 Modem (I think it's 300bps?)
-Computer Eyes by Digital Vision (It's a video "frame grabber" to input graphic images) w/2 Disks
-Atari Touch Tablet (For use with Atari Artist)
-Power supplies
-Device Cables (for disk drive, cassette, printer, modem...)

Cartridges:
-PacMan
-Missile -Command
-Star Raiders
-Qix
-Basic
-Atari Artist (w/Touch Tablet & Stylus)
-Centipede
-Asteroids
-Defender
-Atari Logo
-Music -Composer
-E.T.PhoneHome
-Robotron 2084
-Kaboom (Activision)
-Atlantis(Imagic)
-Demon Attack(Imagic)
-Soccer
-Submarine Commander

Floppy Disks:
-Atari 810 Master Diskette II
-Caverns Of Mars (Atari)
-Ultima IV (Origin) (w/original box)
-Scott Adams Adventures (Special Gold Edition- All 12 adventures on 3 disk boxed set)
-Scott Adams Graphic Adventure #1, Adventureland (w/original box)
-Super Boulder Dash
-Stock Analysis (Atari)
-Blue Max (Synapse)
-Silent Service (MicroProse)

-Decision In The Desert (MicroProse)
-The Sands Of Egypt (DataSoft)
-Zork I (Infocom)
-Zork II (Infocom)
-Wizard and the Princess (Sierra On-Line)
-Hellcat Ace (Microprose)
-Worms (Electronic Arts)
-Wingman (Microprose)
-ComputerEyes System Software (2 disks)
-F15 Strike Eagle (MicroProse)
-PrintShop (Broderbund)
-Astrology 2.0 (APX)
-Envision (Antic), Envision Utilities, Maps, Fonts (Antic) (2 Disks)
-Microsoft Basic (Atari)
-Mig Alley Ace (MicroProse)
-Spitfire Ace (MicroProse)
-Graphic Master (DataSoft)
-BC's Quest For Tires (Sierra On-Line)
-Action Quest
-Paint Master Diskette (Atari)
-Dimension X (Synapse)
-Family Finances 1, Cash Flow (Atari)
-Family Finances 2, Budget (Atari)
-Home Filing Manager (Atari)
-Pathfinder (Gebelli)
-Darts & Tilt (Creative Computing Software)
-Pool, Billiards & Snooker (Creative Computing Software)
-Shamus (Synapse)
-Seafox (Broderbund)
-Pharaoh's Curse (Synapse)
-Flight Simulator (APX)
-Flight Simulator II (SubLogic)
-Flight Simulator II Scenery Disk (SubLogic)
-Mercenary, The Second City (DataSoft)
-Temple Of Apshai (Automated Simulations)
-Final Flight (MMG Micro)
-Kennedy Approach (MicroProse)
-Screen Dump Utility (APX)
-Alternate Reality (DataSoft) (2 Disks)
-SeaDragon (Adventure International)
-(and 2 Atari-Labeled "Formatted Diskette II")
-(also many "unlabeled"? or "blank"??? disks)

Cassettes:
-Introduction To Sound (Atari)
-Introduction To Graphics (Atari)
-Space Invaders (Atari)
-Drac Is Back (Syncro Inc.)
-Aztec Challenge (Cosmi)
-States And Capitals (Atari)

-Space Chase (APX - Atari Program Exchange)
-Touch Typing (Atari)
-Touch Typing Practice (Atari)
-Legionnaire (Avalon Hill)
-British Heritage Jigsaw Puzzles Vol.2 (Thorn EMI)
-Crossfire (On-Line Systems)
-Biorhythm (Atari)
-Space Trek (APX)
-Lunar Lander (Adventure International)
-Bomber Attack (Avalon Hill)

Instructions / Manuals:
HARDWARE Instructions:
-Atari 400/800 Basic Reference Manual
-Atari 400/800 An Invitation to Programming 3: Sound and Graphics
-ComputerEyes Video Digitizing Systems (3 different manuals)
-Graphics AT (Printer Interface)
-Atari 800 Computer
-Atari 1027 Letter Quality Printer
-Atari 410 Program Recorder
-Atari 810 Disk Drive
SOFTWARE Instructions:
-Atari Disk Operating System II
-Atari Microsoft Basic (Atari)
-Asteroids (Atari)
-747 Landing Simulator (APX)
-Missile Command (Atari)
-Caverns Of Mars (Atari)
-Music Composer (Atari)
-Space Chase (APX)
-Space Trek (APX)
-Star Raiders (Atari)
-Stock Analysis (Atari)
-Touch Typing (Atari)
-Super Boulder Dash
-Ultima II
-Ultima IV
-Silent Service (MicroProse)
-Kennedy Approach (MicroProse)
-F15 Strike Eagle (MicroProse)
-Decision in the Desert (MicroProse)
-Atari Logo (2 books)

BOOKS:
-Compute's First Book of Atari
-Your Atari Computer
-Atari Basic

ORIGINAL BOX/PACKAGE:
-Ultima IV (I think I have the cloth map and pewter ahnk somewhere, but
unless I find them they are NOT included- I will contact the high bidder

whenever I find additional items.)
-Scott Adams Adventure Series (Special Gold Edition) (in plastic box)
-Scott Adams Graphic Adventure (#1, Adventureland) (in plastic box)
-Alternate Reality
-Compuserve (Plastic Binder and Disks are still in original shrink wrap)
-Envision

OTHER:
-Control Graphics Keyboard Template
-Old printouts of game hints, notes, maps, emails, etc...
-3 Floppy Disk Holders (2 hold about 15disks, 1 holds about 50)
-There is probably more Atari stuff lying around here somewhere which is not listed. If I find anything more after the auction, I will contact the buyer.

Magazines: (Wow, these magazines bring back memories of the good ol' Atari 800 days)
-Antic - Aug.1983, Vol.2, No.5
-Antic - July 1983, Vol.2, No.4
-Antic - May 1987, Vol.6, No.1
-Computer Gaming World - Aug.1986, No.30
-Compute - June 1986, Issue 73, Vol.8, No.6
-Computer Games - Jan/Feb 1985
-Electronic Games - December 1984
-Online Today - Sept. 1987
-Online Today - April 1987

I tested the 800, 810, touch tablet, some cartridges, some disks.
I did not test the printer, modem, cassette, computer eyes. I therefore can not report on the operation of all items. But what I tested worked great (and so I got too involved and spent too much time playing some classic old games)
There are no joysticks included, which may be required for some games. I had put them all into another auction. If the buyer of that auction doesn't follow through on the deal, I will include 2 untested Atari joysticks.)

Buyer is to pay shipping, estimated at $30. Thank you!

---
---
On 12/02/99 at 20:05:56 PST, seller added the following information:
Scott Adams Limited Gold Edition is #0029 of ????

---
---
On 12/02/99 at 20:08:56 PST, seller added the following information:
what i thought was a 3rd manual for the computer-eyes, is just an advertisement from digital vision inc.

---
---

## 3703. Atari 800 ebay item address

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-04 00:00:00 UTC
From: David Webster <djweb@chicagonorthwest.com>
Message-ID: <82bs0t$p8n$6@ffx2nh5.news.uu.net>
Source record: 48387

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=212936959

# 3704. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-04 00:00:00 UTC
From: John Schnittker <jschnitt@earthlink.net>
Message-ID: <384998B4.4BD432C7@earthlink.net>
Source record: 48388

> 
> 
> What you call STABILITY others might call STAGNATION.
> 
> It is a fact of life that computing power doubles every 18 months.
> Atari computers started out at the cutting edge of technological
> achievement - this is what made them so popular. Instead of riding the
> wave, however, the various owners of Atari chose to rest the 8-bit on
> its laurels, making only minor charges over several generations. Is it
> any wonder there's no more Atari?
> 

It's true that consumers like a computer that's state of the art and fast. But nobody likes incompatibility.
Perhaps there is a way to maintain compatibility while at the same time allowing a system to be upgraded.
I believe the key is in the standards. Write standards that permit use of today's components, while keeping the window open for future components. For example, the 32 bit memory address bus--An Idea I like,
Nobody can afford 4.3 gigabytes of ram now, but it is valuable to support such a ram size in architecture.

The speed issue is a little more difficult to standardize. It's not practical to design a 20mhz motherboard that will accommodate 200mhz cpu's of the future. I can't think of a way to get around that. Any ideas?

Some people think USB will be a permanent remedy for the upgrade-woes of the past. As long as the USB standards do not change, then we can enjoy very good compatibility. But some day, somebody will discover that USB isn't fast enough any more. And they will design something faster. Then we'll lose compatibility again.

# 3705. SIO Port Bad - Help Requested

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-05 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <82crbf$hf2$1@news.xmission.com>
Source record: 48244

Looks like the SIO port on my beloved 576k XE has died. I can no longer access a PC through APE (SIO) - or a disk drive(s).

I know the XE has always had a weak SIO port.

What are the recommendations for fixing this port? I have full schematics, but dont know where to start.

Thanks.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 3706. Re: SIO Port Bad - Help Requested

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-05 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <DBn24.55052$435.179005@typhoon2.tampabay.rr.com>
Source record: 48245

Replace Pokey.

<jeking@NOSPAM.com> wrote in message news:82crbf$hf2$1@news.xmission.com...
> Looks like the SIO port on my beloved 576k XE has died. I can no longer
> access a PC through APE (SIO) - or a disk drive(s).
>
> I know the XE has always had a weak SIO port.
>
> What are the recommendations for fixing this port? I have full
> schematics, but dont know where to start.
>
> Thanks.
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - Atari Fanatic! @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
> To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
>

# 3707. ATARI/IBM Software/Hardware going cheap. Site updated.

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-05 00:00:00 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <384A3A96.7B6767C3@cyberpeeps.freeserve.co.uk>
Source record: 48246
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Due to space needed I am selling my excess Software and Hardware for IBM PC, ATARI JAG, ST, STE, 800XL, 2600, 7800 and PC stuff prices starting from 30p.

Look at my web site http://www.cyberpeeps.freeserve.co.uk
Updated 05-12-99

# 3708. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-05 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <944402682.15831.0.pluto.d4ee0f47@news.demon.nl>
Source record: 48247

.....

I just like my 8-bit Atari as it is, but I like to upgrade it with some
extra's without loosing to much of the compatibility of my normal Atari.
When switching from the original 6502c processor to the 65C816 you can use
most of the software, but not all because of the illegal instruction set.
My 8-bit Atari has a Black-box and I also have 2 IDE interface(s). For 1 of
these already supports CD-ROM players.

My Idea would be:

Memory map:

Using a 65C816 14mhz or faster

65C816 16MB (total memory)
Upper to memory for I/O (Fast I/O chips)
64K to 14Mb linear memory
6502 (mode) 0-64Kb and possible 1Mb memory ( $4000-$7FFF) Newell
compatible

There must be a automatic circuit that makes the 8-bit Atari run at 1.79 Mhz
in the first 64Kb and let it switch to high-speed (14Mhz/20Mhz) when it
extended mode. This way I can still use my Black-box and such.
You can make a NEW SCSI/IDE interface in the 65C816 mode and still use
other old Atari hardware...
Maybe using the a DMA controller everything can be done a little bit faster.
I think that when using this technique, people only have to develop an
upgrade board that you can plug-in an original Atari, without loosing any
options. For memory just use simms...

Gtx,
Sysop*TXG

# 3709. Re: ICD R-TIME8 CART

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-05 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <944402683.15831.1.pluto.d4ee0f47@news.demon.nl>
Source record: 48248

I tested my driver on my BBS and it would function fine, I will see if I can send it this week into the news-group.

Gtx,
Sysop*TXG

# 3710. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-05 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <82dsbn$hrk$1@autumn.news.rcn.net>
Source record: 48249

Fire Wire is an interesting example of how a product with general applicability winds up serving a niche market. One of the first (and current) uses for Fire Wire is the connection from a digital video camera to the computer. But it seems to have stopped there. The ratio of stores that sell USB adaptors to stores that sell Fire Wire adaptors is about 10:1.

Reminds me a little of alternative OSs for the PC. BeOS seems to be shipped with no major applications, yet it's supposed to be an OS that works best with multimedia applications. Will it be lost on the general public if the first few applications are confined to multimedia? Time will tell, of course, but I'm afraid that's what will happen.

Jon Melbo <ssilicon@centuryinter.net> wrote in message news:3849a7c3.173951910@news.ds.centuryinter.net...
> On Sat, 04 Dec 1999 14:41:56 -0800, John Schnittker
> <jschnitt@earthlink.net> wrote:
>
> >>
> >>
> >> What you call STABILITY others might call STAGNATION.
> >>
> >> It is a fact of life that computing power doubles every 18 months.
> >> Atari computers started out at the cutting edge of technological
> >> achievement - this is what made them so popular. Instead of riding the
> >> wave, however, the various owners of Atari chose to rest the 8-bit on
> >> its laurels, making only minor charges over several generations. Is it
> >> any wonder there's no more Atari?
> >>
> >
> >It's true that consumers like a computer that's state of the art and fast. But
> >nobody likes incompatibility.
> >Perhaps there is a way to maintain compatibility while at the same time allowing a
> >system to be upgraded.
> >I believe the key is in the standards. Write standards that permit use of today's
> >components, while keeping the window open for future components. For example, the
> >32 bit memory address bus--An Idea I like,
> >Nobody can afford 4.3 gigabytes of ram now, but it is valuable to support such a
> >ram size in architecture.
> >
> >The speed issue is a little more difficult to standardize. It's not

practical to
> >design a 20mhz motherboard that will accommodate 200mhz cpu's of the
future. I
> >can't think of a way to get around that. Any ideas?
> >
> >Some people think USB will be a permanent remedy for the upgrade-woes of
the past.
> >As long as the USB standards do not change, then we can enjoy very good
> >compatibility. But some day, somebody will discover that USB isn't fast
enough any
> >more. And they will design something faster. Then we'll lose
compatibility again.
>
> It's already here. It's called "Fire Wire" and it's far better than
> USB (IMHO). In fact, it's been around about as long as USB has.
>

# 3711. Re: RAM holding data

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-05 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <v31KOCk9EHSD=dCc6GLx2QT8dt+7@4ax.com>
Source record: 48250

If its not the RAM chip refresh rate.. then it's must be a capacitor
value thats discharges slowly.

NIR

On Thu, 2 Dec 1999 22:57:41 -0000, "Russg" <russg@en.com> wrote:

>(800 XL RAM holds data longer than XEs).
>I don't know why it might. My stock 64K 800XLs can be turned off
>and back on with only a moment's delay, same as my 130 XE.
>But my 256k 800XL has to stay off for about 15 seconds, or it holds
>some in memory and won't boot properly, like you say.
>I thought it must be the 256k chips doing it, holding stuff too long.
>In fact, I think I can power off and on real quick with my 256K 800 XL
>and it will keep memory as it was, I think.
>Since I tend to do stuff that crashes the computer a lot, I favor my 130 XE
>so I can turn off and on real fast for a re-boot.
>Russg
>

## 3712. Re: RAM holding data

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-05 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <384a9750$0$80453@news.en.com>
Source record: 48251

(Nir Dary says it could be chip refresh rate or a capacitor.)
Since my 256k upgrade doesn't involve a different capacitor, it must be
the refresh rate of the RAM chips themselves.
Russg

## 3713. Instruction books

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-05 00:00:00 UTC
From: Randy M Prescott <randymp.nospam@email.com>
Message-ID: <82e86d$g9n$1@fir.prod.itd.earthlink.net>
Source record: 48252

Does anyone know of a site that has scanned pages for Atari games. For example, Music Composer has got me stumped on the correct procedure to enter notes.

I see so many sites where you can download .atr disk images, etc. but none seem to have any instructions on how to get these jewels to do thier stuff.

Thanks.

(remove nospam from address for email)

# 3714. Re: Check Out My Rare Atari 2600-5200-7800 Games On Yahoo Auctions!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-05 00:00:00 UTC
From: Sheercon@earthlink.net
Message-ID: <384A418F.2095E824@earthlink.net>
Source record: 48253
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

"Mr. Lee" wrote:
>
> whatever Mr. Much

I have an ULTRA RARE Combat cartridge, want to trade for some of your
"rare" games?

## 3715. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-05 00:00:00 UTC
From: John Schnittker <jschnitt@earthlink.net>
Message-ID: <384AB8E2.63F8A6AF@earthlink.net>
Source record: 48254

> It's already here. It's called "Fire Wire" and it's far better than
> USB (IMHO). In fact, it's been around about as long as USB has.

That's good for users of firewire; however, I think it will take a while before firewire becomes dominant. Or maybe another standard will come along and overtake both firewire and USB. Bluetooth for example looks very promising, and extremely convenient.

It's Darwinism all the way

# 3716. FS/T Atari ST & TT Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-05 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <guB24.25329$n3.353760@news1.telusplanet.net>
Source record: 48255
Cross-posted to:
alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

I have small quantities of the following Atari ST & TT monitors for sale. All units have been cleaned and detailed, and in good or better condition, but without boxes unless noted. These units were from a local Atari software developer who has now cleaned out their stored Atari items, so all are in great shape. If you have any questions in regards to unit condition, please feel free to ask.

All offers should be made in U.S. funds with the buyer paying shipping. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800, Colecovision, Intellivision, Classic Computer, Vectrex or Handheld games) sent to you, please specify system.

**Hardware** Please make an offer
==========
- Atari SC1224 Monitors 13" ST Color Monitor
- Atari PCT1426 Monitors 14" High Resolution TT/PC Color Monitor
- Viking 1280 x 960 20" Monochrome TT Monitors - In original boxes

**Trades**
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar and Jaguar CD Unit
- A working Vectrex controller
- A working DSS Satellite Receiver
- Working DSS H or HU Cards
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

# 3717. FS/T Atari 5200 Hardware, Games, and Miscellaneous

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-05 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <KOB24.25332$n3.353782@news1.telusplanet.net>
Source record: 48256
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic

Last Updated December 5th
- Sold/Traded Items Removed

I have the following Atari 5200 items for sale or trade. All units are fully functional, cleaned and detailed, and in good or better condition. If you have any questions in regards to unit, box, or label condition, please feel free to ask.

All prices quoted are in U.S. funds with the buyer paying shipping. For items that I am taking offers on (no price listed), please make all offers in U.S. funds. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800, Colecovision, Intellivision, Classic Computer, Vectrex or Handheld games) sent to you, please specify system.

This list covers the following Atari categories:
- Controllers
- Shrink-wrapped/New Games
- Multicarts
- Atari Force Comics

*Controllers* for Atari 5200 & Computer Units
==========
These controllers are intended to use the standard Atari plugs, and require an adapter to work on the 5200.
- 2x Suncom Tac Joysticks $10 for the pair
- 1x Spectravideo Joystick with suction cup base

** Atari 5200 Titles - New/Shrink-wrapped**
==========
- Ballblazer by Atari/Lucasfilm $20
- Pitfall by Activision $15
- Rescue on Fractalus by Atari/Lucasfilm $25
- River Raid by Activision $10
- Space Shuttle by Activision $12
- Zone Ranger by Activision $10

**Multicart Cartridges**
==========
- Atari 5200 Multicart $125 - Contains all of the released 5200 game titles as well as demos and the 5200 diagnostic cart. Game selection is done by

using DIP switches.

**Atari Force Comics** Please make an offer
==========
All are in Mint Condition
- Issue #2 - February 84
- Issue #3 - March 84
- Issue #11 - November 84

**Electronic Games Magazine memorabilia** Please make an offer
==========
-Order Form Insert (Vectrex Version) - Mint Condition. This was the original full color order form insert that was packaged in with many companies cartridges to help promote sales of 'Electronic Games' magazine. It is a three page foldout which covers all the regular articles that 'Electronics Games' ran. The front cover is purple and offers Vectrex players a 44% discount.

**Trades**
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar and Jaguar CD Unit
- A working Vectrex controller
- A working DSS Satellite Receiver
- Working DSS H, HU or J Cards
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

# 3718. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-05 00:00:00 UTC
From: Greg <nospam@erols.com>
Message-ID: <m33dthq9pi.fsf@erols.com>
Source record: 48257

>
> It's Darwinism all the way

Which is why plain old serial ports are so useful. While the various advanced flora and fauna strive and battle, the cockroaches inherit the earth.

So, IMHO throw in the USBs and Firewires and whatever else, but keep some plain old RS232 and parallel I/O facilities because they'll be supported, needed and useful for quite some time.

Gregm

## 3719. Spartados 3.3C Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-05 00:00:00 UTC
From: Richard Heldmann <heldmann@ix.netcom.com>
Message-ID: <82f05q$hft$1@nntp9.atl.mindspring.net>
Source record: 48258

I have the Spartados Construction Set, which goes up to version 3.2d. FTE released 3.2f & g. Who produced this cartridge and what additional features does it have?

Thank you,

Rick Heldmann

## 3720. Re: Instruction books

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-06 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991205193153.07958.00001137@ng-fn1.aol.com>
Source record: 48259

>Does anyone know of a site that has scanned pages for Atari games.

http://www.crestviewfl.com/~richard/atari-docs.htm

try here
-Ron

I started life with nothing, and still have most of it left...

# 3721. Re: Instruction books

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-06 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991205192911.07958.00001135@ng-fn1.aol.com>
Source record: 48260

>Music Composer has got me stumped on the correct procedure to =
>enter notes.

Don't know any sites...
If I remember, there is a hint of a prompt on input screen (n d ...); 'd' was duration. The 1st parameter might be octave (1,2,3,4,5 -limited range) followed by note (a,b,c..r may be rest); duration was by 1st letter of W-hole, H-alf, Q-uarter, E-ighth, S-ixteenth, T-hirtysecond. Last parameter was modifier or similar; I remember d was dot & t was tie to next note.
-Ron

I started life with nothing, and still have most of it left...

## 3722. Percom Printer Port

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-06 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991205212345.07958.00001174@ng-fn1.aol.com>
Source record: 48261

The Percom AT88 S1PD has a 34 pin double row connector on the back for a printer connection. Anyone ever used one? Have a cable? Know the pinouts? Thanks - Ron

I started life with nothing, and still have most of it left...

## 3723. Wanted: BlackBox

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-06 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <82f6de$foa$1@news.xmission.com>
Source record: 48262

Looking to acquire a good condition black box, cash or trade.

Will consider trading Syquest 44mb removable SCSI drives w/carts, 9600+ bps modems (56k Courier, V.everything), hard drives (IDE 540mb - 4gb, SCSI: 540mb - 9gb U2W), Atari Portfolio w/serial, parallel, 64k mem, Pentium/166 PC w/128mb memory, etc...

Also looking for Rtime8, SDX 4.22 carts, upgraded XE's, upgraded 800's

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

## 3724. Desperately Seeking Adventure International (Impossible Mission or Pirate adventure)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-06 00:00:00 UTC
From: support@eastbaytech.com
Message-ID: <NIJ24.25297$f5.252258@news1.frmt1.sfba.home.com>
Source record: 48263

I am looking to purchase a copy of Adventure International's
(for atati 8bit)

Impossible Mission
Pirate Adventure

I have an odd request.
I want the PACKAGING more than the software.
Its an odd like styrofoam packaging, I want the box with the software.

Any ideas on where to look?
I want the text version not the graphic version.

PLEASE respond via EMAIL
support@eastbaytech.com

Thanks.
Craig

# 3725. Re: Percom Printer Port

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-06 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <bjO24.57403$435.190036@typhoon2.tampabay.rr.com>
Source record: 48264

As I recall it used the same printer cable for a Radio Shack Model One or Model III computer. They should still be available from RS. The ATR8000 used the same cable. It was a 34P ribbon edge connector to a 36P Centronics lining up pin one and skipping pins 35-36 on the Centronics.

"RHamiIton5" <rhamiiton5@aol.comedy.com> wrote in message news:19991205212345.07958.00001174@ng-fn1.aol.com...
> The Percom AT88 S1PD has a 34 pin double row connector on the back for a
> printer connection. Anyone ever used one? Have a cable? Know the pinouts?
> Thanks - Ron
>
> I started life with nothing, and still have most of it left...

# 3726. Final 12 hours - FA: Color Composite Monitors - Low starting price, no reserve

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-06 00:00:00 UTC
From: me@here.com
Message-ID: <384cae68.41873169@news.blazenet.net>
Source record: 48265
Cross-posted to: comp.sys.cbm,comp.sys.ti,comp.sys.atari.8bit,rec.games.video.classic,comp.sys.apple,comp.sys.apple2

Commodore 1802 Monitor
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=213546353

Commodore 1702 Monitor
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=213530462

Both monitors work wherever composite or separated video displays are
needed. Ideal for most classic computers and video editing systems

Auction ends Dec 6, 10PM EST

Jeff Salzman
jeff@zymurgy-dot-net

# 3727. Possible to "unformat" a SD Atari floppy?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-06 00:00:00 UTC
From: tkirby@best.com
Message-ID: <384bb0e5$0$219@nntp1.ba.best.com>
Source record: 48266

Argh! I'd just gotten my 8-bit set up with a new monitor cable, sio2pc cable and was all set to start transferring data from real disks to PC disk images ones when disaster struck. I accidentally started formatting the real disk I was hoping to copy from. (Don't ask...) Despite the fact that the disk was write-protected, a few tracks did get formatted. I popped open the drive door as soon as I realized what that distinctive "crunch crunch" noise actually was. (Maybe not the best idea, but I panicked.)

So, is there a way to repair a partially reformatted disk? I've tried Bob Puff's MYDOS vtocfix, and the diskfix that comes with DOS 2.5, but neither one can understand enough of the disk to be useful. A sector copier recognizes good data on later tracks. Am I hosed?

The disk in question, BTW, is side one of SSI's Phantasie II. If anyone could provide me with ATRs of this game, I'd be very happy. My plan was to make ATRs myself, and make them available. (To other legal owners of the original game, of course, simply as a convenience.) Now, I guess I can make images of sides two, three, and four...

Can anyone offer any suggestions? Phantasie II seems to be incredibly rare for the 8 bit, and I'm upset that I might have accidentally destroyed one of the few copies out there...

Thanks in advance,

Tim

# 3728. Re: technical information request

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-06 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <LCO24.57504$435.190238@typhoon2.tampabay.rr.com>
Source record: 48267

8 bits form a byte, 4 bits form a nibble, 16 bits (or two bytes) form a word
and 32 bits (or four bytes) form a long word.
bits = binary = base2 (digits (0-1)
octets = base8 (digits 0-7)
hexadecimal = base16 (digits 0-9 & letters A-F)

octal is not very popular anymore, hexadecimal is.

Hope I got it right. It's been many years since I used any of this.

"dajemi99" <dajemi99@yahoo.fr> wrote in message
news:109aa7be.861cfbd9@usw-ex0108-061.remarq.com...
> being quite a new pc user absolutely not involved in
> electronic i would like to have some explanation about bit
> and octets units
>
>
> * Sent from AltaVista http://www.altavista.com Where you can also find
related Web Pages, Images, Audios, Videos, News, and Shopping. Smart is
Beautiful

# 3729. Re: SIO Port Bad - Help Requested

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-06 00:00:00 UTC
From: jamesk@news.hba.com
Message-ID: <82grml$6ru$1@news.xmission.com>
Source record: 48268

Unfortunately, I do not have extra 130 XE's that I can cannibalize. Where
can I get a new pokey?

"Jim Smith" <jsmith@j-com.net> wrote in message
news:DBn24.55052$435.179005@typhoon2.tampabay.rr.com...
> Replace Pokey.
>
> <jeking@NOSPAM.com> wrote in message
news:82crbf$hf2$1@news.xmission.com...
> > Looks like the SIO port on my beloved 576k XE has died. I can no longer
> > access a PC through APE (SIO) - or a disk drive(s).
> >
> > I know the XE has always had a weak SIO port.
> >
> > What are the recommendations for fixing this port? I have full
> > schematics, but dont know where to start.
> >
> > Thanks.
> >
> > --
> > @ @ @ ------------------------------------ @ @ @
> > @ @ @ James King - Atari Fanatic! @ @ @
> > @ @ @ ------------------------------------ @ @ @
> > Atari 8bit Hobbyist by choice, IT Professional by Accident!
> > To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
> >
>
>

# 3730. Re: Possible to "unformat" a SD Atari floppy?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-06 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991206125118.10686.00000021@ng-cn1.aol.com>
Source record: 48269

>So, is there a way to repair a partially reformatted disk? I've tried
>Bob Puff's MYDOS vtocfix, and the diskfix that comes with DOS 2.5, but
>neither one can understand enough of the disk to be useful. A sector
>copier recognizes good data on later tracks. Am I hosed?

Probably; commercial boot disks have numerous data structures, but a std DOS
disk would normally have dos.sys on the first few tracks and much of the data
could be salvaged. The directory & vtoc sectors are in track 20 near the
middle except for Sparta. I have used Tom Hudson's DiskTool to good advantage
many times. Can you get any kind of directory listing?
Your best bet is to sector copy the missing data from a good disk or ATR / XFD.
Even if only one sector was destroyed, it couldn't be replicated unless you
knew it was a standard dos loader or similar.
-Ron

I started life with nothing, and still have most of it left...

# 3731. Re: Percom Printer Port

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-06 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991206130459.10686.00000023@ng-cn1.aol.com>
Source record: 48270

>As I recall it used the same printer cable for a Radio Shack Model One or Model III computer. They should still be available from RS. The ATR8000 used the same cable. It was a 34P ribbon edge connector to a 36P Centronics lining up pin one and skipping pins 35-36 on the Centronics.

Not quite, I have my ATR8000 P: cable and it has a card edge connector for the ribbon thats feeds the Centronics. The ATR had the card edge on the back, but the Percom has two parallel rows of 17 pins sticking out. Is there an adapter? Thanks - Ron

I started life with nothing, and still have most of it left...

# 3732. Re: Check Out My Rare Atari 2600-5200-7800 Games On Yahoo Auctions!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-06 00:00:00 UTC
From: OverMuch
Message-ID: <m3T24.19854$M%.145113@news.rdc1.wa.home.com>
Source record: 48271
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

<Sheercon@earthlink.net> wrote
...
> "Mr. Lee" wrote:

> > whatever Mr. Much

> I have an ULTRA RARE Combat cartridge, want to trade for some of your
> "rare" games?

Heh.....honestly...when confronted with the evidence, his only recourse is a
"whatever."

Loser.

OverMuch

## 3733. Re: technical information request

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-06 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.19991206195249.49991A@ilaskey.compulink.co.uk>
Source record: 48272

In article <LCO24.57504$435.190238@typhoon2.tampabay.rr.com>,
jsmith@j-com.net (Jim Smith) wrote:

> 8 bits form a byte, 4 bits form a nibble, 16 bits (or two bytes) form a
> word and 32 bits (or four bytes) form a long word.
Word length is system dependent and not fixed at 16bits.

Iain

# 3734. Re: Check Out My Rare Atari 2600-5200-7800 Games On Yahoo Auctions!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-06 00:00:00 UTC
From: Sheercon@earthlink.net
Message-ID: <384BAB2E.ED545232@earthlink.net>
Source record: 48273
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

OverMuch wrote:
>
> <Sheercon@earthlink.net> wrote
> ...
> > "Mr. Lee" wrote:
>
> > > whatever Mr. Much
>
> > I have an ULTRA RARE Combat cartridge, want to trade for some of your
> > "rare" games?
>
> Heh.....honestly...when confronted with the evidence, his only recourse is a
> "whatever."

The word "rare" has become a cliche for people running these type of
auctions. If it's on Ebay, *everything* is "rare". heh.

# 3735. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-06 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <82h96u$co9$1@gxsn.com>
Source record: 48274

Hi,

> It is a fact of life that computing power doubles every 18
>months. Atari computers started out at the cutting edge of
>technological achievement....

While I'm in full agreement with you that Atari allowed the 8-bit line to stagnate, I think the fact that they lasted so long despite this is a testament to the brilliance of the original design.

> Who wants to play Quake III Arena, anyway? ;-)

Not me that's for sure - I find modern video games uninspired and downright boring!

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 3736. NO LONGER MISSING! Adventure International Masters, alphas, and other stuff available...

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-06 00:00:00 UTC
From: DauthiSlayer <Piratedman@hotmail.com>
Message-ID: <s4oe7gffqeg50@corp.supernews.com>
Source record: 48275
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

==========

A few years back- I came across, a large group of Adventure International, software etc. Basically I've got boxes and boxes of disc- in small cases) usually it's one game per case- and within the case are usually 3-6 disc. Some of these are normally alpha or "prototype" versions of the game and it usually contains what is labeled a "Master" disc.
AI had been based in the Orlando area, and this stuff had been placed in storage and ultimately sold for non-payment of rent. It would seem that this was the Adventure International "archives" or perhaps the separate backup storage- that was then lost or abandoned, Much of the stuff is AI, but some is under another name- so I suspect that they either succeeded Scott Adams' Adventure International- or perhaps obtained the rights to some of the stuff.(or were a spin-off).
I got only about 1/3 of what was available- but it includes Atari 8 bit, St, Commodore, 64, TRS-80 etc. But still there are probably 100 or so separate cases- and maybe 500 separate disc.
There is also some cassette based software.

My interest is primarily the cartridge based games....
Any idea what this stuff is worth?
Offers? ....
I'd rather move this as a group/lot-
But if there is some particular title- you really have to have-
if your offer will make it worth my while, I'll pull all this stuff out and search through it for specifics.

Reply to sunshine853@hotmail.com

# 3737. Re: Spartados 3.3C Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-06 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <384c4912@news.iglou.com>
Source record: 48276

On 1999-12-05 heldmann@ix.netcom.com said:
>I have the Spartados Construction Set, which goes up to version 3.
>2d. FTE released 3.2f & g. Who produced this cartridge and what
>additional features does it have?
>Thank you,
>Rick Heldmann
Spartados versions 3.2f and g were released as shareware, not as cartridges, and as far as I know can still be downloaded from the umich.edu archive (see the comp.sys.atari.8bit FAQ for the address). The cartridge version of Spartados was known as Spartados-X versions 4.0 to 4.21(?), and it had many additional features. It was produced by ICD before they gave up on the 8-bit hardware and software business.

Net-Tamer V 1.08X - Test Drive

## 3738. Looking for Suspect...

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-06 00:00:00 UTC
From: Locust <locustNOloSPAM@full-moon.com.invalid>
Message-ID: <06b8d03d.ff477001@usw-ex0103-019.remarq.com>
Source record: 48277

I've been looking for a game called 'Suspect' by Infocom
in all the archives on the net that I know about but have
yet to find it. Does anyone know where I might download a
copy? I have found most of the other Infocom adventures
such as 'Infidel' and 'Cutthroats', but I can't seem to
find 'Suspect'. If anyone knows where I can get it then
please let me know! Many thanks!

Locust

* Sent from AltaVista http://www.altavista.com Where you can also find related Web Pages,
Images, Audios, Videos, News, and Shopping. Smart is Beautiful

# 3739. Re: Spartados 3.3C Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-06 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <14725-384C6692-6@storefull-173.iap.bryant.webtv.net>
Source record: 48278

you need to go to my web site and click on the atari8 cart page,we
produce the sparta dos 3.3c cart,its a rock solid version of sparta,we
have the actuall source code for it,
www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 3740. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-06 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1e2c9pw.qwmj8mg3jh60N%rlcolli@ibm.net>
Source record: 48279

John Schnittker <jschnitt@earthlink.net> wrote:
> Perhaps there is a way to maintain compatibility while at the same time
> allowing a system to be upgraded. I believe the key is in the standards.
> Write standards that permit use of today's components, while keeping the
> window open for future components. For example, the 32 bit memory address
> bus--An Idea I like, Nobody can afford 4.3 gigabytes of ram now, but it is
> valuable to support such a ram size in architecture.

Isn't this what Apple does with the Macintosh? They successfully made
the transition from the 680X0 series to the PowerPC, while maintain
compatibility.

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

# 3741. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-07 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <384c98e5.28454078@news.ds.centuryinter.net>
Source record: 48280

On Mon, 6 Dec 1999 21:52:20 -0500, rlcolli@ibm.net (Ryan Collins)
wrote:

>John Schnittker <jschnitt@earthlink.net> wrote:
>> Perhaps there is a way to maintain compatibility while at the same time
>> allowing a system to be upgraded. I believe the key is in the standards.
>> Write standards that permit use of today's components, while keeping the
>> window open for future components. For example, the 32 bit memory address
>> bus--An Idea I like, Nobody can afford 4.3 gigabytes of ram now, but it is
>> valuable to support such a ram size in architecture.
>
>Isn't this what Apple does with the Macintosh? They successfully made
>the transition from the 680X0 series to the PowerPC, while maintain
>compatibility.

Hard to say what success is. Apple damn near went out.

# 3742. Re: Check Out My Rare Atari 2600-5200-7800 Games On Yahoo Auctions!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-07 00:00:00 UTC
From: "Mr. Lee" <mrlee@ok.freei.net>
Message-ID: <QW034.1009$jC1.92363@newshog.newsread.com>
Source record: 48281
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

You cheap sob's bitch but never buy!! The only loser is you asshole go fuck yourself!!!

"OverMuch" <.....@.....> wrote in message
news:m3T24.19854$M%.145113@news.rdc1.wa.home.com...
>
> <Sheercon@earthlink.net> wrote
> ...
> > "Mr. Lee" wrote:
>
> > > whatever Mr. Much
>
> > I have an ULTRA RARE Combat cartridge, want to trade for some of your
> > "rare" games?
>
> Heh.....honestly...when confronted with the evidence, his only recourse is
a
> "whatever."
>
> Loser.
>
> OverMuch
>
>

## 3743. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-07 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <384cb89e.6661380@news.localnet.com>
Source record: 48282

On Sat, 4 Dec 1999 10:55:20 -0500, rlcolli@ibm.net (Ryan Collins)
wrote:

>Aaron <aarona@/REMOVE/localnet.com> wrote:
>> In addition to the original SIO port there should also be a parallel
>> version with SCSI like capabilities with full DMA access to memory.
>> New 5 1/4 and 3 1/2" drives should be produced to take advantage of
>> this new port.
>>
>
>All your suggestions are excellent, and actually possible!
>
>I would make one change, instead of a SIO "parallel version with SCSI
>like capabilities", just put a couple of USB ports on it. This opens up
>all sorts of devices that could easily be connected (zip disks, floppy
>disks, hard drives, etc.). Drivers would need to be written though.
>
Yeah, but my original response was based on what would have been
possible in the 1980's if the Tramiels hadn't decided to push their
own ST line and simply use the old 8 bit technology simply as a quick
revenue stream.

# 3744. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-07 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <384cb9f1.7000142@news.localnet.com>
Source record: 48283

>Any way we cut it this is going to either require a DSP or logic in
>the minimal system.
>
>I like Richards idea of a minimal system, we just need to figure out how
>we are going to generate video.
>
We won't need video where we're going!

<oops>

I just had an uncontrollable flashback from that horrid EVENT HORIZON
movie.

# 3745. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-07 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <384cb615.6011569@news.localnet.com>
Source record: 48284

On Mon, 6 Dec 1999 21:04:07 -0000, "Peter Pachla"
<my.name@wintermute.org.uk> wrote:

>Hi,
>
> > It is a fact of life that computing power doubles every 18
> >months. Atari computers started out at the cutting edge of
> >technological achievement....
>
>While I'm in full agreement with you that Atari allowed the 8-bit line to
>stagnate, I think the fact that they lasted so long despite this is a
>testament to the brilliance of the original design.

It's too bad that, after the 70's, Atari was never able to flash that
brilliance again. The only near miss was the Atari ST line which had
the distinction of being quickly rushed through development and cheap
which, in itself, would have been fine if the ST didn't feel cheap and
rushed!
>
>
> > Who wants to play Quake III Arena, anyway? ;-)
>
>Not me that's for sure - I find modern video games uninspired and downright
>boring!
>
>
Over 90% of all video games from any era is uninspired and boring. The
only exception (IMHO) is the first half of the PC era (until
Wolfenstein 3D) where fully 100% were uninspired and boring.

>Spam deflector in effect, edit reply address - it's obvious!
>
>**********
>Join "vectrex_dev" today, the new mailing list for Vectrex developers.
>Go to http://www.egroups.com/list/vectrex_dev/ to join.
>**********
>
>Hardware & Software Engineer. Sound Engineer.
>Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
>--
>
>
>

# 3746. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-07 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <384cbd61.7880102@news.localnet.com>
Source record: 48285

><Bunch o'stuff snipped. You folks don't want more copies of it.>
>
>Well, I bought my first Computer in '81 and it was an Atari 800. I chose
>it after a lot of research. I had fooled around with the Chromatics 8
>color computer that was being used to test 'Tron' scenes and decided that
>I had to get a graphics computer and learn what it was really all about.
>
>The Apple II just had 16 colors,

The Apple II only had 16 colors in a virtually unusable low res 40x48
matrix. In hi-res mode the standard Apple II had only 6 colors
(including black & white).

> the new IBM PC had 8 but the Atari had
>256! It also had more graphics oriented software available. If you were a
>businessman, yeah, I guess the IBM would have been your choice but for an
>artist... I've never regretted it. When I saw the graphic interface on a
>Mac I quickly moved up and have been with Macs ever since.

# 3747. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-07 00:00:00 UTC
From: dpeschel@u.washington.edu
Message-ID: <82idtk$jlq$1@nntp6.u.washington.edu>
Source record: 48286

In article <384cb615.6011569@news.localnet.com>,
Aaron <aarona@/REMOVE/localnet.com> wrote:
>On Mon, 6 Dec 1999 21:04:07 -0000, "Peter Pachla"
><my.name@wintermute.org.uk> wrote:
>
>>Hi,
>>
>> > It is a fact of life that computing power doubles every 18
>> >months. Atari computers started out at the cutting edge of
>> >technological achievement....
>>
>>While I'm in full agreement with you that Atari allowed the 8-bit line to
>>stagnate, I think the fact that they lasted so long despite this is a
>>testament to the brilliance of the original design.
>
>It's too bad that, after the 70's, Atari was never able to flash that
>brilliance again. The only near miss was the Atari ST line which had
>the distinction of being quickly rushed through development and cheap
>which, in itself, would have been fine if the ST didn't feel cheap and
>rushed!

One thing which I always remind myself: we don't actually know much about what went on in the engineering department of Atari. Also, Atari was a very diverse company; I'm sure they produced many system designs for their own use (e.g., arcade games). I think it's possible that someone came up with a recent brilliant idea or two that is now hidden.

>Over 90% of all video games from any era is uninspired and boring. The
>only exception (IMHO) is the first half of the PC era (until
>Wolfenstein 3D) where fully 100% were uninspired and boring.

I don't know about that -- I always blamed Wolf3D and espcially DOOM for being so wildly popular that people became obsessed with the genre. At least before then, there was more variation in approach (and I'm pretty confident about that, since I've seen some WIERD games). I don't think we've recovered from that obsession, either.

-- Derek

# 3748. Re: Check Out My Rare Atari 2600-5200-7800 Games On Yahoo Auctions!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-07 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <384cba56.37016718@news.ds.centuryinter.net>
Source record: 48287
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

On Tue, 07 Dec 1999 05:29:20 GMT, "Mr. Lee" <mrlee@ok.freei.net>
wrote:

>You cheap sob's bitch but never buy!! The only loser is you asshole go fuck
>yourself!!!
>
>
>"OverMuch" <.....@.....> wrote in message
>news:m3T24.19854$M%.145113@news.rdc1.wa.home.com...
>>
>> <Sheercon@earthlink.net> wrote
>> ...
>> > "Mr. Lee" wrote:
>>
>> > > whatever Mr. Much
>>
>> > I have an ULTRA RARE Combat cartridge, want to trade for some of your
>> > "rare" games?
>>
>> Heh.....honestly...when confronted with the evidence, his only recourse is
>a
>> "whatever."
>>
>> Loser.
>>
>> OverMuch
>>
>>
>
This is getting out of hand and I really hate to see it in the Atari
group. I have to side with the seller of the carts in this case,
though the language has gotten a bit strong.

Mr. Munch, first you butt your nose in where it doesn't belong by
joining in criticisism of some prices for Atari carts. If you think
someones prices are to high, then pass on the offer. Don't sit and
bitch about what money someone is asking for their property. It's
theirs, and they have every right to set whatever damn price they
wish. It is your right, and everyone elses, to choose to pass on the
offer. It is not your right to insert yourself as the Atari cart
trade approval authority. Mr. Lee did nothing wrong in making an
offer. You were wrong to slam him for it. That was wrong number one.

After arguing back and forth for a bit about if Mr. Lee's prices were fair, you then again were the first to be the asshole by calling him a loser, after the worst he did to you was say "whatever" to your out of line arguing with him on prices he sets for his own property. That was wrong number two. If there is anyone in this that has shown himself to be a loser it would really have to be you.

For people like you, it is not enough that someone asks too much money for your tastes. No; the very idea that someone might actually buy at a price you don't approve of gets you all worked up. Would you please be so kind as to explain to us all in great detail what psychological forces are at work in your mind when you react like that? The more we can learn about what make losers tick, the better we'll all be able to avoid becoming one.

# 3749. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-07 00:00:00 UTC
From: cvendel@my-deja.com
Message-ID: <82jp7e$pc0$1@nnrp1.deja.com>
Source record: 48288

Hmmm,

That would have been interesting indeed. Perhaps a cost cut version of the 1450XLD? Who knows. The 130XE machine is a good design, less the keyboard and I'm not fond of the case design, its ok, but not very attractive like the XL look (quite frankly I thought the C128 and C64-II cases were great looking). What would have been nice would have been the incorporation of a parallel and serial port into the unit or simply to have made the unit into a MEGA styled pizza box case with a 15 pin (5200 type) plug with detachable keyboard (ala XEGS) and placed a PBI expander onto the unit and then sold a PBI expansion chasis. They could've made a nice profit from selling the parallel/serial cards, 80 column cards (would have done away with that crappy XEP80) and maybe even a floppy controller card. Then they would have had a nice revenue generator for aftermarket items, they would have kept the 8-bit community happy.

As for not doing the ST series, what the Tramiels should have done was what Apple did, bridge the gap. included some kind of bridge between the two units, like making an SIO port on the ST to use existing peripherals, or included a built-in disk controller into the XE's so they could've used the ST disk drives. Sharing of peripherals would have helped a little bit. Also I was always impressed with Apple's ability to make a Localtalk network adapter and allow its old Apple ][ line the ability to network with MAC's, that was a great touch.

A lot of what they could've done with the XE line was already finished like the 1090XL PBI box, all they had to do was redo the box into their XE Grey styling and sell it, no engineering time or production retooling, it was all set.

Quite frankly their biggest mistake of losing revenue was NOT continuing the release of the Atari 7800 PROsystem game console, it got rave reveiws, it was well ahead of anything else out their and it would have supported all of the existing 2600 software, Atari could've retained the video game market right there, that was the true big lose for them, but they came over with their 1970's hob-nob attitude of "forget the past, we'll make a great computer (at least THEY thought it was great) and people will just drop everything and forget all their old machines and come running to us" ahem... this ain't the 70's, and your not pushing PET computers, but all we can do is look back into retrospect and complain...

Curt

In article <384cb89e.6661380@news.localnet.com>,
aarona@/REMOVE/localnet.com wrote:
> On Sat, 4 Dec 1999 10:55:20 -0500, rlcolli@ibm.net (Ryan Collins)
> wrote:
>
> >Aaron <aarona@/REMOVE/localnet.com> wrote:
> >> In addition to the original SIO port there should also be a
parallel
> >> version with SCSI like capabilities with full DMA access to memory.
> >> New 5 1/4 and 3 1/2" drives should be produced to take advantage of
> >> this new port.
> >>
> >
> >All your suggestions are excellent, and actually possible!
> >
> >I would make one change, instead of a SIO "parallel version with SCSI
> >like capabilities", just put a couple of USB ports on it. This opens
up
> >all sorts of devices that could easily be connected (zip disks,
floppy
> >disks, hard drives, etc.). Drivers would need to be written though.
> >
> Yeah, but my original response was based on what would have been
> possible in the 1980's if the Tramiels hadn't decided to push their
> own ST line and simply use the old 8 bit technology simply as a quick
> revenue stream.
>

Sent via Deja.com http://www.deja.com/
Before you buy.

## 3750. what's up with ICD?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-07 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <82jpg3$pnf$1@nnrp1.deja.com>
Source record: 48289
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In October of 1998 I ordered a Link-II and zip power cable from Thomas Harker of icd (www.icd.com) who (formerly, at least) had a great reputation in the atari community (I own 2 ICD drives already for my 4160STE!). Anyhow, over a year later, and dozens of phone calls to Tom, the Link-II is still not here. He is very polite on the phone and is always "just about to send it out to me", but never does.

Has anyone else experienced this?

What happened to ICD, and why does their website seem to indicate a company that is fully in business?

I am not wanting to slander ICD or Tom with this post, I really just want to end this transaction and receive my hardware that I paid for. Maybe some others who read this newsgroup and wish to place an order with ICD or have a previous relationship with Tom, could send him email asking "so, why haven't you sent Dan Vernon in Seattle his Link-II?"

thanks for listening,
Dan

P.S. here's my original email to tom over a year ago:
---
At 12:05 PM 10/13/98 -0700, you wrote:
>Thanks for the info Tom. I just dropped the money order in the mail today: $147.90 made out to ICD Inc.
>-Dan
>
>-----Original Message-----
>From: Thomas D. Harker [SMTP:tom@icd.com]
>Sent: Friday, October 09, 1998 12:07 PM
>To: VERNON, DAN
>Subject: RE: Link 2
>
>At 10:56 AM 10/9/98 -0700, you wrote:
>>Hi Tom,
>>I'd like to go ahead and order:
>>
>>The Link 2 (including the ICD software)
>>Zip Power cable (including both cables)
>>
>>I'd like to pay with a money order, and I live in Seattle, WA.
>>Please let me know the total cost, and where to mail the
>>money order (if different from the mailing address below).
>

>Thanks. Send it to the address below. Total cost is $147.90
(including $8
>S&H).
>

Thanks,

I'll send it out as soon as the payment arrives.

Tom

---
ICD, Incorporated Thomas Harker
1220 Rock St. tom@icd.com
Rockford, IL 61101 815-968-2228 x320
USA fax 968-6888

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3751. Re: RAM holding data

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-07 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.944565411@math.tu-berlin.de>
Source record: 48290

Hi Peter!

"Peter Pachla" <my.name@wintermute.org.uk> writes:

>I've seen this problem too with stock PAL 800XLs.

Yup, happens here as well. The problem might be that the three memory
locations in page 3 the Os investigates to decide whether the last
reset was a soft or a hard reset might "persist" the power-off. However,
see below...

>My original 800XL (a 1985 model IIRC) had to be switched off for a minimum of
>15 - 20 seconds to clear RAM and reset properly, as did those of all of my
>friends. This behaviour caused me considerable problems when I was developing
>my printer interface and replacement OS.

>OTOH, later model 800XLs (ones with the appalling 600XL keyboard fitted) which
>I've come across don't tend to suffer from this.

I can't confirm this. I've two PAL 800XLs, and only the later revision does
this.
The earlier model reboots immediately if I turn it off and on again, the
later not. I can tell which one is the later because the basic revisions
*used to be* different when I got them, Atari fixed the "hang up" bug in the
basic in the later revision. Unfortunately, the Basic ROM of the later
release broke some time ago, so I had to replace it by the buggier earlier
release. *Sigh.*

>I've always *ASSUMED* that the early 800XLs had a design problem, with a large
>capacitor somewhere in the system retaining enough charge to keep the memory
>running for some seconds after power removal?

AFAIK the design is the same, but the memory type might be different.
Different manufacturer, possibly, or "better" RAMs that, due to some
coincidence, keep their contents for a while even without power. This
theory sounds a bit strange to me, though, as this is dynamic RAM
which requires a refresh every few microseconds. Well, how knows?

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE

---

# 3752. Re: Possible to "unformat" a SD Atari floppy?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-07 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <384CFAB6.35C66B8@ix.netcom.com>
Source record: 48291

Tim Kirby wrote:
>
> Argh! I'd just gotten my 8-bit set up with a new monitor cable, sio2pc
> cable and was all set to start transferring data from real disks to
> PC disk images ones when disaster struck. I accidentally started
> formatting the real disk I was hoping to copy from. (Don't ask...)
> Despite the fact that the disk was write-protected, a few tracks did
> get formatted. I popped open the drive door as soon as I realized
> what that distinctive "crunch crunch" noise actually was. (Maybe not
> the best idea, but I panicked.)
>
> So, is there a way to repair a partially reformatted disk? I've tried
> Bob Puff's MYDOS vtocfix, and the diskfix that comes with DOS 2.5, but
> neither one can understand enough of the disk to be useful. A sector
> copier recognizes good data on later tracks. Am I hosed?
>
> The disk in question, BTW, is side one of SSI's Phantasie II. If
> anyone could provide me with ATRs of this game, I'd be very happy.
> My plan was to make ATRs myself, and make them available. (To other
> legal owners of the original game, of course, simply as a convenience.)
> Now, I guess I can make images of sides two, three, and four...
>
> Can anyone offer any suggestions? Phantasie II seems to be incredibly
> rare for the 8 bit, and I'm upset that I might have accidentally
> destroyed one of the few copies out there...
>
> Thanks in advance,
>
> Tim

Tim,
You could look it over with the SpartaDOS DISKRX.COM. You may have all
of the data there, but some of the links were destroyed. You can tell
what file format the disk is (unless you already know for sure). I've
actually rebuild files and subdirectories (very difficult). It is time
consuming, but could save your precious disk. Obviously this is a last
resort. Hopefully you can get a copy of the ATR someplace, which would
fix you problem much faster.
Good luck!!!
--
Robert S Ely - BICSI Registered Cabling Technician - Communications
Systems Technician
rsely@dhs.state.nj.us
rely@ix.netcom.com

ICQ# 33390750

# 3753. Re: Possible to "unformat" a SD Atari floppy?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-07 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <384D0E6C.D17425F@mail.uni-mainz.de>
Source record: 48292

Tim Kirby schrieb:
> 
> Argh! I'd just gotten my 8-bit set up with a new monitor cable, sio2pc
> cable and was all set to start transferring data from real disks to
> PC disk images ones when disaster struck. I accidentally started
> formatting the real disk I was hoping to copy from. (Don't ask...)
> Despite the fact that the disk was write-protected, a few tracks did
> get formatted. I popped open the drive door as soon as I realized
> what that distinctive "crunch crunch" noise actually was. (Maybe not
> the best idea, but I panicked.)
> 
> So, is there a way to repair a partially reformatted disk? I've tried
> Bob Puff's MYDOS vtocfix, and the diskfix that comes with DOS 2.5, but
> neither one can understand enough of the disk to be useful. A sector
> copier recognizes good data on later tracks. Am I hosed?
> 
> The disk in question, BTW, is side one of SSI's Phantasie II. If
> anyone could provide me with ATRs of this game, I'd be very happy.
> My plan was to make ATRs myself, and make them available. (To other
> legal owners of the original game, of course, simply as a convenience.)
> Now, I guess I can make images of sides two, three, and four...
> 
> Can anyone offer any suggestions? Phantasie II seems to be incredibly
> rare for the 8 bit, and I'm upset that I might have accidentally
> destroyed one of the few copies out there...
> 
> Thanks in advance,
> 
> Tim

Hello Tim,
bad luck, bad luck, there is no program on the A8 to unformat any
formatted disk. The PC stores some data on the boot sectors, when it
formats a disk, the A8 does not do this, so it is impossible to unformat
a disk. You can merely undelete files on the A8 (if they are not already
overwritten with other data), thats all.

I have a good directory scanner (from Turbo DOS) that scans a destroyed
DOS 2.x disk (even with destroyed Directory and VTOC). But it merely
works on DOS 2 file disks. Since Phantasie II is a boot disk, you really
have bad luck - you need to find someone who can do you a copy of a
still working original... Greetings, Andreas

## 3754. Lucasfilm again...

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-07 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <384D106B.BBF09A2@mail.uni-mainz.de>
Source record: 48293

Hello folks,
1) The games Rescue on Fractalus and Ballblazer have an intro in the disk based US version (from Epyx).
2) The games do not (!) have this intro in the disk based european versions (from Activision).
3) They again have the intro on the Atari cart version...

Now, what about the games Koronis Rift and The Eidolon ?? They did never appear on an Atari cart and I merely know the european disk versions, which do not have an intro. Do the US versions of these games have an intro ?!? Andreas Magenheimer

# 3755. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-07 00:00:00 UTC
From: sohearusout3@usa.com
Message-ID: <384bcace.270572@news.orng1.occa.home.com>
Source record: 48294

On Mon, 6 Dec 1999 21:52:20 -0500, rlcolli@ibm.net (Ryan Collins)
wrote:

>John Schnittker <jschnitt@earthlink.net> wrote:
>> Perhaps there is a way to maintain compatibility while at the same time
>> allowing a system to be upgraded. I believe the key is in the standards.
>> Write standards that permit use of today's components, while keeping the
>> window open for future components. For example, the 32 bit memory address
>> bus--An Idea I like, Nobody can afford 4.3 gigabytes of ram now, but it is
>> valuable to support such a ram size in architecture.
>
>Isn't this what Apple does with the Macintosh?

No - the Mac doesn't run Apple II software. ;-)

---
Note: Spam shields raised (with rotating shield frequencies). Please post responses to
this newsgroup.

# 3756. Re: Check Out My Rare Atari 2600-5200-7800 Games On Yahoo Auctions!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-07 00:00:00 UTC
From: Sheercon@earthlink.net
Message-ID: <384CAE8F.31C5C28C@earthlink.net>
Source record: 48295
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

Jon Melbo wrote:

> This is getting out of hand and I really hate to see it in the Atari
> group. I have to side with the seller of the carts in this case,
> though the language has gotten a bit strong.
>
> Mr. Munch, first you butt your nose in where it doesn't belong by
> joining in criticisism of some prices for Atari carts. If you think
> someones prices are to high, then pass on the offer. Don't sit and
> bitch about what money someone is asking for their property. It's
> theirs, and they have every right to set whatever damn price they
> wish. It is your right, and everyone elses, to choose to pass on the
> offer. It is not your right to insert yourself as the Atari cart
> trade approval authority. Mr. Lee did nothing wrong in making an
> offer. You were wrong to slam him for it. That was wrong number one.
>
> After arguing back and forth for a bit about if Mr. Lee's prices were
> fair, you then again were the first to be the asshole by calling him a
> loser, after the worst he did to you was say "whatever" to your out of
> line arguing with him on prices he sets for his own property. That
> was wrong number two. If there is anyone in this that has shown
> himself to be a loser it would really have to be you.
>
> For people like you, it is not enough that someone asks too much money
> for your tastes. No; the very idea that someone might actually buy at
> a price you don't approve of gets you all worked up. Would you please
> be so kind as to explain to us all in great detail what psychological
> forces are at work in your mind when you react like that? The more we
> can learn about what make losers tick, the better we'll all be able to
> avoid becoming one.

You claim you don't want this in the group and then you add fuel to the fire by name calling yourself. Maybe it is you who needs to calm down.

All Mr. Lee did was point out that the carts in question were not "rare". They aren't rare, wern't rare and will probably only be "rare" when our great great grandchildren are deep in the cold ground. He wasn't "bitching" about anyone's prices. If someone is stupid enough to pay 50 bucks for a combat cart or whatever, that's their problem; but it is perfectly appropriate to point out a cartridge isn't rare in case any newbies are scoping the group and might actually think that the combat cart with the picture label they have stored away in the garage will somehow afford them a new Lexus. I don't think it was the sellers

intention but sometimes the wording of "rare" or "hard to find" is misleading and in some cases are deliberately placed with the intention to "defraud".

# 3757. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-07 00:00:00 UTC
From: William Kimbelton <kimbelwl@law.uc.edu>
Message-ID: <82jcub$cdr$1@news.ececs.uc.edu>
Source record: 48296

Rene de Bie <Rene@underground.demon.nl> wrote in message
news:944402682.15831.0.pluto.d4ee0f47@news.demon.nl...

> I just like my 8-bit Atari as it is, but I like to upgrade it with some
> extra's without loosing to much of the compatibility of my normal Atari.
> When switching from the original 6502c processor to the 65C816 you can use
> most of the software, but not all because of the illegal instruction set.

Yeah, I've noticed problems with Missle Command under the Sweet-16
cpu replacement.. it ran fine before I dropped that mod into my 800XL.

Bill

# 3758. Re: SIO Port Bad - Help Requested

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-07 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s4qnupnoqeg109@corp.supernews.com>
Source record: 48297

```
If you don't have a spare 8bit and can't find one anywhere else, a 5200 has
a pokey in it.
<jamesk@news.hba.com> wrote in message
news:82grml$6ru$1@news.xmission.com...
> Unfortunately, I do not have extra 130 XE's that I can cannibalize. Where
> can I get a new pokey?
>
> "Jim Smith" <jsmith@j-com.net> wrote in message
> news:DBn24.55052$435.179005@typhoon2.tampabay.rr.com...
> > Replace Pokey.
> >
> > <jeking@NOSPAM.com> wrote in message
> news:82crbf$hf2$1@news.xmission.com...
> > > Looks like the SIO port on my beloved 576k XE has died. I can no
longer
> > > access a PC through APE (SIO) - or a disk drive(s).
> > >
> > > I know the XE has always had a weak SIO port.
> > >
> > > What are the recommendations for fixing this port? I have full
> > > schematics, but dont know where to start.
> > >
> > > Thanks.
> > >
> > > --
> > > @ @ @ ------------------------------------ @ @ @
> > > @ @ @ James King - Atari Fanatic! @ @ @
> > > @ @ @ ------------------------------------ @ @ @
> > > Atari 8bit Hobbyist by choice, IT Professional by Accident!
> > > To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"
> > >
> >
> >
>
>
```

# 3759. Re: Cartridge pinout

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-07 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s4qp2fbpqeg53@corp.supernews.com>
Source record: 48298

Cameron McCormack <cameron.m@iname.com> wrote in message
news:3848643f@news.alphalink.com.au...
> Hi all.
>
> After reading the FAQ for this ng, I've got this information:
>
> ----
> Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
> A B C D E F H J K L M N P R S
> 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
> 1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
> 2. A3 B. GND
> 3. A2 C. A4
> 4. A1 D. A5
> 5. A0 E. A6
> 6. D4 F. A7
> 7. D5 H. A8
> 8. D2 J. A9
> 9. D1 K. A12
> 10. D0 L. D3
> 11. D6 M. D7
> 12. ~S5(Left) ~S4(Right) N. A11
> 13. +5V P. A10
> 14. RD5(Left) RD4(Right) R. R/~W
> 15. ~CCTL S. B02
> ----
Been a while, but...
>
> But I don't know what a couple of these pins are... can someone please
tell
> me what the following pins are for:
>
> - ~S4
!CS for any read or write in the $8000-$9FFF region.
> - ~S5
!CS line for any read or write in the $A000-$BFFF region.
> - RD5
Disables RAM in the high cart $A000-$BFFF region so the ROM/Hardware can
take it over.
> - ~CCTL
Any write to the $D500 area brings this line low. Use for things like the
!CS pin of any chips you add to the cartridge port. For example, you can add
a 6520 to a cartridge port and by tying this line to the !CS, the 6520 will
be mapped into the $D500 hardware region.

> - RD4
Disables RAM in the $8000-$9FFF region.
> - B02
Just the phase 2 clock of the 6502. Used with most 65xx support chips. I
think it is called something like 'B' or 'VMA' on the 68xx series.
>
> Thanks heaps!
>
> Cameron
I can't remember if the the RD4-5 lines have to be tied high or low, high I
think.
>
>
>

# 3760. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-07 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s4qqqb8fqeg132@corp.supernews.com>
Source record: 48299

Peter Pachla <my.name@wintermute.org.uk> wrote in message
news:829m3p$305$2@gxsn.com...
> Hi Richard,
>
> >....Haven't priced 65816s lately. Major problem is the easy way to go
> >with chips like the 6551 are impossible to find in >2 mHz.
>
> I'm not familiar with the 65816, but doesn't it have an "/MRDY" or similar
> input signal to slow down the processor when accessing slow RAM or
peripheral
> chips?
I still haven't sent away for th 65816 developers kit, I will get on it this
week.

But I don't think it would be a problem since the later versions of the
chips are fully static if my info is correct.

I ran an Atari with a dual clock system, just had a switch to select between
a 14.318 mHz and a 16 mHz oscilator divided down to 1.79 mHz and 2 mHz and
feeding into GTIA. I am talking about a toggle switch! I was thinking I
would have to shut the system down everytime I wanted to change clocks, but
it was impossible to glitch the thing even when hot switching with the
computer on.

It is a problem with a normal Atari, the system clock is generated by GTIA,
and I think ANTIC keeps count to determine everything from VBIs to DLIs. I
think POKEY gets in the act with everything from sio to beeps being derived
from the system clock.

Maybe something simple like any memory address above 64k would leave the
system clock running at 1.79 mHz, but the 65816 since it is seeing only
memory it can see can run off a different clock. Any interupts or ROM
routines, since they are all vectored below 64k, would automatically slow
the processor down.
>
> Alternatively, couldn't you have a slower "peripheral bus" in the system
to
> which to attach the slower devices (this idea was used in the Vectrex and
> Acorn BBC B)?
Yes, but sometimes I lose the faith. I get in time crunches so right out of
the gate I try to really limit myself to something that has a chance of
getting done. Setting my goals appropriately, I may actually get the 65815
kit and be able to answer a few questions about it from the docs.<grin>
Sometimes I surprise myself by getting things done, but I don't really see
much happening on my end. I have never even seen how the 65816 addresses

memory above 64k even so I may be working under several false assumptions.

# 3761. Re: Check Out My Rare Atari 2600-5200-7800 Games On Yahoo Auctions!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-07 00:00:00 UTC
From: Bill Combs <WECOMBS@prodigy.net>
Message-ID: <82jt92$57ku$1@newssvr03-int.news.prodigy.com>
Source record: 48300
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

For God sake, watch the language. What are you 13 & trying to impress
your friends????

I do agree that you have the right to charge whatever you want for these
cartridges. On the other hand, however, coming to this newsgroup to
advertise at those prices you are just asking for trouble. I would think
you gotta realize that and are just trying to provoke things.

Mr. Lee wrote in message ...
>You cheap *** ***** but never buy!! The only loser is you ******* go ****
>yourself!!!
>
>
>"OverMuch" <.....@.....> wrote in message
>news:m3T24.19854$M%.145113@news.rdc1.wa.home.com...
>>
>> <Sheercon@earthlink.net> wrote
>> ...
>> > "Mr. Lee" wrote:
>>
>> > > whatever Mr. Much
>>
>> > I have an ULTRA RARE Combat cartridge, want to trade for some of your
>> > "rare" games?
>>
>> Heh.....honestly...when confronted with the evidence, his only recourse
is
>a
>> "whatever."
>>
>> Loser.
>>
>> OverMuch
>>
>>
>
>

# 3762. FA: Atari 400 Computer system

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-07 00:00:00 UTC
From: "O. Alan Jones" <oajones@bright.net>
Message-ID: <384D9FA5.5745E878@bright.net>
Source record: 48301

Atari 400 computer system. Comes with very clean Atari 400 (in original box minus styrofoam packing), with power supply (in original box), BASIC cartridge, Atari 410 Program Recorder (excellent conditon in original box, with owner's guide), Inside Atari Basic book, Home Finanical Management cassette software with book. The original Atari 400 box is intact but dirty from being stored somewhere. I will put it in another box so it won't get damaged during shipment.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=215065785

# 3763. FA: Atari Connection - Magazine - Spring 1984

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-07 00:00:00 UTC
From: "O. Alan Jones" <oajones@bright.net>
Message-ID: <384DA935.DCAAAD8C@bright.net>
Source record: 48302

Atari Connection - Spring 1984 - The Home Computer Magazine - Special Games Issue. This magazine is in mint condition. It looks like it just came off the newstand! This will make a nice addition to your Atari collection.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=216128058

## 3764. Re: what's up with ICD?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-07 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <0c2b02cf.6287f7bc@usw-ex0102-016.remarq.com>
Source record: 48303
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <82jpg3$pnf$1@nnrp1.deja.com>, danver@halcyon.com wrote:
> In October of 1998 I ordered a Link-II and zip power cable from
> Thomas Harker of icd (www.icd.com)

Others have reported difficulties with getting ICD to send items. I do not know why this is the case. Regardless, Tom Harker seems to be having problems of some sort. Keep calling is all I can say.

Galen

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

# 3765. Re: VTEX13.COM and Larry Richardson

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: Larry Richardson <larryr@cyou.com>
Message-ID: <384DF693.AF7856A4@cyou.com>
Source record: 48304

I think that 1.3 was the latest version, although I don't know if it is
on any web site or archive (I didn't put it anywhere except a couple of
bulletin boards). Let me know if you are interested, and I will dig
around and see if I have it. If so, I could put it on my web page.

Mathy van Nisselroy wrote:
>
> Howdy folks
>
> Does anybody know if Larry Richardson uploaded the lastest version of
> VTEX yet?
> He mentioned a new version when I was looking for him a couple of years
> ago. I have version 1.3. Which is not the latest one according to
> Larry.
>
> CU Mathy van Nisselroy

--
Larry Richardson
larryr@cyou.com

# 3766. Re: RAM holding data

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <82k7hj$mbh$1@freenet9.carleton.ca>
Source record: 48305

Nir Dary (ndary@bigfoot.com) writes:
> If its not the RAM chip refresh rate.. then it's must be a capacitor
> value thats discharges slowly.

I've had this problem with computer upgraded to 256k using
newish PC 256k drams in matched sets. One upgrade in particular
would hold memory for over a MINUTE in a 1200XL when powered off.

In all the times its happened to me I could always solve
it by replacing one of the rams with one from a different
manufacturer.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 3767. Re: Cartridge pinout

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <82k7au$lok$1@freenet9.carleton.ca>
Source record: 48306

"Cameron McCormack" (cameron.m@iname.com) writes:
> Hi all.
>
> After reading the FAQ for this ng, I've got this information:
>
> ----
> Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
> A B C D E F H J K L M N P R S
> 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
> 1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
> 2. A3 B. GND
> 3. A2 C. A4
> 4. A1 D. A5
> 5. A0 E. A6
> 6. D4 F. A7
> 7. D5 H. A8
> 8. D2 J. A9
> 9. D1 K. A12
> 10. D0 L. D3
> 11. D6 M. D7
> 12. ~S5(Left) ~S4(Right) N. A11
> 13. +5V P. A10
> 14. RD5(Left) RD4(Right) R. R/~W
> 15. ~CCTL S. B02
> ----
>
> But I don't know what a couple of these pins are... can someone please tell
> me what the following pins are for:
>
> - ~S4

Active low chip select for the last 8k region, only active if
RD4 is held low.

> - ~S5

Same as above for first 8k region (right cartridge).

> - RD5

Tie if your cartridge has a device in the right cartridge memory
area. Select will come on ~S5.

> - ~CCTL

Goes low whenever the cartridge control area is written to. I
believe this is around $D500? Memory is fuzzy. I used this once for
a clock cartridge, works well.

> - RD4

See RD5 above. Hold to get a select in the 'left cartridge' area.

> - B02

I believe this is the o2 bus clock. Never seen a cart use it.

Steve
>

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 3768. Re: SIO Port Bad - Help Requested

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <82k82q$miq$1@freenet9.carleton.ca>
Source record: 48307

(jamesk@news.hba.com) writes:
> Unfortunately, I do not have extra 130 XE's that I can cannibalize. Where
> can I get a new pokey?

Crack open a 7800 Ballblazer cartridge, they contain a real Pokey
as well as a program rom. You can get these for $1 from a lot of people.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 3769. Re: RAM holding data

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <82kl9t$6e4$3@gxsn.com>
Source record: 48308

Hi Thomas,

> I can't confirm this. I've two PAL 800XLs, and only the later
>revision does this....

Typical.... :-)

>....Atari fixed the "hang up" bug in the basic in the later
>revision. Unfortunately, the Basic ROM of the later release
>broke some time ago, so I had to replace it by the buggier
>earlier release....

That's interesting....was this "fixed" ROM the same as that used in the XE
machines?

Wait a minute, the BASIC ROM???!!! I thought this would be an OS ROM issue?

> AFAIK the design is the same, but the memory type might be
>different....
>....This theory sounds a bit strange to me, though, as this
>is dynamic RAM which requires a refresh every few microseconds....

Absolutely, RAM contents should be lost (or at the very least garbled) within
microseconds of refresh being lost.

I don't have my 800XL schematic handy, so this is pure speculation, but maybe
there's enough power being stored in a capacitor somewhere to keep both the
RAM and refresh circuitry running for a few seconds?

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 3770. Re: what's up with ICD?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <384E0073.6B775F85@worldnet.att.net>
Source record: 48309
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Dan,

Sorry to disappoint you, but you are yet another victim of ICD. Back
in 1997 about 50 people pre-ordered the ICD/BCD Catbox interfaces for the
Atari Jaguar, I was among them and plunked down about $160 for a pair, plus
shipping. Well excuse after excuse, a website was set-up a list of all
the people who were scammed were put together, they were mailed to the
local BBB and USPS office in ICD's state. Noone has ever received a
single piece of hardware.

Word of mouth is Tom Harker is now running a local ISP and invested all
of his money into it and no longer is shipping items, seems he has no
problem taking the orders AND the money, but never ships anything.

It is a true tragedy too, because his company produced some of the best
products both hardware & software for all Atari products and now he's
turned into a mail fraud.

Curt

danver@halcyon.com wrote:

> In October of 1998 I ordered a Link-II and zip power cable from Thomas
> Harker of icd (www.icd.com) who (formerly, at least) had a great
> reputation in the atari community (I own 2 ICD drives already for my
> 4160STE!). Anyhow, over a year later, and dozens of phone calls to
> Tom, the Link-II is still not here. He is very polite on the phone and
> is always "just about to send it out to me", but never does.
>
> Has anyone else experienced this?
>
> What happened to ICD, and why does their website seem to indicate a
> company that is fully in business?
>
> I am not wanting to slander ICD or Tom with this post, I really just
> want to end this transaction and receive my hardware that I paid for.
> Maybe some others who read this newsgroup and wish to place an order
> with ICD or have a previous relationship with Tom, could send him email
> asking "so, why haven't you sent Dan Vernon in Seattle his Link-II?"
>
> thanks for listening,
> Dan
>
> P.S. here's my original email to tom over a year ago:
> ----------

> At 12:05 PM 10/13/98 -0700, you wrote:
> >Thanks for the info Tom. I just dropped the money order in the mail
> today: $147.90 made out to ICD Inc.
> >-Dan
> >
> >-----Original Message-----
> >From: Thomas D. Harker [SMTP:tom@icd.com]
> >Sent: Friday, October 09, 1998 12:07 PM
> >To: VERNON, DAN
> >Subject: RE: Link 2
> >
> >At 10:56 AM 10/9/98 -0700, you wrote:
> >>Hi Tom,
> >>I'd like to go ahead and order:
> >>
> >>The Link 2 (including the ICD software)
> >>Zip Power cable (including both cables)
> >>
> >>I'd like to pay with a money order, and I live in Seattle, WA.
> >>Please let me know the total cost, and where to mail the
> >>money order (if different from the mailing address below).
> >
> >Thanks. Send it to the address below. Total cost is $147.90
> (including $8
> >S&H).
> >
>
> Thanks,
>
> I'll send it out as soon as the payment arrives.
>
> Tom
>
> _____________________________________________________________
> ICD, Incorporated Thomas Harker
> 1220 Rock St. tom@icd.com
> Rockford, IL 61101 815-968-2228 x320
> USA fax 968-6888
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

# 3771. Re: Check Out My Rare Atari 2600-5200-7800 Games On Yahoo Auctions!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <384e07fd.8200656@news.ds.centuryinter.net>
Source record: 48310
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

On Tue, 07 Dec 1999 06:51:59 +0000, Sheercon@earthlink.net wrote:

>Jon Melbo wrote:
>
>> This is getting out of hand and I really hate to see it in the Atari
>> group. I have to side with the seller of the carts in this case,
>> though the language has gotten a bit strong.
>>
>> Mr. Munch, first you butt your nose in where it doesn't belong by
>> joining in criticisism of some prices for Atari carts. If you think
>> someones prices are to high, then pass on the offer. Don't sit and
>> bitch about what money someone is asking for their property. It's
>> theirs, and they have every right to set whatever damn price they
>> wish. It is your right, and everyone elses, to choose to pass on the
>> offer. It is not your right to insert yourself as the Atari cart
>> trade approval authority. Mr. Lee did nothing wrong in making an
>> offer. You were wrong to slam him for it. That was wrong number one.
>>
>> After arguing back and forth for a bit about if Mr. Lee's prices were
>> fair, you then again were the first to be the asshole by calling him a
>> loser, after the worst he did to you was say "whatever" to your out of
>> line arguing with him on prices he sets for his own property. That
>> was wrong number two. If there is anyone in this that has shown
>> himself to be a loser it would really have to be you.
>>
>> For people like you, it is not enough that someone asks too much money
>> for your tastes. No; the very idea that someone might actually buy at
>> a price you don't approve of gets you all worked up. Would you please
>> be so kind as to explain to us all in great detail what psychological
>> forces are at work in your mind when you react like that? The more we
>> can learn about what make losers tick, the better we'll all be able to
>> avoid becoming one.
>
>You claim you don't want this in the group and then you add fuel to the
>fire by name calling yourself. Maybe it is you who needs to calm down.

I don't want it in the group. It's not just a claim. Also, I name
called specifically only to you, in response to how rudely you treated
Mr. Lee. I felt you deserved what you had dished out to someone who
wasn't deserving.

>All Mr. Lee did was point out that the carts in question were not
>"rare". They aren't rare, wern't rare and will probably only be "rare"

>when our great great grandchildren are deep in the cold ground. He
>wasn't "bitching" about anyone's prices. If someone is stupid enough to
>pay 50 bucks for a combat cart or whatever, that's their problem; but it
>is perfectly appropriate to point out a cartridge isn't rare in case any
>newbies are scoping the group and might actually think that the combat
>cart with the picture label they have stored away in the garage will

No, it isn't appropriate. Not when it means attacking the guy's offer
as if he is some kind of rip off artist. I don't give a hooey damn
that you disagree with it. It's all a very subjective thing, and you
self appointing yourself into the role of the protector of newbies
like some kind of trade authority (which you have admitted as your
motivation) is indeed sticking your nose where it doesn't belong.
And, by itself, that really isn't super terrible. But when you take
it further and fight and argue, then result to name calling, it rather
pissed me off to see it. So, there's a piece of my mind for you since
you think it's so okay for you to do.

>somehow afford them a new Lexus. I don't think it was the sellers
>intention but sometimes the wording of "rare" or "hard to find" is
>misleading and in some cases are deliberately placed with the intention
>to "defraud".

Like I said, not your call to make. You can choose to participate in
the offer or decline; not set yourself as the authority on what trades
are good, fair, fraudulent, or too expensive. This is a public forum,
so it's not really completely out of line to issue a tactfully worded
comment about your feeling of price or rarity, but you went too far.
You called the guy a loser because he dared to disagree with you and
finally blow off your badgering of him with the "whatever" comment.

It actually made me angry to see you try to humiliate the guy and call
him a loser like that for the meager sin of disagreeing with you. It
is you who drove him to using such terrible language and vehemence in
this group. It is you who compelled me to respond (now twice). You
sir, are the source of this disruption and discontentment within the
group in this case. Without your bullshit, none of this would have
taken place. I have always enjoyed the fact that this crowd wasn't
into the kind of lame adolescent stuff you recently demonstrated.
This newsgroup has been very refreshing that way. I guess that's why
it bothered me to see you treat him like that.

Then again, maybe I'm full of it too. I don't know anymore. Can't we
all just get along?

# 3772. Re: what's up with ICD?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <384f15cb.11734995@news.ds.centuryinter.net>
Source record: 48311
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Wed, 08 Dec 1999 01:53:39 -0500, Curt Vendel
<cvendel@worldnet.att.net> wrote:

>Dan,
>
> Sorry to disappoint you, but you are yet another victim of ICD. Back
>in 1997 about 50 people pre-ordered the ICD/BCD Catbox interfaces for the
>Atari Jaguar, I was among them and plunked down about $160 for a pair, plus
>shipping. Well excuse after excuse, a website was set-up a list of all
>the people who were scammed were put together, they were mailed to the
>local BBB and USPS office in ICD's state. Noone has ever received a
>single piece of hardware.
>
> Word of mouth is Tom Harker is now running a local ISP and invested all
>of his money into it and no longer is shipping items, seems he has no
>problem taking the orders AND the money, but never ships anything.
>
> It is a true tragedy too, because his company produced some of the best
>products both hardware & software for all Atari products and now he's
>turned into a mail fraud.

I have friends in Rockford. Maybe I should send one of them over to
break somthing. An arm, a leg. Whatever it takes.

Just kidding. Though I know people in Rockford.

# 3773. Re: what's up with ICD?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9912081025130.93-100000@rakas>
Source record: 48312
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On 8.12.1999, Curt Vendel <cvendel@worldnet.att.net> wrote:

> Sorry to disappoint you, but you are yet another victim of ICD.
>
> Word of mouth is Tom Harker is now running a local ISP and invested all
> of his money into it and no longer is shipping items, seems he has no
> problem taking the orders AND the money, but never ships anything.
>
> It is a true tragedy too, because his company produced some of the best
> products both hardware & software for all Atari products and now he's
> turned into a mail fraud.

Still, it's really horrible how most of the Atari platform's key
developpers and retailers all go down through the back door, but
act like they're still supporting the users.

Toad, Computer Direct, Aixit, TUS, Titan... all once admired and
perceived as honest Atari enthusiasts, all having disappeared
through the back door, while shagging mere users in the process.

*sigh*

--
---
Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/
---
"When the time comes, I will know and I shall be." Q-Funk

# 3774. Re: VTEX13.COM and Larry Richardson

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <82lbrd$c6b$1@nets3.rz.RWTH-Aachen.DE>
Source record: 48313

Howdy Larry

>I think that 1.3 was the latest version, although I don't know if it is
>on any web site or archive (I didn't put it anywhere except a couple of
>bulletin boards). Let me know if you are interested, and I will dig
>around and see if I have it. If so, I could put it on my web page.

I have VTEX 1.3. I use it very much. It's great for looking through
textfiles, especially those that are to long to fit inside a word processor.
A couple a days ago, I used it to extract articles from an electronic magazin
that I downloaded off the net.

IIRC you once said there was a later version.

CU Mathy van Nisselroy

# 3775. Re: text adventure erotica-x

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <82lccr$c6b$2@nets3.rz.RWTH-Aachen.DE>
Source record: 48314

Howdy Velcro

>They didn't do too many adult themed programs for the 8bit. I know
>ArtWorx made a bundle with their cheesy strip-poker game, programmed
>in BASIC if I recall.

Strippoker used the normal directory structure for it's files. If you rename all the file so they are numbered in the reversed order, you have to win to get them dressed.

BTW I remember a pinball game where they used certain bodyparts. Since I do not have a copy of that, I might have seen it before I got a diskdrive. I do know that it was at the usergroup meeting. There are some nice demo's though. I'm not sure if they run on NTSC machines, but....

(a very nice Polish (??) demo can be found on some BBSses (maybe also on the net) as sexualea and sexualeb. Two sides of one disk. They are ARCed DCM files I guess. BTW if you got a screwed up (no pun intended) GTIA, you'll notice it during this demo.)

CU Mathy van Nisselroy

# 3776. Re: SIO Port Bad - Help Requested

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <82lcn9$c6b$3@nets3.rz.RWTH-Aachen.DE>
Source record: 48315

Howdy James

>Where can I get a new pokey?

Shame on you. Try Best Electronics. Their www address is something like www.bestelectronics.com BTW don't forget to order their catalog. The closets thing to an 8 bit Atari encyclopidia we will ever get.

CU Mathy van Nisselroy

# 3777. Re: Possible to "unformat" a SD Atari floppy?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <82ldiv$c6b$4@nets3.rz.RWTH-Aachen.DE>
Source record: 48316

Howdy Tim, Robert, folks

>I've
>actually rebuild files and subdirectories (very difficult). It is time
>consuming, but could save your precious disk. Obviously this is a last
>resort. Hopefully you can get a copy of the ATR someplace, which would
>fix you problem much faster.

I've repaired a couple a directories. MyDOS is just timeconsuming, Sparta is hell. I had a flat cable go bad on me and the drives connected to my FloppyBoard would start formatting for no reason at all. Now I have some disks that start out a DD and later on become HD (or vice versa).

There wouldn't be a tool that can format just the tracks I tell it to, would it?

As the guys already said, "Atari DOS structure" disks are easiest, since they mostly have DOS and DUP on the first tracks. SpartaDOS becomes harder. The structure is different. There are no file links inside the files. And worst of all, the directory is on track 1.

Good luck.

CU Mathy van Nisselroy

# 3778. Re: Cartridge pinout

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-UUDed7QtdjbN@localhost>
Source record: 48317

On Tue, 7 Dec 1999 12:53:33, "Richard Cortese" <ricortes@netmagic.net>
wrote:

> Cameron McCormack <cameron.m@iname.com> wrote in message
> news:3848643f@news.alphalink.com.au...
> > Hi all.
> >
> > After reading the FAQ for this ng, I've got this information:
> >
> > ----
> > Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
> > A B C D E F H J K L M N P R S
> > 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
> > 1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
> > 2. A3 B. GND
> > 3. A2 C. A4
> > 4. A1 D. A5
> > 5. A0 E. A6
> > 6. D4 F. A7
> > 7. D5 H. A8
> > 8. D2 J. A9
> > 9. D1 K. A12
> > 10. D0 L. D3
> > 11. D6 M. D7
> > 12. ~S5(Left) ~S4(Right) N. A11
> > 13. +5V P. A10
> > 14. RD5(Left) RD4(Right) R. R/~W
> > 15. ~CCTL S. B02
> > ----
> Been a while, but...
> >
> > But I don't know what a couple of these pins are... can someone please
> tell
> > me what the following pins are for:
> >
> > - ~S4
> !CS for any read or write in the $8000-$9FFF region.
> > - ~S5
> !CS line for any read or write in the $A000-$BFFF region.
> > - RD5
> Disables RAM in the high cart $A000-$BFFF region so the ROM/Hardware can
> take it over.
> > - ~CCTL
> Any write to the $D500 area brings this line low. Use for things like the

> !CS pin of any chips you add to the cartridge port. For example, you can add
> a 6520 to a cartridge port and by tying this line to the !CS, the 6520 will
> be mapped into the $D500 hardware region.

That is either read or write to the $D5xx area.

James B

# 3779. Re: SIO Port Bad - Help Requested

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-QvxRdbNqr8Eo@localhost>
Source record: 48318

On Sun, 5 Dec 1999 06:27:47, "Jim Smith" <jsmith@j-com.net> wrote:

> Replace Pokey.
>

Whoa. Pokey only does the serial in out. Don't the command controlled
by PIA. If the Pokey replacement don't work, replace PIA.

James B

# 3780. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <82lf0m$dhf$1@nets3.rz.RWTH-Aachen.DE>
Source record: 48319
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

Howdy folks

>Actually the reason the temperature in Florida may have nothing to do
>with silicon. It may be that it is a favorite place for windbags and
>politicians, being made of mostly hot air, to holiday at.

Florida, beach, sun, girls, silicon, heat. It's a vicious (sp???) circle.

CU Mathy van Nisselroy

PS silicon should be in computers, not in women.

PPS anybody try to hook up Pammy Anderson to his computer? How is her refresh
rate????

# 3781. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <82lf47$dhf$2@nets3.rz.RWTH-Aachen.DE>
Source record: 48320
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

Howdy Frank, folks

>Actually the "real" conspiracy is the guy who turns up the volume at the
>TV station during commercials. Can anyone say Automatic Gain Control is
>sorely lacking in TV sets?

This must be a conspiracy since we have that same problem here in Europe.

Boy, I thought we were the only one suffering from this.

CU Mathy van Nisselroy

# 3782. Re: what's up with ICD?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s4sobva0fkb179@corp.supernews.com>
Source record: 48321
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit
Body handling: HTML body converted to readable text

No, but I can speculate a bit.

If my information is correct, he went through a divorce that kind of wiped out ICD, lead to a bit of financial difficulty , and kind of took some of the wind out of his sales personally. The ex essentially froze ICD for a couple of years and as a result ICD kind of split up.

Just my op, but since everything associated with Atari is a combination of small and hand to mouth; death, divorce, personal difficulties of *ANY* kind are going to have an impact on us more then other systems. I mean Bruce and Kathy at B&C go to their sons graduation or Brad Koda at Best gets a hang nail and we are cut off from our suppliers.

I don't like it, but I prefer it to the alternative and understand it.

wrote in message news:82jpg3$pnf$1@nnrp1.deja.com...
> In October of 1998 I ordered a Link-II and zip power cable from Thomas
> Harker of icd (www.icd.com) who (formerly, at least) had a great
> reputation in the atari community (I own 2 ICD drives already for my
> 4160STE!). Anyhow, over a year later, and dozens of phone calls to
> Tom, the Link-II is still not here. He is very polite on the phone and
> is always "just about to send it out to me", but never does.
>
> Has anyone else experienced this?
>
> What happened to ICD, and why does their website seem to indicate a
> company that is fully in business?
I would guess it has a lot to do with pride.

## 3783. Re: what's up with ICD?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: Peter Swimm <kradlabs@texas.net>
Message-ID: <Pine.GSO.3.96.991208085102.6081A-100000@shell1.texas.net>
Source record: 48322
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I ordered a link II from icd in august and i got mine in about a week. But
they are located about 40 miles from where i lived at the time, so maybe
that had soemthing to do with it.

**********
Herr Professor Peter Lewis Swimm
k/RAD LABS-||| www.XXXOOFORDERXXXX.com||-
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Holiday FUN!
As those acquainted with the story of Herod
killing the innocents know, dead babies usually
signal that shit's going down. Israel becomes a
comply-or-die state; the moderate,
Greek-freakin' Jews kiss major ass to stay alive.
The punk-rock anti-establishment Jews, on the
other hand, decide that it's now or never for
their 2,000-year-old tradition, and they start to
work it on the hara-kiri tip. They're against the
Greeks, sure, but they're really set off by the
sight of other Jews kowtowing to The Man. The
PR people really hate this part: Hanukah's really
a Jew-on-Jew civil war. -- Danya Ruttenberg
__(www.gettingit.com)_____________________________

On Tue, 7 Dec 1999, atarigalen wrote:

> In article <82jpg3$pnf$1@nnrp1.deja.com>, danver@halcyon.com wrote:
> > In October of 1998 I ordered a Link-II and zip power cable from
> > Thomas Harker of icd (www.icd.com)
>
> Others have reported difficulties with getting ICD to send items. I do
> not know why this is the case. Regardless, Tom Harker seems to be
> having problems of some sort. Keep calling is all I can say.
>
> Galen
>
>
> * Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
> The fastest and easiest way to search and participate in Usenet - Free!
>
>
>
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 3784. Re: Spartados 3.3C Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <Nqu34.58699$435.209549@typhoon2.tampabay.rr.com>
Source record: 48323

Is anyone willing to burn me a copy of the 4.21 ROM? Mine is v4.20

Thanks.

<bmarcum@iglou.com> wrote in message news:384c4912@news.iglou.com...
> On 1999-12-05 heldmann@ix.netcom.com said:
> >I have the Spartados Construction Set, which goes up to version 3.
> >2d. FTE released 3.2f & g. Who produced this cartridge and what
> >additional features does it have?
> >Thank you,
> >Rick Heldmann
> Spartados versions 3.2f and g were released as shareware, not as
> cartridges, and as far as I know can still be downloaded from the
> umich.edu archive (see the comp.sys.atari.8bit FAQ for the address). The
> cartridge version of Spartados was known as Spartados-X versions 4.0 to
> 4.21(?), and it had many additional features. It was produced by ICD
> before they gave up on the 8-bit hardware and software business.
>
>
> Net-Tamer V 1.08X - Test Drive
>

# 3785. BASIC Computing Language cart +much more FA 1 CENT!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: csjjh@ux1
Message-ID: <384e7d47@news.eiu.edu>
Source record: 48324

Hi there,
I've got the following auctions going on at e-bay for the Atari 2600
(VCS), Atari 5200, Atari 7800 & Atari 400/800 8-Bit computers. The really
big find here is Kool-Aid Man with box & instructions for the 2600.

To check the status of all my games go to:
http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=csjjh@eiu.edu

Once there, just click on the itme number to see a full discription &
place a bid if you like.

ATARI 2600 (VCS)
Item # End date/time Bid Game discription
------ ------------ ------ ----------------
216037614 12/12/99 14:24 $0.01 AIR SEA BATTLE
216043748 12/12/99 14:34 $0.48 ARMOR AMBUSH by M-Network
216045723 12/12/99 14:36 $0.01 ASTEROIDS (Sears Tele-Games)
216047840 12/12/99 14:40 $0.48 ATLANTIS by Imagic
216049779 12/12/99 14:43 $0.48 DARK CAVERN by M-Network
216052519 12/12/99 14:47 $0.25 DEFENDER
216054416 12/12/99 14:51 $0.48 HOME RUN
216056981 12/12/99 14:55 $0.48 KABOOM! by Activision
216059603 12/12/99 14:59 $0.48 NIGHT DRIVER
216069289 12/12/99 15:15 $24.95 KOOL-AID MAN box/docs (M-Network)
216072560 12/12/99 15:21 $0.25 PAC-MAN
216075171 12/12/99 15:25 $0.48 REALSPORTS BASEBALL
216079994 12/12/99 15:33 $1.98 SPACE CAVERN by Apollo
216083387 12/12/99 15:39 $1.98 SPACE JOCKEY by Vidtec/U.S. Games
216085382 12/12/99 15:42 $0.48 STREET RACER
216087942 12/12/99 15:46 $1.98 TOWERING INFERNO by U.S. Games
216089833 12/12/99 15:49 $0.48 WARLORDS

ATARI 5200 SUPERSYSTEM
Item # End date/time Bid Game discription
------ ------------ ------ ----------------
216182127 12/12/99 17:39 $0.25 DEFENDER
216188989 12/12/99 17:45 $0.48 MISSILE COMMAND w/instructions
216194610 12/12/99 17:50 $0.48 PAC-MAN w/instructions
216199519 12/12/99 17:55 $0.48 REALSPORTS BASEBALL

ATARI 400/800 (8-BITS)
Item # End date/time Bid Game discription
------ ------------ ------ ----------------
216208697 12/12/99 18:03 $0.01 BASIC COMPUTING LANGUAGE

ATARI 7800 PROSYSTEM

| Item # | End date/time | Bid | Game discription |
|---|---|---|---|
| 216215314 | 12/12/99 18:09 | $1.98 | ASTEROIDS new in box |
| 216220726 | 12/12/99 18:14 | $1.98 | BALLBLAZER (Lucasfilm) new in box |
| 216227854 | 12/12/99 18:19 | $1.98 | CHOPLIFTER! (Broderbund) new in box |
| 216236014 | 12/12/99 18:27 | $1.98 | HAT TRICK (Bally Sente) w/box/docs |
| 216248312 | 12/12/99 18:37 | $1.98 | KARATEKA (Broderbund) new in box |
| 216254897 | 12/12/99 18:42 | $1.98 | POLE POSITION II w/box/docs |
| 216260005 | 12/12/99 18:46 | $1.98 | XEVIOUS (Namco) new in box |

Thanks for looking!
JJH

>>==--> Jonathan | E-mail: csjjh@eiu.edu <--==<<
>>==--> Jax | To send e-mail please make sure you use <--==<<
>>==--> Hunt | this address - my news reader messes up. <--==<<

# 3786. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: Paul Irvine <mclane@dellos.freeserve.co.uk>
Message-ID: <2mxOOOQaItIuVApj0GodeJ48wqjh@4ax.com>
Source record: 48325
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

The other Day nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy)
wrote:

>PPS anybody try to hook up Pammy Anderson to his computer? How is her refresh
>rate????

Judging by the video I saw she has a high refresh rate! ;)
--
Paul Irvine ¦ Film Quote

"Anyone got any asprin?...I've got a real bad headache"

## 3787. 1050 Duplicator upgrade info

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <=IhOOOnBVzKYVQKJDVKE+vGxeJu+@4ax.com>
Source record: 48326

Does anyone have info on the 1050 Duplicator board upgrade?

anyone knows where i can get it?, manual etc...

NIR

# 3788. The ballad of the ultra "rare" Atari 7800 carts

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: Sheercon@earthlink.net
Message-ID: <384E1F68.31B72911@earthlink.net>
Source record: 48327
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

Jon Melbo wrote:

> >You claim you don't want this in the group and then you add fuel to the
> >fire by name calling yourself. Maybe it is you who needs to calm down.
>
> I don't want it in the group. It's not just a claim.

Then you are a hypocrite sir. You can't point your finger and scream,
"BAD!" at someone then do the exact same thing yourself(calling people
losers)

> Also, I name
> called specifically only to you, in response to how rudely you treated
> Mr. Lee.

No you didn't. It was Mr. Lee[1] whom you replied to and my reply was to
your reply heh. It was Mr. Lee who you had a problem with pointing out
that Mr. Munches[2] claim that the 7800 carts were "rare".

> I felt you deserved what you had dished out to someone who
> wasn't deserving.

You have me confused with the person you originally replied to. I only
replied to you because you were were the one out of line.

> >somehow afford them a new Lexus. I don't think it was the sellers
> >intention but sometimes the wording of "rare" or "hard to find" is
> >misleading and in some cases are deliberately placed with the intention
> >to "defraud".
>
> Like I said, not your call to make. You can choose to participate in
> the offer or decline; not set yourself as the authority on what trades
> are good, fair, fraudulent, or too expensive. This is a public forum,
> so it's not really completely out of line to issue a tactfully worded
> comment about your feeling of price or rarity, but you went too far.
> You called the guy a loser because he dared to disagree with you and
> finally blow off your badgering of him with the "whatever" comment.

That wasn't me. Jeeze, at least get your replies straight (see caption
below).

> It actually made me angry to see you try to humiliate the guy and call
> him a loser like that for the meager sin of disagreeing with you. It
> is you who drove him to using such terrible language and vehemence in
> this group. It is you who compelled me to respond (now twice). You

> sir, are the source of this disruption and discontentment within the
> group in this case. Without your bullshit, none of this would have
> taken place. I have always enjoyed the fact that this crowd wasn't
> into the kind of lame adolescent stuff you recently demonstrated.
> This newsgroup has been very refreshing that way. I guess that's why
> it bothered me to see you treat him like that.
>
> Then again, maybe I'm full of it too. I don't know anymore. Can't we
> all just get along?

Heh.

If I was new to the Atari scene and was interested in buying some Atari items I would very much appreciate the input of people like Mr. Munch and would value their opinions on whether or not they thought I was getting "ripped off" or not; or knew of a place I could get a better deal. You seem to want everyone to just keep their opinions to themselves and even if Mr. Munch did insult Mr. Lee it was mild and this *IS* usenet.

Caption so you don't get confused:
[1] Mr. Lee - the person who started the thread by offering "rare" atari 7800 carts for auction.
[2] Mr. Munch - The person who replied to Mr. Lee saying his carts weren't exactly rare.
[3] Sheercon - the person you have confused with the above.

Thanks! :)

# 3789. Re: Check Out My Rare Atari 2600-5200-7800 Games On Yahoo Auctions!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: OverMuch
Message-ID: <yKw34.20717$M%.158179@news.rdc1.wa.home.com>
Source record: 48328
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

Jon Melbo <ssilicon@centuryinter.net> wrote

> I don't want it in the group. It's not just a claim. Also, I name
> called specifically only to you, in response to how rudely you treated
> Mr. Lee

You obviously have no idea to whom you are writing or responding, so your credibility is lacking. I think you aimed this reply at the author thinking it was me, or something. I don't know.

Anyway, I only agreed with the original poster, but I AM sick and tired of seeing "rare" Galaxian carts. As for your scathing response, well, I'll be sure to carry the weight upon my shoulders for days to come.

> It actually made me angry to see you try to humiliate the guy

Again, please read the headers before trying to participate. *I* am OverMuch.

...and that's all I'm gonna say.

OverMuch

# 3790. Re: The ballad of the ultra "rare" Atari 7800 carts

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: OverMuch
Message-ID: <BLw34.20718$M%.158449@news.rdc1.wa.home.com>
Source record: 48329
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

<Sheercon@earthlink.net> wrote

> themselves and even if Mr. Munch did insult Mr. Lee it was mild and this
> *IS* usenet.

Oh, btw....it's OverM-U-C-H.......:-)

OverMuch

## 3791. 8bit controllers

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: wiseguyUSA@xoommail.com
Message-ID: <384e9cb1.3054885@news.earthlink.net>
Source record: 48330

Can the 8bits be programmed to read any of the 2600 controllers? the
kepad, driving control, keyboard etc?

# 3792. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: antera@mweb.co.za
Message-ID: <384ebf3f.1402051@news.mweb.co.za>
Source record: 48331
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

On 8 Dec 1999 11:23:51 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
Van Nisselroy) wrote:

>Howdy Frank, folks
>
>>Actually the "real" conspiracy is the guy who turns up the volume at the
>>TV station during commercials. Can anyone say Automatic Gain Control is
>>sorely lacking in TV sets?
>
>This must be a conspiracy since we have that same problem here in Europe.
>
>Boy, I thought we were the only one suffering from this.
>
>CU Mathy van Nisselroy
>
>

Whilst waiting in a doctors waiting room the other day, I read some
letters in one of these stupid sensationalistic magazines, where
people complained about this. The answer from the "Experts" were that
the adverts were not louder, the avarage sound power was just higher.
This answer seemed to satisfy the readers of this particular magazine.

Regards
Anton

# 3793. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: pino+comp_sys_cbm@dohd.cx
Message-ID: <slrn84tgok.181.pino+comp_sys_cbm@mud.stack.nl>
Source record: 48332
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

It occurred to me that Frank Carney wrote in comp.sys.cbm:
> Actually the "real" conspiracy is the guy who turns up the volume at the
> TV station during commercials. Can anyone say Automatic Gain Control is
> sorely lacking in TV sets?

No, it's not lacking. Actually, I'm glad it's not installed.

I used to have an old Philips Video-2000 videorecorder, WITH automatic
level control. Very annoying. If there was about a minute of relative
silence, it would turn up the volume to the max. Extremely painful if
someone says something then..

Martijn

(Dutch movies have three bad characteristics:
a) They're totally non-understandable
b) They have extended periods of silence (see above)
c) They lack every decent story
d) They're boring.

Okay. That's one too many...)

PPS: Those ads? I don't even see them. Normally, I record my favorite programs
(well.. ehh.. that's only "Star Trek Next Generation", "Star Trek Voyager"
and "Star Trek Deep Space Nine". Too bad the original series ain't running..)
and watch them afterwards, which means I can skip those nasty ads with a
simple fast-forward :)

>

--
Martijn van Buul - Pino@dohd.cx - http://www.stack.nl/~martijnb/
Visit OuterSpace: mud.stack.nl 3333

# 3794. Re: 8bit controllers

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991208174406.01932.00000149@ng-ft1.aol.com>
Source record: 48333

>Can the 8bits be programmed to read any of the 2600 controllers? the
>kepad, driving control, keyboard etc?
>

Bound to; they use same hardware as joysticks. Plug them into first port & do
something like:

10 ? PEEK(632), PEEK(644): GOTO 10

move the stick & press button to see what values it generates. Location 624 is
paddle # zero for the driving control.

I started life with nothing, and still have most of it left...

# 3795. Re: How do you initialize the 850?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991208175920.01932.00000152@ng-ft1.aol.com>
Source record: 48334

>I recall that that there was a file which initialized the 850 on bootup. It
>might have a special autorun.sys or it might have been called RS232
>something. It either came with Atari DOS or with the 850 module. I seem to
>have lost it and my BASIC programs which access the 850 report are now
>reporting "no such device" (error 130). It was not a program which creates
>an R: handler. Can anyone tell me what the file was and where I can get a
>replacement for the one I lost?

There was an AUTORUN.SYS on DOS 2.0S master disk which triggered the 850 to
install its relocatable R: handler; not certain about DOS 2.5... The parallel
printer port did not require this step to function.

Not sure what you are seeking if it is NOT the R:....

I started life with nothing, and still have most of it left...

## 3796. Sparta question

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991208181456.01932.00000153@ng-ft1.aol.com>
Source record: 48335

Is SpartaDos ver 1.1 the most recent that will run on the originall 800, not XL?

I started life with nothing, and still have most of it left...

# 3797. Re: Sparta question

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <82mq4v$kp6$1@mohawk.hwcn.org>
Source record: 48336

RHamiIton5 (rhamiiton5@aol.comedy.com) wrote:
: Is SpartaDos ver 1.1 the most recent that will run on the originall 800, not
: XL?

: I started life with nothing, and still have most of it left...

I think so.....but BeWe (pronounced "Bay Vay") Dos is Sparta like, and I
think it will work on the 400/800

# 3798. Re: Sparta question

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <82muqb$j5h$1@news.storm.ca>
Source record: 48337

Strictly speaking, no. SpartaDos X will work on an 800, though you'll have to override the switch that shuts down the system when the cart port is open.

David P.

RHamiIton5 <rhamiiton5@aol.comedy.com> wrote in message news:19991208181456.01932.00000153@ng-ft1.aol.com...
> Is SpartaDos ver 1.1 the most recent that will run on the originall 800, not
> XL?
>
> I started life with nothing, and still have most of it left...

# 3799. Re: The ballad of the ultra "rare" Atari 7800 carts

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: Cabell Clarke <cabell@richmSPAMNOond.infi.net>
Message-ID: <82nbb5$4kr$1@nw001t.infi.net>
Source record: 48338
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

Well said Jon,
After seeing the way Mr. Lee was treated here, I know I'll think twice
before offering any of my old Atari equipment for sale in this newsgroup.

Jon Melbo <ssilicon@centuryinter.net> wrote in message
news:385008ff.74004167@news.ds.centuryinter.net...
> Once and for all. Opinions are one thing. Insults are another. It
> seems I have become confused by who said what and when. I apologize
> for any wrong saying on my part. I do however stick by the meaning of
> my statements. I think it's disruptive to criticize and insult
> someone's offer of stuff for sale, at least to the point that it was
> done. Not to mention that the seller was called a loser because he
> didn't change his mind about the price he set for his stuff. I
> thought that was pretty nasty. Not what a person is used to seeing in
> this group.
>
>
>
>
>
> On Wed, 08 Dec 1999 09:05:44 +0000, Sheercon@earthlink.net wrote:
>
> >Jon Melbo wrote:
> >
> >> >You claim you don't want this in the group and then you add fuel to
the
> >> >fire by name calling yourself. Maybe it is you who needs to calm down.
> >>
> >> I don't want it in the group. It's not just a claim.
> >
> >Then you are a hypocrite sir. You can't point your finger and scream,
> >"BAD!" at someone then do the exact same thing yourself(calling people
> >losers)
> >
> >> Also, I name
> >> called specifically only to you, in response to how rudely you treated
> >> Mr. Lee.
> >
> >No you didn't. It was Mr. Lee[1] whom you replied to and my reply was to
> >your reply heh. It was Mr. Lee who you had a problem with pointing out
> >that Mr. Munches[2] claim that the 7800 carts were "rare".
> >
> >> I felt you deserved what you had dished out to someone who

> >> wasn't deserving.
> >
> >You have me confused with the person you originally replied to. I only
> >replied to you because you were were the one out of line.
> >
> >> >somehow afford them a new Lexus. I don't think it was the sellers
> >> >intention but sometimes the wording of "rare" or "hard to find" is
> >> >misleading and in some cases are deliberately placed with the
intention
> >> >to "defraud".
> >>
> >> Like I said, not your call to make. You can choose to participate in
> >> the offer or decline; not set yourself as the authority on what trades
> >> are good, fair, fraudulent, or too expensive. This is a public forum,
> >> so it's not really completely out of line to issue a tactfully worded
> >> comment about your feeling of price or rarity, but you went too far.
> >> You called the guy a loser because he dared to disagree with you and
> >> finally blow off your badgering of him with the "whatever" comment.
> >
> >That wasn't me. Jeeze, at least get your replies straight (see caption
> >below).
> >
> >> It actually made me angry to see you try to humiliate the guy and call
> >> him a loser like that for the meager sin of disagreeing with you. It
> >> is you who drove him to using such terrible language and vehemence in
> >> this group. It is you who compelled me to respond (now twice). You
> >> sir, are the source of this disruption and discontentment within the
> >> group in this case. Without your bullshit, none of this would have
> >> taken place. I have always enjoyed the fact that this crowd wasn't
> >> into the kind of lame adolescent stuff you recently demonstrated.
> >> This newsgroup has been very refreshing that way. I guess that's why
> >> it bothered me to see you treat him like that.
> >>
> >> Then again, maybe I'm full of it too. I don't know anymore. Can't we
> >> all just get along?
> >
> >Heh.
> >
> >If I was new to the Atari scene and was interested in buying some Atari
> >items I would very much appreciate the input of people like Mr. Munch
> >and would value their opinions on whether or not they thought I was
> >getting "ripped off" or not; or knew of a place I could get a better
> >deal. You seem to want everyone to just keep their opinions to
> >themselves and even if Mr. Munch did insult Mr. Lee it was mild and this
> >*IS* usenet.
> >
> >Caption so you don't get confused:
> >[1] Mr. Lee - the person who started the thread by offering "rare" atari
> >7800 carts for auction.
> >[2] Mr. Munch - The person who replied to Mr. Lee saying his carts

> >weren't exactly rare.
> >[3] Sheercon - the person you have confused with the above.
> >
> >Thanks! :)
>

# 3800. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-08 00:00:00 UTC
From: zefram@daystrom.bog
Message-ID: <zahrkiuj-1DI08#0529@batcher.bog>
Source record: 48339
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

Martijn van Buul (pino+comp_sys_cbm@dohd.cx) wrote:

: PPS: Those ads? I don't even see them. Normally, I record my favorite programs
: (well.. ehh.. that's only "Star Trek Next Generation", "Star Trek Voyager"
: and "Star Trek Deep Space Nine". Too bad the original series ain't running..)
: and watch them afterwards, which means I can skip those nasty ads with a
: simple fast-forward :)

Huh ? You have advertisements in the middle of DS9/STVOY/STTNG/ST ?
What sacrilege ? That, plus the American penchant for putting adverts
between the program's end and the end credits, and putting adverts
for other programs in the middle of this one, plus the silly voice
overs on the advert/program transition would make the whole thing
unwatchable for me, and make me junk my TV.

The only reason *I* have a TV is the same as yours: for watching Trek.

Richard [in CM8]

# 3801. Re: How do you initialize the 850?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <384f0882.73878803@news.ds.centuryinter.net>
Source record: 48190

On 08 Dec 1999 22:59:20 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

>>I recall that that there was a file which initialized the 850 on bootup. It
>>might have a special autorun.sys or it might have been called RS232
>>something. It either came with Atari DOS or with the 850 module. I seem to
>>have lost it and my BASIC programs which access the 850 report are now
>>reporting "no such device" (error 130). It was not a program which creates
>>an R: handler. Can anyone tell me what the file was and where I can get a
>>replacement for the one I lost?
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>There was an AUTORUN.SYS on DOS 2.0S master disk which triggered the 850 to
>install its relocatable R: handler; not certain about DOS 2.5... The parallel
>printer port did not require this step to function.
>
>Not sure what you are seeking if it is NOT the R:....
>
>I started life with nothing, and still have most of it left...

Likewise, SpartaDOS has a file I think called RS232.COM which triggers
a load of the handler from the PR:C or 850.

# 3802. Re: The ballad of the ultra "rare" Atari 7800 carts

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <385008ff.74004167@news.ds.centuryinter.net>
Source record: 48191
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

Once and for all. Opinions are one thing. Insults are another. It
seems I have become confused by who said what and when. I apologize
for any wrong saying on my part. I do however stick by the meaning of
my statements. I think it's disruptive to criticize and insult
someone's offer of stuff for sale, at least to the point that it was
done. Not to mention that the seller was called a loser because he
didn't change his mind about the price he set for his stuff. I
thought that was pretty nasty. Not what a person is used to seeing in
this group.

On Wed, 08 Dec 1999 09:05:44 +0000, Sheercon@earthlink.net wrote:

>Jon Melbo wrote:
>
>> >You claim you don't want this in the group and then you add fuel to the
>> >fire by name calling yourself. Maybe it is you who needs to calm down.
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>Then you are a hypocrite sir. You can't point your finger and scream,
>"BAD!" at someone then do the exact same thing yourself(calling people
>losers)
>
>> Also, I name
>> called specifically only to you, in response to how rudely you treated
>> Mr. Lee.
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>No you didn't. It was Mr. Lee[1] whom you replied to and my reply was to
>your reply heh. It was Mr. Lee who you had a problem with pointing out
>that Mr. Munches[2] claim that the 7800 carts were "rare".
>
>> I felt you deserved what you had dished out to someone who
>> wasn't deserving.
>
>You have me confused with the person you originally replied to. I only
>replied to you because you were were the one out of line.
>
>> >somehow afford them a new Lexus. I don't think it was the sellers
>> >intention but sometimes the wording of "rare" or "hard to find" is
>> >misleading and in some cases are deliberately placed with the intention
>> >to "defraud".
>>
>> Like I said, not your call to make. You can choose to participate in

>> the offer or decline; not set yourself as the authority on what trades
>> are good, fair, fraudulent, or too expensive. This is a public forum,
>> so it's not really completely out of line to issue a tactfully worded
>> comment about your feeling of price or rarity, but you went too far.
>> You called the guy a loser because he dared to disagree with you and
>> finally blow off your badgering of him with the "whatever" comment.
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>That wasn't me. Jeeze, at least get your replies straight (see caption
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>> this group. It is you who compelled me to respond (now twice). You
>> sir, are the source of this disruption and discontentment within the
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>> into the kind of lame adolescent stuff you recently demonstrated.
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>> all just get along?
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>Heh.
>
>If I was new to the Atari scene and was interested in buying some Atari
>items I would very much appreciate the input of people like Mr. Munch
>and would value their opinions on whether or not they thought I was
>getting "ripped off" or not; or knew of a place I could get a better
>deal. You seem to want everyone to just keep their opinions to
>themselves and even if Mr. Munch did insult Mr. Lee it was mild and this
>*IS* usenet.
>
>Caption so you don't get confused:
>[1] Mr. Lee - the person who started the thread by offering "rare" atari
>7800 carts for auction.
>[2] Mr. Munch - The person who replied to Mr. Lee saying his carts
>weren't exactly rare.
>[3] Sheercon - the person you have confused with the above.
>
>Thanks! :)

# 3803. Re: The ballad of the ultra "rare" Atari 7800 carts

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38510a3d.74322244@news.ds.centuryinter.net>
Source record: 48192
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

On Wed, 08 Dec 1999 17:41:53 GMT, "OverMuch" <.....@.....> wrote:

>
><Sheercon@earthlink.net> wrote
>
>> themselves and even if Mr. Munch did insult Mr. Lee it was mild and this
>> *IS* usenet.
>
>Oh, btw....it's OverM-U-C-H.......:-)
>
>
>OverMuch
>
>
Whatever munch.

Hehe.

# 3804. Re: Sparta question

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38520ad6.74475330@news.ds.centuryinter.net>
Source record: 48193

On 08 Dec 1999 23:14:56 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

>Is SpartaDos ver 1.1 the most recent that will run on the originall 800, not
>XL?
>
>I started life with nothing, and still have most of it left...

It is, until SpartaDOS_X. SDX can have it's config file changed to
make it not use OSRAM which then allows it to work with the 800.

Otherwise for disk based Sparta, yeah I think you're limited to 1.1.
I'm not sure about the work alike BeWe DOS works in this regard.

# 3805. Re: How do you initialize the 850?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: Jerry Rotbard <jrotbard@acd-pc.com>
Message-ID: <Z_E34.164$K_.1245356@dca1-nnrp1.news.digex.net>
Source record: 48194

>There was an AUTORUN.SYS on DOS 2.0S master disk which triggered the 850 to
>install its relocatable R: handler; not certain about DOS 2.5

Do you know where I can get a copy of that autorun.sys?

# 3806. Re: what's up with ICD?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <384F412A.10E11004@worldnet.att.net>
Source record: 48195
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

John,

Honestly... I don't know about the arm breaking or anything, but I'd just like to see something done. I even emailed Tom and said in so many words "look, send me some alternative hardware to make up for the Catboxes and we'll call it even" No response, nothing. I'm sure if I emailed him and said "Oh, gee I'd like to buy some stuff, should I send me Visa # to you???" I'd get a response back in a heart beat. Someone has to go knocking on this guy's door and face to face have him resolve this problem, him taking more money and hurting people is not the answer and now everything that ICD was has gone to sh*t, even the whole deal with ICD selling off the whole 8-bit section to Mike Holman from Fine Tooned Engineering went sour too, the only benefit any of us have gotten is we could probably all infringe on all of the ICD patents blatantly with little fear of either Tom Harker or Mike Holhman ever doing anything about it because they'd have to face criminal charges for mail fraud and anything else that can be slapped on the table for all the money and equipment that have borrowed, taken and stolen from so many in the Atari community.

One final word, anyone belly acking over prices from B&C, Best or Video61 should really tone it down, they are it for us, our only sources for hardware, software and support, so enjoy them while they are still around, cause one day they too may disappear and that'll be yet another door closed.... and Ebay's closet/basement finds will dry up too so we'll all be left out to dry.

Curt

Jon Melbo wrote:

> On Wed, 08 Dec 1999 01:53:39 -0500, Curt Vendel
> <cvendel@worldnet.att.net> wrote:
>
> >Dan,
> >
> > Sorry to disappoint you, but you are yet another victim of ICD. Back
> >in 1997 about 50 people pre-ordered the ICD/BCD Catbox interfaces for the
> >Atari Jaguar, I was among them and plunked down about $160 for a pair, plus
> >shipping. Well excuse after excuse, a website was set-up a list of all
> >the people who were scammed were put together, they were mailed to the
> >local BBB and USPS office in ICD's state. Noone has ever received a
> >single piece of hardware.
> >
> > Word of mouth is Tom Harker is now running a local ISP and invested all
> >of his money into it and no longer is shipping items, seems he has no
> >problem taking the orders AND the money, but never ships anything.

> >
> > It is a true tragedy too, because his company produced some of the best
> >products both hardware & software for all Atari products and now he's
> >turned into a mail fraud.
>
> I have friends in Rockford. Maybe I should send one of them over to
> break somthing. An arm, a leg. Whatever it takes.
>
> Just kidding. Though I know people in Rockford.

# 3807. Re: How do you initialize the 850?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <384F41F1.6D499746@worldnet.att.net>
Source record: 48196

Hi Jerry,

If you go into the Atari 850 section of my website, you'll find the original source listing in basic that you run that will modify the autorun.sys file of Atari DOS to download the driver from the 850 interface so you can use its serial ports. You don't need the code to use the printer port.

The Direct URL is:
http://www.atari-history.com/atari850.html

Curt

Jerry Rotbard wrote:

> I recall that that there was a file which initialized the 850 on bootup. It
> might have a special autorun.sys or it might have been called RS232
> something. It either came with Atari DOS or with the 850 module. I seem to
> have lost it and my BASIC programs which access the 850 report are now
> reporting "no such device" (error 130). It was not a program which creates
> an R: handler. Can anyone tell me what the file was and where I can get a
> replacement for the one I lost?

## 3808. Bungeling Bay on Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <4XH34.58890$435.215918@typhoon2.tampabay.rr.com>
Source record: 48197

Was this game ever ported to Atari 8-bit?

PS: for all those who missed me on the newsgroup...I'm back!!!

--mb

# 3809. Re: Spartados 3.3C Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: kenames@earthlink.net
Message-ID: <f5O4dXX6MbiT-pn2-3YWIx8YB9R9j@draco.home.earthlink.net>
Source record: 48198

I have been trying to get a copy of the 4.22 ROM but all the people
are chickens and think that Mike Hohman is going to magically
re-appear and bring the Atari line back to new life. C'mon people, he
is gone from the scene. Get a grip on reality now. Let's do what we
can with what little is left.

These were the incoherent ramlings of:

Ken

On Wed, 8 Dec 1999 15:03:09, "Jim Smith" <jsmith@j-com.net> wrote:

> Is anyone willing to burn me a copy of the 4.21 ROM? Mine is v4.20
>
> Thanks.
>
> <bmarcum@iglou.com> wrote in message news:384c4912@news.iglou.com...
> > On 1999-12-05 heldmann@ix.netcom.com said:
> > >I have the Spartados Construction Set, which goes up to version 3.
> > >2d. FTE released 3.2f & g. Who produced this cartridge and what
> > >additional features does it have?
> > >Thank you,
> > >Rick Heldmann
> > Spartados versions 3.2f and g were released as shareware, not as
> > cartridges, and as far as I know can still be downloaded from the
> > umich.edu archive (see the comp.sys.atari.8bit FAQ for the address). The
> > cartridge version of Spartados was known as Spartados-X versions 4.0 to
> > 4.21(?), and it had many additional features. It was produced by ICD
> > before they gave up on the 8-bit hardware and software business.
> >
> >
> > Net-Tamer V 1.08X - Test Drive
> >
>
>

# 3810. Re: Sparta question

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-gsGkYd3IBd2p@localhost>
Source record: 48199

On Wed, 8 Dec 1999 23:14:56, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

> Is SpartaDos ver 1.1 the most recent that will run on the originall 800, not
> XL?
>

SpartaDos X will work on an 800 but it uses up a lot of ram. Not real
pratical.
If you have an axalon compatiable ramdisk for the 800, things improve
a lot. Sparta X will use one bank for it self and the rest for a
ramdisk. I can use 3.2D with my 800 but it has 16K ram under the roms.

James B

# 3811. Re: Sparta question

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.991209002413.23845A-100000@vtn1>
Source record: 48200

On Thu, 9 Dec 1999, Jon Melbo wrote:

> Otherwise for disk based Sparta, yeah I think you're limited to 1.1.
> I'm not sure about the work alike BeWe DOS works in this regard.
>
BW-DOS uses only "normal" RAM so it should work just fine with an 800.
From my point of view, it only had two shortcomings: first, you're limited
to five drives (1-4 + 8) and second, because so much of it consists of
external commands, you really need a large RD for speed.

A major plus in BW-DOS is the large number of excellent .com files that
work equally well under Sparta.

jkp

# 3812. 130XE Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: vincent@cad.gatech.edu
Message-ID: <82nqqg$hao$1@ubu.cad.gatech.edu>
Source record: 48201

Stupid question:

How to run programs from the hard drive?

Recently downloaded the Atari800Win emulator, set about
finding disks for it. Found the very nice collection of
GAME001.ATR type files at one site and got it all setup
to where I can see them. Using MyDOD 4.53 I can indeed
list the contents of D3: and see all the files there.

But I don't see an obvious menu selection like "load".
If I run BASIC and try to do a RUN "D3:DIGDUG" it doesn't
seem to work, giving and error 172.

Owned an original 400, up through the 130XE, but it has
been quite a while. Help!

--
"Who needs horror movies when we have Microsoft"?
-- Christine Comaford, PC Week, 27/9/95

# 3813. Re: what's up with ICD?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: mharvey5@bellsouth.net
Message-ID: <384ed653.1698825@news.jax.bellsouth.net>
Source record: 48202
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Tue, 07 Dec 1999 20:08:38 GMT, danver@halcyon.com wrote:

While I agree that Tom use to be a very good supporter of the ST
community and even the early Jaguar days. He has has problems
deliverying anything in the last 2 years to anyone, especially those
whom prepaid for Catboxes, a nice box that hooks upto a Jaguar
and provides greater Video & Sound hookups along with networking
capaiblity. I owned one of the first ones out, but those who ordered
after that have waited and waited. I know at one time someone
mentioned getting a class action lawsuite started against ICD but
I don't know if they ever did. Your best bet is to purchase one of
the used market or a dealer that has one in stock sorry to say.
Feel lucky if you haven't already paid for it and may only never see
it rather than prepaid and still never see it.

Mike

>In October of 1998 I ordered a Link-II and zip power cable from Thomas
>Harker of icd (www.icd.com) who (formerly, at least) had a great
>reputation in the atari community (I own 2 ICD drives already for my
>4160STE!). Anyhow, over a year later, and dozens of phone calls to
>Tom, the Link-II is still not here. He is very polite on the phone and
>is always "just about to send it out to me", but never does.
>
>Has anyone else experienced this?
>
>What happened to ICD, and why does their website seem to indicate a
>company that is fully in business?
>
>I am not wanting to slander ICD or Tom with this post, I really just
>want to end this transaction and receive my hardware that I paid for.
>Maybe some others who read this newsgroup and wish to place an order
>with ICD or have a previous relationship with Tom, could send him email
>asking "so, why haven't you sent Dan Vernon in Seattle his Link-II?"
>
>thanks for listening,
>Dan
>
>P.S. here's my original email to tom over a year ago:
>-----------------------------------------------------
>At 12:05 PM 10/13/98 -0700, you wrote:
>>Thanks for the info Tom. I just dropped the money order in the mail
>today: $147.90 made out to ICD Inc.
>>-Dan

>>
>>-----Original Message-----
>>From: Thomas D. Harker [SMTP:tom@icd.com]
>>Sent: Friday, October 09, 1998 12:07 PM
>>To: VERNON, DAN
>>Subject: RE: Link 2
>>
>>At 10:56 AM 10/9/98 -0700, you wrote:
>>>Hi Tom,
>>>I'd like to go ahead and order:
>>>
>>>The Link 2 (including the ICD software)
>>>Zip Power cable (including both cables)
>>>
>>>I'd like to pay with a money order, and I live in Seattle, WA.
>>>Please let me know the total cost, and where to mail the
>>>money order (if different from the mailing address below).
>>
>>Thanks. Send it to the address below. Total cost is $147.90
>(including $8
>>S&H).
>>
>
>Thanks,
>
>I'll send it out as soon as the payment arrives.
>
>Tom
>
>_____________________________________________________________
>ICD, Incorporated Thomas Harker
>1220 Rock St. tom@icd.com
>Rockford, IL 61101 815-968-2228 x320
>USA fax 968-6888
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

# 3814. Re: 8bit controllers

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <82o84j$ag8$2@nets3.rz.RWTH-Aachen.DE>
Source record: 48203

Howdy folks

>>Can the 8bits be programmed to read any of the 2600 controllers? the
>>kepad, driving control, keyboard etc?
>>
>
>Bound to; they use same hardware as joysticks. Plug them into first port & do
>something like:
>
>10 ? PEEK(632), PEEK(644): GOTO 10
>
>move the stick & press button to see what values it generates. Location 624 is
>paddle # zero for the driving control.

Also try TRIG(0) and TRIG(1) (or is that STRIG) fire joystick
and PTRIG(0) and PTRIG(1) fire paddle
plus STICK(0) and STICK(1) direction joystick
and PADDLE(0), PADDLE(1), PADDLE(2) AND PADDLE(3) direction paddle

CU Mathy van Nisselroy

# 3815. Re: How do you initialize the 850?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.944743982@math.tu-berlin.de>
Source record: 48204
Body handling: Inline uuencoded payload not displayed: handlers.sys

"Jerry Rotbard" <jrotbard@acd-pc.com> writes:

>>There was an AUTORUN.SYS on DOS 2.0S master disk which triggered the 850 to
>>install its relocatable R: handler; not certain about DOS 2.5

>Do you know where I can get a copy of that autorun.sys?

Try this one:

[Inline uuencoded payload not displayed: handlers.sys]

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

# 3816. Re: RAM holding data

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.944744048@math.tu-berlin.de>
Source record: 48205

Hi Peter!

"Peter Pachla" <my.name@wintermute.org.uk> writes:

> >....Atari fixed the "hang up" bug in the basic in the later
> >revision. Unfortunately, the Basic ROM of the later release
> >broke some time ago, so I had to replace it by the buggier
> >earlier release....

>That's interesting....was this "fixed" ROM the same as that used in the XE
>machines?

Hard to say, but I would guess so. I never had an XE in my hands. Check
the last bytes of the basic ROM. If it says (in screen bytes) something like
"4win", it's the old release. If it's filled with zeros, it's the new
release.

Gee, my private theory about this text is that the atari engineers played
a little game before they compiled the basic ROM. (-;

>Wait a minute, the BASIC ROM???!!! I thought this would be an OS ROM issue?

No, it's a bug in the data movement routine of the basic which runs into
an endless loop in some special situations. Completely unrelated to the Os.

It has been fixed in TurboBasic, but some other bugs haven't, as printing
of (uhh) Ctrl-U at the end of a string which crept in from a very old BASIC
release on which TurboBasic is based.

> > AFAIK the design is the same, but the memory type might be
> >different....
> >....This theory sounds a bit strange to me, though, as this
> >is dynamic RAM which requires a refresh every few microseconds....

>Absolutely, RAM contents should be lost (or at the very least garbled) within
>microseconds of refresh being lost.

>I don't have my 800XL schematic handy, so this is pure speculation, but maybe
>there's enough power being stored in a capacitor somewhere to keep both the
>RAM and refresh circuitry running for a few seconds?

Since the refresh is run by ANTIC, ANTIC must be up and running and hence the
clock must be up and running. Seems to be very unlikely for me as well.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____

/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
---

# 3817. Re: Lucasfilm again...

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.944744387@math.tu-berlin.de>
Source record: 48206

Howdy!

Andreas Magenheimer <magea000@mail.uni-mainz.de> writes:

>Hello folks,
>1) The games Rescue on Fractalus and Ballblazer have an intro in the
>disk based US version (from Epyx).
>2) The games do not (!) have this intro in the disk based european
>versions (from Activision).
>3) They again have the intro on the Atari cart version...

BTW, I've never seen BallBlazer - I mean the full "boot" release.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

## 3818. Canon printer programmersguide???

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <82o9qe$bgk$1@nets3.rz.RWTH-Aachen.DE>
Source record: 48207
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple2,comp.sys.atari.st,comp.sys.tandy,comp.sys.ti,

Howdy folks

Anybody know if one of the programmers guides Canon is so willing to sell us for to much money is also available on the net?

BTW mine is a BJC4200 and it sucks at EPSON emulation.

CU Mathy van Nisselroy

PS anybody ever tried ink cartridges made by different companies?

PPS this message is cross posted. Please stay on topic or delete the newsgroup(s)

# 3819. FS: Atari 8 bit cpu and modems

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: The Basement <swolfe1@mail.gcnet.net>
Message-ID: <%VO34.10$6a.5969@typhoon2.gnilink.net>
Source record: 48208

```
1 Atari 800xl CPU
1 1027 Printer
1 830 Acoustic Coupler
1 1200 BPS Modem
1 1010 Recorder
some software
power supllies for all

All items are in very very good condition, except for the boxes for the
software and the box for the acoustic coupler... will sell as lot of in
pieces. I need to sell ASAP for space reasons...
```

# 3820. Re: Atari's 5200 Blunder (Was Re: The VECTREX-Arcade Arcades)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <384FC766.B786F312@mail.uni-mainz.de>
Source record: 48209
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

[snip]
Why the 5200 console flopped here in Europe (PAL market !) is easy to say: We were in the 80s and had a) a 64k console and b) a forthcoming 64k computer (1200XL in 1982 and 800XL in 1983). So Atari Europe (especially Atari Germany) thought "Why should someone buy a 64k console, when he could have a 64k computer at the same time, for nearly the same price and from the same company ??" As we all know, other companies sold add-ons to turn their ugly console into a fully computer (Sega still does this today!). But these add-ons flopped and the companies soon went bankrupt...

So, Atari Germany decided to merely sell the 64k computer system. That is why you will not find any PAL 5200 consoles. Atari Europe and thus PAL Atari just said "No, we do not need this thing", so it was not produced for the PAL market. For the NTSC market, users soon found out, that you could play most 5200 games on an Atari 800 or XL, you just had to modify them a little. Remember the hacker Glen the 5200 man ?!? He brought us many 5200 console titles to the Atari computers. He even made portations of 5200 games, that were never (officially) released on the 8Bit computers...

So, why should someone have bought this console (with bad joysticks, bad marketing, less games, etc.) when he could get a whole computer with many more capabilities and even those 5200 games avaiable there ?!? And Atari soon dropped the 5200 console and stopped producing games for it, because they wanted to produce a completely new game console in 1983/84 (which was the 7800 that was released 1987 after all). So, the 5200 had a real short live...

Andreas Magenheimer

# 3821. Re: 130XE Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: Paul Irvine <mclane@dellos.freeserve.co.uk>
Message-ID: <x7dPOGzyniqOcteiwkkJSnM9cLnl@4ax.com>
Source record: 48210

The other Day vincent@cad.gatech.edu (Vincent Fox) wrote:

>Stupid question:
>
>How to run programs from the hard drive?
>
>Recently downloaded the Atari800Win emulator, set about
>finding disks for it. Found the very nice collection of
>GAME001.ATR type files at one site and got it all setup
>to where I can see them. Using MyDOD 4.53 I can indeed
>list the contents of D3: and see all the files there.

Chances are you have a MEGA image, ie it was a meg in size with bucket loads of games. If so then the easiest thing is to go back to the same site and get the menu.atr that is a menu runner for the files.

Put the menu.atr in D1: and the Games001.atr in D2: and boot the machine minus basic.

Otherwise use the LOAD command under DOS (not from Basic) as these are exe files (mostly) and need to be ran from DOS.

Disable Basic as most of the games won't like it being there.
--
Paul Irvine ¦ Film Quote

"Anyone got any asprin?...I've got a real bad headache"

# 3822. Re: Lucasfilm again...

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: Paul Irvine <mclane@dellos.freeserve.co.uk>
Message-ID: <8rhPOF26I7q9Xde89m9zz0sDH9KK@4ax.com>
Source record: 48211

The other Day thor@math.tu-berlin.de (Thomas Richter) wrote:

>Howdy!
>
>Andreas Magenheimer <magea000@mail.uni-mainz.de> writes:
>
>>Hello folks,
>>1) The games Rescue on Fractalus and Ballblazer have an intro in the
>>disk based US version (from Epyx).
>>2) The games do not (!) have this intro in the disk based european
>>versions (from Activision).
>>3) They again have the intro on the Atari cart version...
>
>BTW, I've never seen BallBlazer - I mean the full "boot" release.

You are welcome to the FULL version if you want it with intro.
--
Paul Irvine ¦ Film Quote

"Anyone got any asprin?...I've got a real bad headache"

## 3823. Wizztronics Lynx Vision status?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: Oscar Fowler <oscar@justified.com>
Message-ID: <MPG.12b991f51221752c989685@news-west.newscene.com>
Source record: 48212
Cross-posted to: alt.games.lynx,comp.sys.atari.8bit,rec.games.video.atari

```
Wizztronics doesn't seem to update their web site very often - does
anyone know what the current status is of their Lynx Vision product?
```

# 3824. Re: Instruction books

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991209130713.01227.00000230@ng-ft1.aol.com>
Source record: 48213

>>Music Composer has got me stumped on the correct procedure to =
>>enter notes.

Found my notes re: Music...

There can be 10 Phrases (0-9). Only 4 can play at once; only 1 can display at once.
The octaves are indicated by screen color bands; 3 to 6 are available. Octave #4 starts with middle C; #3 is below with #5 & #6 above. High C is the first & only note in #6.

The prompt is S M I Note, for Stop, Meas.# (eg. M7), Insert Meas., Note enter.

Notes are entered: Letter Accidental Octave Duration (Dot)(Tie)

Letters are: C D E F G A B R(est)

Accidentals are: F(lat), S(harp), N(atural) they are optional and persistent within measure for same note. I think this means that if you enter a B flat and then put another B later in the same measure, it will also be a flat unless entered as natural or sharp?

Octaves are: 3, 4, 5 or 6 and only required when you start and change; subsequent notes default to most recent octave.

Durations are: W H Q E S T for whole, half, quarter, eighth, sixteenth, thirtysecond.

Dot is a . (period); is optional, makes duration 1.5 times specified.

Tie is a T; is optional and connects or slurs to note following.

Control key works with:
Right Arrow = move cursor right
Left Arrow = move cursor left
Delete = remove one note
Clear = remove all notes in current measure.
New entered notes always appear inserted just before current cursor position.

Edit Music Menu:
P = choose Phrase and then measure # to edit
C = toggle Check Measures on/off; force new notes entered in each measure to conform to current Meter setting.
M = set Meter; 2/4, 4/4, ....
K = change Key signature; enter as a number and letter for sharps/flats (S, F) eg. 1S or 3F. Music always plays in the key active when typed into system, even though it displays in whatever new key may have changed.
T = set Tempo from 1 (fastest) to 9 (slowest).

S = Stop, go to main menu.

More later - Ron

I started life with nothing, and still have most of it left...

# 3825. Re: Canon printer programmersguide???

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991209131306.01227.00000232@ng-ft1.aol.com>
Source record: 48214

>PS anybody ever tried ink cartridges made by different companies?
>

Never found any aftermarket carts for my Canon; have done the refill kits.
Seem to work pretty well if done quickly before the print head can dry out;
done once on the color and 3X on black.
-Ron

I started life with nothing, and still have most of it left...

# 3826. Re: 130XE Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991209131845.01227.00000234@ng-ft1.aol.com>
Source record: 48215

>Put the menu.atr in D1: and the Games001.atr in D2: and boot the machine
>minus basic.
>
>Otherwise use the LOAD command under DOS (not from Basic) as these are
>exe files (mostly) and need to be ran from DOS.

Many require the MENU.ATR as a loader; DOS crashes during the load because the
.EXE file overwrites the DUP.SYS routine that is loading it.

I started life with nothing, and still have most of it left...

# 3827. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: Nicolas Welte <welte@chemie.uni-konstanz.de>
Message-ID: <384FF062.2C0F@chemie.uni-konstanz.de>
Source record: 48216
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

Zefram Cochrane wrote:
> The only reason *I* have a TV is the same as yours: for watching Trek.

As can be easily guessed from your name and email address ;-)

Nicolas

# 3828. Re: Sparta question

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991209132837.01227.00000238@ng-ft1.aol.com>
Source record: 48217

>If you have an axalon compatiable ramdisk for the 800, things improve
>a lot. Sparta X will use one bank for it self and the rest for a
>ramdisk. I can use 3.2D with my 800 but it has 16K ram under the roms.

Oooh, how did you do that?

I do have the AX128 and use the 800 quite a bit along with the XL256 when the
Percom cooperates.
I started life with nothing, and still have most of it left...

## 3829. Re: How do you initialize the 850?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991209133451.01227.00000239@ng-ft1.aol.com>
Source record: 48218

```
>>There was an AUTORUN.SYS on DOS 2.0S master disk which triggered the 850 to
>>install its relocatable R: handler; not certain about DOS 2.5
>
>Do you know where I can get a copy of that autorun.sys?
>
```

Can you transfer it from this system to your 8-bit if e-mailed?
ps: did some research; the 850 will auto load the RS232 handler if there is no Disk drive booting. You only need the ARS using the 850 with a DOS system.
-Ron

I started life with nothing, and still have most of it left...

## 3830. Re: Bungeling Bay on Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: Frank-Oliver Malisch <fom@mchp.siemens.de>
Message-ID: <82otb4$6j$1@news.mch.sbs.de>
Source record: 48219

bowling <mbowlin1@tampabay.rr.com> wrote:
> Was this game ever ported to Atari 8-bit?

Unfortunately not!

--

# 3831. Re: 8bit controllers

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991209133911.01227.00000241@ng-ft1.aol.com>
Source record: 48220

>>>Can the 8bits be programmed to read any of the 2600 controllers? the

>>Bound to; they use same hardware as joysticks. Plug them into first port &
>do
>>something like:
>>
>>10 ? PEEK(632), PEEK(644): GOTO 10

>Also try TRIG(0) and TRIG(1) (or is that STRIG)

it is STRIG and location 644 is that trigger location...

I started life with nothing, and still have most of it left...

# 3832. Re: Wizztronics Lynx Vision status?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <385003fd.20582689@news.pipeline.com>
Source record: 48221
Cross-posted to: alt.games.lynx,comp.sys.atari.8bit,rec.games.video.atari

Last I heard, after WOA98, the project had been scrapped since Steve wasn't able to bring it to market at a price where people would buy it. I haven't heard anything else since then. Maybe someone else has more info?

John
www.atarihq.com
www.cgexpo.com

On 9 Dec 1999 11:51:22 -0600, Oscar Fowler <oscar@justified.com> wrote:

>Wizztronics doesn't seem to update their web site very often - does >anyone know what the current status is of their Lynx Vision product?

# 3833. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: John Schnittker <jschnitt@earthlink.net>
Message-ID: <384FF1F6.78286192@earthlink.net>
Source record: 48222

Greg wrote:

> >
> > It's Darwinism all the way
>
> Which is why plain old serial ports are so useful. While the various
> advanced flora and fauna strive and battle, the cockroaches inherit
> the earth.
>
> So, IMHO throw in the USBs and Firewires and whatever else, but keep
> some plain old RS232 and parallel I/O facilities because they'll be
> supported, needed and useful for quite some time.
>
> Gregm

hahahah I love your metaphor. It's true in some ways. I haven't got a clue about how to program USB, and I really don't have time to learn. I am sure I could write a program to use the serial ports alot faster than one to use USB.

Another problem with USB is that it requires a driver to work. In my mind that's a weakness. I really think the computer industry could have made things easier for the user.

# 3834. Re: Canon printer programmersguide???

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: E Walker <ewalker@dircon.co.uk>
Message-ID: <Pine.BSF.4.21.9912092304440.19322-100000@tdc.dircon.co.uk>
Source record: 48223
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple2,comp.sys.atari.st,comp.sys.tandy,comp.sys.ti,

Havn't tried another type of cartridge but I have bought a large refill
bottle from another souce along with the syringe to sqirt it in. It is a
lot cheaper and I have re-used the current cartridge 10-12 times so
far. Can't tell the difference between a refill and the genuine one.

I am not really over the moon with the quality of my printer either it is
a 4300. I reckon a new ribbon on a dot matrix is almost equal to it

Edward Walker <ewalker(at)dircon.co.uk>

Cruising the world with 8-bit technology inside a Commodore 64

On 9 Dec 1999, Mathy Van Nisselroy wrote:

> Date: 9 Dec 1999 13:11:42 GMT
> From: Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
> Newsgroups: comp.sys.atari.8bit, comp.sys.cbm, comp.sys.apple2,
> comp.sys.atari.st, comp.sys.tandy, comp.sys.ti
> Subject: Canon printer programmersguide???
>
> Howdy folks
>
> Anybody know if one of the programmers guides Canon is so willing to sell us
> for to much money is also available on the net?
>
> BTW mine is a BJC4200 and it sucks at EPSON emulation.
>
> CU Mathy van Nisselroy
>
> PS anybody ever tried ink cartridges made by different companies?
>
> PPS this message is cross posted. Please stay on topic or delete the
> newsgroup(s)
>
>

# 3835. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38502b29.65470362@news.ds.centuryinter.net>
Source record: 48224

On Thu, 09 Dec 1999 10:16:23 -0800, John Schnittker
<jschnitt@earthlink.net> wrote:

>
>
>Greg wrote:
>
>> >
>> > It's Darwinism all the way
>>
>> Which is why plain old serial ports are so useful. While the various
>> advanced flora and fauna strive and battle, the cockroaches inherit
>> the earth.
>>
>> So, IMHO throw in the USBs and Firewires and whatever else, but keep
>> some plain old RS232 and parallel I/O facilities because they'll be
>> supported, needed and useful for quite some time.
>>
>> Gregm
>
>hahahah I love your metaphor. It's true in some ways. I haven't got a
>clue about how to program USB, and I really don't have time to learn. I
>am sure I could write a program to use the serial ports alot faster than
>one to use USB.
>
>Another problem with USB is that it requires a driver to work. In my mind
>that's a weakness. I really think the computer industry could have made
>things easier for the user.
>

Standard serial ports require a "driver" also.

# 3836. Re: 130XE Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: vincent@cad.gatech.edu
Message-ID: <82p96q$2qj$1@ubu.cad.gatech.edu>
Source record: 48225

In <x7dPOGzyniqOcteiwkkJSnM9cLnl@4ax.com> Paul Irvine <mclane@dellos.freeserve.co.uk> writes:

>The other Day vincent@cad.gatech.edu (Vincent Fox) wrote:

*snip*

>Otherwise use the LOAD command under DOS (not from Basic) as these are
>exe files (mostly) and need to be ran from DOS.

>Disable Basic as most of the games won't like it being there.

Groovy. Thanks folks.

My 130Xe is long gone, but it's really neat to be able to
pull up the old games. Haven't found MULE or Necromancer yet
but boy it brings back memories.

I used to have a bunch of friends in high school and we all had
Atari's and traded games around. I think I'm going to make up a
CD with the emulator and various images and send it to all those
guys for Christmas. They will be so suprised.

I actually had a BBS running on that 320XE from my house, one I
wrote myself in BASIC, nothing so advanced as Forum or anything.
It's funny I ran into a guy recently in Atlanta who remembered me
as that BBS operator, he dialed into it from Atlanta to Rome, GA
that's how desperate and few us modem users were back then.

Been doing PC and UNIX machines so long now I've really forgotten
all the details, but I remember how excited I was when I first
managed to upgrade my 130Xe to a 320XE by soldering in the right
RAM chips. The Atari800WIN does seem to think it can eumlate two
different types of 320XE, a "Rambo" and another type, but it's not
clear what the diff is. Also can't figure out how to get MyDOS to
do all 256K of ramdisk. At the time of the BBS, I loaded everything
for the BBS into that ramdisk and ran it from there. Fast! I may have
been using Sparta at the time to get all 256K ramdisk but I can't recall.
Oh well. Pretty cool anyhow. Still looking around for SpartaDOS.

Again, many thanks for brining back my Atari memories!
You guys are amazing!

--
"Who needs horror movies when we have Microsoft"?
-- Christine Comaford, PC Week, 27/9/95

# 3837. Re: Lucasfilm again...

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38512b9a.65583781@news.ds.centuryinter.net>
Source record: 48226

On 9 Dec 99 12:59:47 GMT, thor@math.tu-berlin.de (Thomas Richter)
wrote:

>Howdy!
>
>Andreas Magenheimer <magea000@mail.uni-mainz.de> writes:
>
>>Hello folks,
>>1) The games Rescue on Fractalus and Ballblazer have an intro in the
>>disk based US version (from Epyx).
>>2) The games do not (!) have this intro in the disk based european
>>versions (from Activision).
>>3) They again have the intro on the Atari cart version...
>
>BTW, I've never seen BallBlazer - I mean the full "boot" release.
>
>So long,
> Thomas
>
>_____don't_cut_here,_it_could_damage_your_terminal_____
> _______ _____ _____
> / / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
> / /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
> / / / / / / \ PGP available on request, finger print:
> / / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
>_____
>

You've probably just seen the binary file of "Ball Blaster" then I
take it? Would you like the ATR of the full boot disk Ball Blazer?

# 3838. Re: SIO Port Bad - Help Requested

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <19991209175407.16756.00000139@ng-fp1.news.cs.com>
Source record: 48227

>Crack open a 7800 Ballblazer cartridge, they contain a real Pokey as well as a
program rom.
>
How about that. How was it used? That's a
really interesting tidbit!

Also, are there any significantly diferent version of Pokey, as with Antic?

Larry

# 3839. Re: Wizztronics Lynx Vision status?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38505E64.583402DD@worldnet.att.net>
Source record: 48228
Cross-posted to: alt.games.lynx,comp.sys.atari.8bit,rec.games.video.atari

Hi Oscar,

I got an email from Wizztronics just recently, he's still hard at work on several projects. I think he's taking the smart approach, keeping quiet and concentrating on making some great stuff... then announcing it.

Curt

Oscar Fowler wrote:

> Wizztronics doesn't seem to update their web site very often - does
> anyone know what the current status is of their Lynx Vision product?

## 3840. Sparta & Y2K

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: Cabell Clarke <cabell@richmSPAMNOond.infi.net>
Message-ID: <82pt7v$1mo$1@nw003t.infi.net>
Source record: 48229

A few days ago we were talking about y2k and the R-Time 8. I noticed that my version of Sparta (3.2g) is not compliant as it rolls from Fri 12/31/99 to Fri 1/1/00 with no R-Time8 installed. Is there a fix for this?

--
Cabell Clarke
cabell@richmSPAMNOond.infi.net
http://www.geocities.com/~amf_band

# 3841. Re: 8bit controllers

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-09 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <82piio$l2t$2@news.storm.ca>
Source record: 48230

The keypads for 2600 Star Raiders are slightly different; as I recall you have to strobe some of the joystick lines to read their input. Anyone with solid code to read them please post it; as I recall they were a real pain to read from BASIC.

David P.

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:82o84j$ag8$2@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> >>Can the 8bits be programmed to read any of the 2600 controllers? the
> >>kepad, driving control, keyboard etc?
> >>
> >
> >Bound to; they use same hardware as joysticks. Plug them into first port & do
> >something like:
> >
> >10 ? PEEK(632), PEEK(644): GOTO 10
> >
> >move the stick & press button to see what values it generates. Location 624 is
> >paddle # zero for the driving control.
>
> Also try TRIG(0) and TRIG(1) (or is that STRIG) fire joystick
> and PTRIG(0) and PTRIG(1) fire paddle
> plus STICK(0) and STICK(1) direction joystick
> and PADDLE(0), PADDLE(1), PADDLE(2) AND PADDLE(3) direction paddle
>
> CU Mathy van Nisselroy
>
>

## 3842. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <3850b3f2.4979760@news.localnet.com>
Source record: 48140

On Tue, 07 Dec 1999 20:04:01 GMT, cvendel@my-deja.com wrote:

>Hmmm,
>
> That would have been interesting indeed. Perhaps a cost cut
>version of the 1450XLD? Who knows. The 130XE machine is a good design,
>less the keyboard and I'm not fond of the case design, its ok, but not
>very attractive like the XL look (quite frankly I thought the C128 and
>C64-II cases were great looking).

The C128 and C64-II cases were serviceable but nowhere near as
eyepleasing as the XL series.

Although the earlier C-64 design (and VIC 20) weren't what one would
call beautiful, they where very distinctive. I've been able to spot
C-64's from far away (at garage sales). Same goes for the XL series.

>have been the incorporation of a parallel and serial port into the unit
>or simply to have made the unit into a MEGA styled pizza box case with a
>15 pin (5200 type) plug with detachable keyboard (ala XEGS) and placed a
>PBI expander onto the unit and then sold a PBI expansion chasis. They
>could've made a nice profit from selling the parallel/serial cards, 80
>column cards (would have done away with that crappy XEP80) and maybe
>even a floppy controller card. Then they would have had a nice revenue
>generator for aftermarket items, they would have kept the 8-bit
>community happy.

It's too bad the PBI wasn't exploited very well (MIO being the
exception) I think the Tramiel's were partly to blame for this. Their
130XE PBI connector was different and the 65XE and XEGS didn't even
have one. The XEP80 was a lame proof for the Tramiel's folly. If they
had kept the XL style PBI a proper 80 column interface to the PBI
could have been produced...and sold with far greater success than the
XEP80 that we know and hate. Of course, the 80 column card wouldn't
have been compatible with the 400/800. But who cares? The 800 already
had 80 column adapters and the 400 wasn't worth the effort.
>
> As for not doing the ST series, what the Tramiels should have done was
>what Apple did, bridge the gap. included some kind of bridge between
>the two units, like making an SIO port on the ST to use existing
>peripherals, or included a built-in disk controller into the XE's so
>they could've used the ST disk drives. Sharing of peripherals would
>have helped a little bit. Also I was always impressed with Apple's
>ability to make a Localtalk network adapter and allow its old Apple ][
>line the ability to network with MAC's, that was a great touch.

Apple litterally HAD TO produce "bridges" between the 8-bit II's and
the 16-bit Macs because a large part of their sales came from the
educational environment where peripheral sharing is all-important.
>
> A lot of what they could've done with the XE line was already finished
>like the 1090XL PBI box, all they had to do was redo the box into their
>XE Grey styling and sell it, no engineering time or production
>retooling, it was all set.

Well, that's what happens when new management (and new owners) come
into a company. They clean house and start from scratch because it
makes them feel like their in control...even if their ideas suck more
than the old ones.
>
> Quite frankly their biggest mistake of losing revenue was NOT
>continuing the release of the Atari 7800 PROsystem game console, it got
>rave reveiws, it was well ahead of anything else out their and it would
>have supported all of the existing 2600 software, Atari could've
>retained the video game market right there, that was the true big lose
>for them, but they came over with their 1970's hob-nob attitude of
>"forget the past, we'll make a great computer (at least THEY thought it
>was great) and people will just drop everything and forget all their old
>machines and come running to us" ahem... this ain't the 70's, and your
>not pushing PET computers, but all we can do is look back into
>retrospect and complain...

Have you ever owned a 7800? The sound sucked and the graphics were
only a mild improvement over the 8-bit line. And none of the games
were earth shatteringly good...that is the few that were actually
produced. Oh, and the packaging for the games were in black and white
(except for the very early stuff).

# 3843. More Atari! Inventory Growing! FREE Atari Computer Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <82qfkr$pjn$1@user2.teleport.com>
Source record: 48141
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

(Update: 12/09/99) I've just added more 8 Bit Software to my Catalog. Financial, Budgeting & Print Shop Software. As well as some Spoken Languages and a few Games. I've added another set of shelves to hold it. Also I was holding some software for a customer but due to lack of interest that Software is available again (Archon, Seven Cities of Gold, etc.). Most of these additions are $5 a pop.

(Update: 11/18/99) I've just added more 8 Bit Software to my Catalog. Programming Languages & DOS's from OSS, HOFACKER, Alpha and even Atari MicroSoft BASIC & Atari LOGO. Lots of Utilities & Copiers like Chipmunk and Impersonator. My Catalog is growing by leaps & bounds.

(Update: 11/04/99) I've just added a bunch of Titles to my Atari 8 Bit SoftWare Catalogs. All Games!!! A number of them are UnOpened! Many for only $5 a pop! And I went through my Catalog and did some adjusting of prices. Right now my 8 Bit SoftWare Catalog has a bigger Byte count than ever.

Atarians Unite! Are you pining for the days of a simpler Computer? Do you miss Arcade Classics like Asteroids, BattleZone, Joust, Missile Command, Robotron 2084 and my favourite Star Raiders! Well Bravo Sierra Computers has them. Are you wandering, wandering in the desert of violent video games. Games too violent for children? With Blood & gore? Two companions of youth nowadays. Especially those you hear about in the news who kill fellow students at school. If your preferences for games lean more towards family friendly. Like it used to be. Try some of my Atari Arcade classics. I have oodles of Atari SoftWare! As well as truckloads of Atari HardWare. And Libraries of Atari Books. Reference material and things you thought you'd never find! So come check it out. The best of Classic Atari 8 Bit & Atari ST. E-Mail me at

e-mail: atari@benjamin.net

Or call me anytime at (503)256-9974 to talk to a warm, friendly, people person! Your more likely to reach me from 3 PM-3 AM Pacific Standard time. And thats most likely the times I can return calls. I'm perfectly willing to call you, on my own dime to answer your questions. I'm a people person and those who have dealt with me will find me patient, a good listener and even a good teacher. So if you can't call me Today? Call me Tonight!

Click for WebSite!

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. In Fact check it regularly as my Catalogs are updated regularly. I have 6 different Catalogs, and my SoftWare Catalogs are my largest. They have the biggest Byte Count. And remember if you can't come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

***FREE*** Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. Now we've moved our meeting to a new night. Same Bat Time! Same Bat Channel! We meet the 2nd Thursday of each Month. Our Next meeting will be Thursday, January 13th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop or Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--
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at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

## 3844. Can you back up the SuperArchive 1 or 2 Software with APE pro?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <48FQODhKfTScpyuaRyR9W9XUoOu2@4ax.com>
Source record: 48142

Did anyone trie to backup to an IMAGE the SuperArchiver 1 or 2
Software with Ape PRO? did it wokred?

NIR

# 3845. Wanted: Atari xf551 Disk Drives!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <82qgap$qth$1@user2.teleport.com>
Source record: 48143
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. If you have what I'm looking for, my E-Mail address is above
and below.

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
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http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

## 3846. Re: Sparta question

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991210125414.01282.00000393@ng-fb1.aol.com>
Source record: 48144

>> Oooh, how did you do that?
>>
>I have an upgrade board called the Super 800 xl emulator. It has 16k
>static ram chips for the ram under roms. It is a piggyback board on to
>the 10K os rom board. All decoding/switching is done with LS chips.

Was that a commercial mod? I was/am not familiar with it!

-Ron

I started life with nothing, and still have most of it left...

# 3847. Re: Instruction books

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991210130857.01282.00000397@ng-fb1.aol.com>
Source record: 48145

>Music Composer has got me stumped
> on the correct procedure to enter notes.
>
>Found my notes re: Music...

Music Composer pt. 2

Configure how music will play with Arrange. You can program up to 20 steps for each of 4 voices. Most command letters are followed by RETURN; then will ask for information to complete instruction.
S = Stop, go to previous menu.
M = Menu listing of these commands.
P = Play, respond with phrase #. Performs selection completely and stops. Same length & meter phrases can harmonize on different voices. Only Play has duration so a Play on step 1, voice 1 coincides with a Play on step 5, voice 2 if the previous steps are display, count, goto, volume, transpose...
D = Display, selects voice to show on screen one at a time; continues until a later instruction on another voice.
V = Volume, 6 loudness responses are: 0 (zero=off), PP = softest, P, MP, MF, F & FF = loudest. Persists until changed. You could display a phrase set to zero volume and play along that part on an instrument in harmony with an audible phrase.
C = Count, sets counter for next Goto instruction; the Goto will repeat 'count' times before dropping to following instruction. A Goto without preceding Count is infinite loop requiring RESET.
G = Goto, control flow & repeat some steps; adds complexity to playlist, eg.:
1 DISPLAY
2 COUNT 2
3 PLAY PHRASE 1
4 GOTO 3
5 COUNT 4
6 PLAY PHRASE 2
7 TRANSPOSE 2
8 GOTO 6
9 PLAY PHRASE 2
would display this voice, play phrase 1 twice, play phrase 2 four times - transposing it up 2 half tones each time for a total of 6 half tones, finally play phrase 2 transposed up 2 more - total of 8.
T = Transpose, changes pitch of voice including all subsequent phrases until changed. Units are half steps (same as natural to sharp); range is -36 to 36; positive numbers are higher pitch; negatives with minus sign are lower sounds. One octave is twelve (12) half steps; transposing out of 3 octave range may produce unexpected results.
Control Key functions with Up/Down Arrow to move cursor, and with Insert/Delete to edit the instruction lines.

The Main menu allows you to Listen to anything that is in memory; there is a default arrange program to play phrases 1-4 if they exist. You can also Save or Retrieve (C: or D?:filename) any or all phrases or arrangements or everything, or go to the DOS menu which destroys memory without a MEM.SAV. Questions? Mail-em.

that's most.. -Ron

I started life with nothing, and still have most of it left...

# 3848. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s52h2dla5317@corp.supernews.com>
Source record: 48146

Peter Pachla <my.name@wintermute.org.uk> wrote in message
news:82q149$9m$2@gxsn.com...
> Hi Richard,
>
> > I still haven't sent away for th 65816 developers kit, I will get on
> >it this week.
>
> Can you give me some details, it sounds interesting?
It was the end result of one of my $100 phone bill searches looking for a
65802 for one of my old 800s with standard 6502. After I exhausted all my
local parts suppliers, started calling all over California, then finally
just phoned information in Arizona and asked for the number of Western
Design Center.

Foggy memory, but IIRC I was informed the 65802 was no longer available. My
natural response was ~"Well, what do you have available in single unit
quatities?" The tech/receptionist/service/??? person said "What you probably
want is the 65816 developers package, we sell them for $70."
I just assumed that it would be a 65816 with progamming guide and data
sheets along with a few examples of system implementation/interfacing.

I'll phone again today, if they are still in business.

# 3849. Re: Bungeling Bay on Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: Bill Kimbelton <wlkim@fuse.net>
Message-ID: <s52nt85q5375@corp.supernews.com>
Source record: 48147

bowling <mbowlin1@tampabay.rr.com> wrote in message
news:4XH34.58890$435.215918@typhoon2.tampabay.rr.com...
> Was this game ever ported to Atari 8-bit?
>
> PS: for all those who missed me on the newsgroup...I'm back!!!
>
> --mb

I wish I had the coding expertise to port at least a clone of this to
the 8-bit. I loved that game on the C-64!

Bill

# 3850. Re: Bungeling Bay on Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <2_d44.7405$8Z4.76031@news1.online.no>
Source record: 48148

Are you sure there wasn't an Atari version ? Was it about a chopper that flies around a water and shooting planes, boats and such ? I don't quite remember, but I am almost certain I had that one.

Bill Kimbelton <wlkim@fuse.net> wrote in message news:s52nt85q5375@corp.supernews.com...
>
> bowling <mbowlin1@tampabay.rr.com> wrote in message
> news:4XH34.58890$435.215918@typhoon2.tampabay.rr.com...
> > Was this game ever ported to Atari 8-bit?
> >
> > PS: for all those who missed me on the newsgroup...I'm back!!!
> >
> > --mb
>
>
> I wish I had the coding expertise to port at least a clone of this to
> the 8-bit. I loved that game on the C-64!
>
> Bill
>
>
>

# 3851. Re: Sparta question

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-IiYbUpGFvQu0@di06-ks.cth.com.au>
Source record: 48149

On Fri, 10 Dec 1999 17:54:14, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

> >> Oooh, how did you do that?
> >>
> >I have an upgrade board called the Super 800 xl emulator. It has 16k
> >static ram chips for the ram under roms. It is a piggyback board on to
> >the 10K os rom board. All decoding/switching is done with LS chips.
>
> Was that a commercial mod? I was/am not familiar with it!

I guess so, tho only in australia. I only have 2 boards left.

James B

# 3852. Re: Lucasfilm again...

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-F0IoUTkkfvdU@di06-ks.cth.com.au>
Source record: 48150

On Fri, 10 Dec 1999 07:28:56, aarona@/REMOVE/localnet.com (Aaron)
wrote:

> I own the Epyx label U.S. originals for both the Eidolon & Koronis
> Rift. Both games start with the GTIA mode 9 LUCASFILM logo with a
> sparkling "ding" over one of the letters. Koronis Rift then displays a
> stylized picture of the game before loading is complete. The Eidolon
> does not. Neither of these games are preceded by any ornate animation.

the Eidolon game playes music while loading. When you concider that
the sound registers are used to clock the serial bus. It was well
done.

James B

# 3853. Re: Atari 8 bit cpu and modems

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: The Basement <swolfe1@mail.gcnet.net>
Message-ID: <aTe44.15$oL3.2501@typhoon1.gnilink.net>
Source record: 48151

I'll sell this stuff for 45 $ plus shipping for everything... I need space
for the XMAS tree!

The Basement <swolfe1@mail.gcnet.net> wrote in message
news:%VO34.10$6a.5969@typhoon2.gnilink.net...
> 1 Atari 800xl CPU
> 1 1027 Printer
> 1 830 Acoustic Coupler
> 1 1200 BPS Modem
> 1 1010 Recorder
> some software
> power supllies for all
>
> All items are in very very good condition, except for the boxes for the
> software and the box for the acoustic coupler... will sell as lot of in
> pieces. I need to sell ASAP for space reasons...
>
>
>

# 3854. In support of linear, fully addressble memory

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: John Schnittker <jschnitt@earthlink.net>
Message-ID: <38519F75.C703AB39@earthlink.net>
Source record: 48152

I have been trying to learn how to program and utilize EMS memory in a
"legacy-friendly" program on the PC.

what a BITCH!
I am amazed that programmers would support such a klugey and tedious
model.
But hay that's their job, they're gonna work with whatever standard sets
Microsoft hands to them.

# 3855. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: Frank Carney <frankc@cyberhighway.net>
Message-ID: <3851A5E9.FC6C166A@cyberhighway.net>
Source record: 48153
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

>level control. Very annoying. If there was about a minute of relative
>silence, it would turn up the volume to the max. Extremely painful if

Sounds like the implementation is to blame, not the idea. A good
implementation would not boost, just limit the peak output. This would
prevent the silence boosting problems. Why watch the movies if they
suck anyway?

# 3856. Re: Sparta & Y2K

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.991210182958.18518A-100000@vtn1>
Source record: 48154

On Thu, 9 Dec 1999, Cabell Clarke wrote:

> A few days ago we were talking about y2k and the R-Time 8. I noticed that
> my version of Sparta (3.2g) is not compliant as it rolls from Fri 12/31/99
> to Fri 1/1/00 with no R-Time8 installed. Is there a fix for this?
>
> --
Actually, I believe 3.2g was the version that was fixed for y2k. IIRC I
tried it out and the day of the week came up correctly. Possibly you need
a new copy of the DOS file.

jkp

# 3857. Re: In support of linear, fully addressble memory

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.991210183339.18518B-100000@vtn1>
Source record: 48155

On Fri, 10 Dec 1999, John Schnittker wrote:

> I have been trying to learn how to program and utilize EMS memory in a
> "legacy-friendly" program on the PC.
>
> what a BITCH!
> I am amazed that programmers would support such a klugey and tedious
> model.

Actually, EMS is very similar to the 8-bit Atari in concept i.e. bank
swapping.

jkp

# 3858. SpartaDOS X Commands

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: "Brian J. Furbee" <bfurbee@wt.net>
Message-ID: <3851dbf7_3@data.wt.net>
Source record: 48156

Hi All!

I have recently obtained a SpartaDOS X cart (v4.19) but do not have the luck
of having a manual. I'm familiar with the 3.x disk-based versions.

Does anyone have a command reference for the additional commands available
in SDX or can possibly e-mail me a copy of the manual?

Thanks!
-Brian

# 3859. Re: Atari's 5200 Blunder (Was Re: The VECTREX-Arcade Arcades)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: cybpunks@earthlink.net
Message-ID: <38508802.549661320@news.earthlink.net>
Source record: 48157
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

On 1 Dec 1999 12:08:51 -0600, krieg@earth.execpc.com (Andrew Krieg)
wrote:
>So why did the 5200 flop? It's capable of fantastic graphics and had a great
>sound chip. It's enormous console size was one drawback. That thing is just
>too damn huge! The flaky, breaky analog sticks didn't help either. Software
>was essentially a retread of 2600 titles (I think it only had 15 titles not
>found in the 2600 library).
>
>What other factors accounted for the 5200's demise? We can't blame this one
>on the Tramiels (like the 7800) can we?

Joystock aside...

The 5200 took advantage of the existing 400/800 library for easy
ports, but it did not have expansion options to make it 400/800
compatible. THAT was the key failure of the 5200. The 5200 was
intentionally designed to be "artificially" incompatible with the
400/800. As such, people who already had 400/800s didn't want the
5200 because there was nothing new and they couldn't use their carts
on it, and people who didn't might think twice about buying a
dedicated game machine that was more akin to a crippled home computer
with no upgrade path.

The 5200 should have been an XEGS-like machine, like an Atari 400
without a keyboard. That way the 400/800 platform would have
benefitted. As it was, the two machines competed against eachother
destructively.

Of course, they thought about doing this with the 7800, but the 7800
architecture was different enough from the 400/800 one that only
peripheral compatibility was planned.

# 3860. Re: Atari's 5200 Blunder (Was Re: The VECTREX-Arcade Arcades)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: cybpunks@earthlink.net
Message-ID: <3850898a.550053817@news.earthlink.net>
Source record: 48158
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

On 1 Dec 1999 23:27:26 GMT, J.W. Krych <jwkrych@n2net.net> wrote:
>It was from a technical point of view, because the chipset was obviously
>available from 1978, or 1977.

The chipset was pretty much ready (CTIA at least) in 1978, but the
home computer was delayed by FCC regulations and having to write the
operating system (I believe they had a crappy one previously, but the
Activison guys then rewrote it).

If it had been designed as a dedicated console, it could have debuted
in 1978, but probably without much more than 4K RAM. The 400/800s
were pretty pricey when they first came out. Atari's engineers were
definitely pushing the envelope, as they did again with the Amiga.

# 3861. Re: In support of linear, fully addressble memory

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: John Schnittker <jschnitt@earthlink.net>
Message-ID: <3851F055.E83D9D5F@earthlink.net>
Source record: 48159

"John K. Picken" wrote:

> On Fri, 10 Dec 1999, John Schnittker wrote:
>
> > I have been trying to learn how to program and utilize EMS memory in a
> > "legacy-friendly" program on the PC.
> >
> > what a BITCH!
> > I am amazed that programmers would support such a klugey and tedious
> > model.
>
> Actually, EMS is very similar to the 8-bit Atari in concept i.e. bank
> swapping.
>
> jkp

That's true.
16K was enough for a two screens of atari graphics mode back then, but
things changed real fast once VGA 256 color graphics and Microshaft Windoze
came around.

# 3862. Re: 130XE Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: Paul Irvine <mclane@dellos.freeserve.co.uk>
Message-ID: <pwFROPNHVzXnYjCt=52JDrVw+84Y@4ax.com>
Source record: 48160

The other Day vincent@cad.gatech.edu (Vincent Fox) wrote:

>Groovy. Thanks folks.

Our pleasure..
>
>My 130Xe is long gone, but it's really neat to be able to
>pull up the old games. Haven't found MULE or Necromancer yet
>but boy it brings back memories.

Let me know if you want these (others might have sent them?)

>Again, many thanks for brining back my Atari memories!
>You guys are amazing!

Yes, we are sweet cuddly folk :)
--
Paul Irvine

Film Quote

"Anyone got any asprin?...I've got a real bad headache"

# 3863. Re: Sparta question

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38507504.84380881@news.ds.centuryinter.net>
Source record: 48231

On Thu, 9 Dec 1999 00:28:44 -0800, "John K. Picken"
<yg473@victoria.tc.ca> wrote:

>
>
>On Thu, 9 Dec 1999, Jon Melbo wrote:
>
>> Otherwise for disk based Sparta, yeah I think you're limited to 1.1.
>> I'm not sure about the work alike BeWe DOS works in this regard.
>>
>BW-DOS uses only "normal" RAM so it should work just fine with an 800.
>From my point of view, it only had two shortcomings: first, you're limited
>to five drives (1-4 + 8) and second, because so much of it consists of
>external commands, you really need a large RD for speed.
>
>A major plus in BW-DOS is the large number of excellent .com files that
>work equally well under Sparta.

Okay. Well I fired up BeWe DOS under Atari800Win (in Atari 800 OS B
mode) and it booted up fine. So it seems that it will work on an 800.

# 3864. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <82q149$9m$2@gxsn.com>
Source record: 48232

Hi Richard,

> I still haven't sent away for th 65816 developers kit, I will get on
>it this week.

Can you give me some details, it sounds interesting?

> But I don't think it would be a problem since the later versions of
>the chips are fully static if my info is correct.

It shouldn't be a problem with any version of the chip. The "/MRDY" (or
whatever it happens to be called) input just causes the processor to idle
whilst it is asserted.

>> Alternatively, couldn't you have a slower "peripheral bus"....

> Yes, but sometimes I lose the faith. I get in time crunches so
>right out of the gate I try to really limit myself to something
>that has a chance of getting done....

Ah, but a "slow peripheral bus" is very simple to implement....all you need is
a couple of I/O ports, one to act as your data bus and the other for
control/address signals. Think of it as connecting a device to your Atari via
the joystick ports....

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 3865. Re: Lucasfilm again...

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <3850aa13.2452294@news.localnet.com>
Source record: 48233

I own the Epyx label U.S. originals for both the Eidolon & Koronis Rift. Both games start with the GTIA mode 9 LUCASFILM logo with a sparkling "ding" over one of the letters. Koronis Rift then displays a stylized picture of the game before loading is complete. The Eidolon does not. Neither of these games are preceded by any ornate animation.

Both these games are "flippies" and contain the Commodore 64 versions on the front side and the Atari versions on the back side. I don't remember much of the Commodore versions.

>Hello folks,
>1) The games Rescue on Fractalus and Ballblazer have an intro in the
>disk based US version (from Epyx).
>2) The games do not (!) have this intro in the disk based european
>versions (from Activision).
>3) They again have the intro on the Atari cart version...
>
>Now, what about the games Koronis Rift and The Eidolon ?? They did never
>appear on an Atari cart and I merely know the european disk versions,
>which do not have an intro. Do the US versions of these games have an
>intro ?!? Andreas Magenheimer

# 3866. Re: SIO Port Bad - Help Requested

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-mOuPHqQtmzvF@di04-ks.cth.com.au>
Source record: 48234

On Thu, 9 Dec 1999 22:54:07, llpwhite@cs.com (LLpwhite) wrote:

> >Crack open a 7800 Ballblazer cartridge, they contain a real Pokey as well as a
> program rom.
> >
> How about that. How was it used? That's a
> really interesting tidbit!

Used only for sound. the 7800 uses the same sound chip as the 2600.
Pokey is somewhat better with sound.

James B

# 3867. Re: Atari's 5200 Blunder (Was Re: The VECTREX-Arcade Arcades)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <3850ac90.3089681@news.localnet.com>
Source record: 48235
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

On Thu, 09 Dec 1999 16:14:46 +0100, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>[snip]
>Why the 5200 console flopped here in Europe (PAL market !) is easy to
>say: We were in the 80s and had a) a 64k console and b) a forthcoming
>64k computer (1200XL in 1982 and 800XL in 1983). So Atari Europe
>(especially Atari Germany) thought "Why should someone buy a 64k
>console, when he could have a 64k computer at the same time, for nearly
>the same price and from the same company ??" As we all know, other
>companies sold add-ons to turn their ugly console into a fully computer
>(Sega still does this today!). But these add-ons flopped and the
>companies soon went bankrupt...

The 5200 only contained 16K of RAM. As such, it was more akin to the
Atari 600XL.

>So, Atari Germany decided to merely sell the 64k computer system. That
>is why you will not find any PAL 5200 consoles. Atari Europe and thus
>PAL Atari just said "No, we do not need this thing", so it was not
>produced for the PAL market. For the NTSC market, users soon found out,
>that you could play most 5200 games on an Atari 800 or XL, you just had
>to modify them a little. Remember the hacker Glen the 5200 man ?!? He
>brought us many 5200 console titles to the Atari computers. He even made
>portations of 5200 games, that were never (officially) released on the
>8Bit computers...
>
>So, why should someone have bought this console (with bad joysticks, bad
>marketing, less games, etc.) when he could get a whole computer with
>many more capabilities and even those 5200 games avaiable there ?!? And
>Atari soon dropped the 5200 console and stopped producing games for it,
>because they wanted to produce a completely new game console in 1983/84
>(which was the 7800 that was released 1987 after all). So, the 5200 had
>a real short live...
>

I, for one, really loved those 5200 joysticks. They were by far the
best analog joystick for any computer or platform. Overall, the PC
analog sticks are quite shitty. Of course, the 5200 joysticks also
had major problems. First, they didn't last very long...especially the
chicklet buttons. I remember many hours of gameply trying to make a
proper contact by ramming my thumbnail down into those lousy rubber
buttons to the point that they would eventually rip off. Secondly,
games like Riverraid seemed to be designed to make people hate these

joysticks because this game in particular forced the player to put constant pressure downward on the stick so that the plane would fly at a decently slow speed. Any left or right variance on this pressure (which invariably occured) would cause the plane to hit into the side of the canyon. I got to the point where I mutilated one of my joysticks just to play this game properly (pulled off the rubber centering mechanism and notched the centers of each of the four plastic abutments).

# 3868. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <3850b19f.4385253@news.localnet.com>
Source record: 48236

```
>>Over 90% of all video games from any era is uninspired and boring. The
>>only exception (IMHO) is the first half of the PC era (until
>>Wolfenstein 3D) where fully 100% were uninspired and boring.
>
>I don't know about that -- I always blamed Wolf3D and espcially DOOM for
>being so wildly popular that people became obsessed with the genre. At
>least before then, there was more variation in approach (and I'm pretty
>confident about that, since I've seen some WIERD games). I don't think
>we've recovered from that obsession, either.
>
>-- Derek

I must admit that I only recently recovered from the DOOM style games.
They definitely put a form of "realism" into gameplay that hadn't been
achieved before. Now it's time for the computer industry to put some
"weirdness" into this new form of gameplay.
```

# 3869. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <3850b28d.4623336@news.localnet.com>
Source record: 48237

On 7 Dec 1999 07:44:52 GMT, dpeschel@u.washington.edu (Derek Peschel)
wrote:

>In article <384cb615.6011569@news.localnet.com>,
>Aaron <aarona@/REMOVE/localnet.com> wrote:
>>On Mon, 6 Dec 1999 21:04:07 -0000, "Peter Pachla"
>><my.name@wintermute.org.uk> wrote:
>>
>>>Hi,
>>>
>>> > It is a fact of life that computing power doubles every 18
>>> >months. Atari computers started out at the cutting edge of
>>> >technological achievement....
>>>
>>>While I'm in full agreement with you that Atari allowed the 8-bit line to
>>>stagnate, I think the fact that they lasted so long despite this is a
>>>testament to the brilliance of the original design.
>>
>>It's too bad that, after the 70's, Atari was never able to flash that
>>brilliance again. The only near miss was the Atari ST line which had
>>the distinction of being quickly rushed through development and cheap
>>which, in itself, would have been fine if the ST didn't feel cheap and
>>rushed!
>
>One thing which I always remind myself: we don't actually know much about
>what went on in the engineering department of Atari. Also, Atari was a very
>diverse company; I'm sure they produced many system designs for their own
>use (e.g., arcade games). I think it's possible that someone came up with a
>recent brilliant idea or two that is now hidden.
>
A brief flash of brilliance of one or two Atari engineers doesn't make
for a brilliant company until they are able to take advantage of it.
Xerox certainly learned that with PARC. Here's a company that most
definitely had brilliant people but, as a whole, XEROX was a very
stupid corporation that road on the cottails of it's earlier name
recognition. Atari pretty much did the same...to the point that no one
younger than 20 recognizes its name!

# 3870. Re: Sparta question

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-0T2TpEjRLhIJ@di04-ks.cth.com.au>
Source record: 48238

On Thu, 9 Dec 1999 18:28:37, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

> >If you have an axalon compatiable ramdisk for the 800, things improve
> >a lot. Sparta X will use one bank for it self and the rest for a
> >ramdisk. I can use 3.2D with my 800 but it has 16K ram under the roms.
>
> Oooh, how did you do that?
>
I have an upgrade board called the Super 800 xl emulator. It has 16k
static ram chips for the ram under roms. It is a piggyback board on to
the 10K os rom board. All decoding/switching is done with LS chips.

James B

# 3871. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-10 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-pCSDWGJXXoFw@di04-ks.cth.com.au>
Source record: 48239

On Thu, 9 Dec 1999 18:16:23, John Schnittker <jschnitt@earthlink.net>
wrote:

>
> Another problem with USB is that it requires a driver to work. In my mind
> that's a weakness. I really think the computer industry could have made
> things easier for the user.

Every thing requires a driver. be it a keyboard, printer port, serial,
video etc. Even the 8bit has drivers. most are in the OS. Dos being
the exception.

James B

## 3872. -= aTARI sCENE lIVES =-

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-11 00:00:00 UTC
From: wuerpe <warp@atari.org>
Message-ID: <gLg44.44137$Oo3.1011265@news.tpnet.pl>
Source record: 48161

```
yeah - still on acid - 8bit kickass - check diz -
www.atari-area.scanner.eu.org/aids
www.atari-area.scanner.eu.org/ng
100% sceneworx - aids/newgeneration
```

# 3873. Re: SIO Port Bad - Help Requested

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-11 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <82s909$7ss$1@freenet9.carleton.ca>
Source record: 48162

LLpwhite (llpwhite@cs.com) writes:
>>Crack open a 7800 Ballblazer cartridge, they contain a real Pokey as well as a
> program rom.
>>
> How about that. How was it used? That's a
> really interesting tidbit!

I couldnt tell ya but I imagine its so the Ballblazer
music does not have to play on the 7800 native sound chip, which
I believe is identical to the 2600's (yuck).

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

## 3874. An 800 Christmas... =)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-11 00:00:00 UTC
From: nexar@my-deja.com
Message-ID: <82sp8b$43m$1@nnrp1.deja.com>
Source record: 48163

Wow, I just dug out my 800xl from the Closet , OH MY GOD!
The memories, wow.. funny thing is, I only got this computer in 94, well
after it was outdate(to some)

Got Jaggilines up and running along with some other kick @rse games
that I havn't played in forever.

Anyone interested in RealPlayer songs of Christmas songs done in
music composer II on the 400/800?
or how about 1985 CES Demo for the 800?
Games? ANything, just e-mail me and I'll either
send you the direct file or send you to my web page!

Also if somone could help me, how can I save these games/misc
onto something that is current media, cd-r for example so I can have a
backup of the games, and RE-load them to floppies when old ones die..
I've lost about 30 games already due to tracks/sectors being buggy,
and I can't figure out how to copy that damned Jaggilines, some
protection scheme going down, I don't know, not too familiar with the
800 , rather than writing basic programs for it.

Thanks in advance,

Clint Thompson

E-mail me! :) xNexar_Net_x@yahoo.com

I use Yahoo~ pager! :)

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3875. Re: Lucasfilm again...

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-11 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <3851f332.7836935@news.localnet.com>
Source record: 48164

On Fri, 10 Dec 1999 21:35:05 GMT, sup8pdct@mail.cth.com.au wrote:

>On Fri, 10 Dec 1999 07:28:56, aarona@/REMOVE/localnet.com (Aaron)
>wrote:
>
>> I own the Epyx label U.S. originals for both the Eidolon & Koronis
>> Rift. Both games start with the GTIA mode 9 LUCASFILM logo with a
>> sparkling "ding" over one of the letters. Koronis Rift then displays a
>> stylized picture of the game before loading is complete. The Eidolon
>> does not. Neither of these games are preceded by any ornate animation.
>
>the Eidolon game playes music while loading. When you concider that
>the sound registers are used to clock the serial bus. It was well
>done.
>
>James B
>

Oops. I forgot to mention that. I'm just now getting a very lucid
flashback of that music (with the muffled dits in the background
signifying the Atari specific disk accessing process).

# 3876. Re: Sparta & Y2K

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-11 00:00:00 UTC
From: mbenedet@mosquitonet.com
Message-ID: <Aun44.331$P43.5012@newsfeed.slurp.net>
Source record: 48165

On 9 Dec 1999 22:46:24 -, "Cabell Clarke" wrote:
>A few days ago we were talking about y2k and the R-Time 8. I noticed that
>my version of Sparta (3.2g) is not compliant as it rolls from Fri 12/31/99
>to Fri 1/1/00 with no R-Time8 installed. Is there a fix for this?

You need SpartaDos 3.2G and the new TDLINE.COM that was released with
it. It's dated 6-06-94 1377 bytes.

Mitch
mbenedet@mosquitonet.com

# 3877. Re: An 800 Christmas... =)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-11 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <1jp44.37$b67.355@news1.online.no>
Source record: 48166

JaggiLines or Behind Jaggi Lines isn't copy protected. If you mean Rescue on Fractalus, then it might be, but unprotected versions are floating around.

Your best bet is to get a SIO2PC cable and APE 1.17. Transfer them to PC and burn them on CD-R's

Good luck. Please do post the url to your page here!

<nexar@my-deja.com> wrote in message news:82sp8b$43m$1@nnrp1.deja.com...
> Wow, I just dug out my 800xl from the Closet , OH MY GOD!
> The memories, wow.. funny thing is, I only got this computer in 94, well
> after it was outdate(to some)
>
> Got Jaggilines up and running along with some other kick @rse games
> that I havn't played in forever.
>
> Anyone interested in RealPlayer songs of Christmas songs done in
> music composer II on the 400/800?
> or how about 1985 CES Demo for the 800?
> Games? ANything, just e-mail me and I'll either
> send you the direct file or send you to my web page!
>
> Also if somone could help me, how can I save these games/misc
> onto something that is current media, cd-r for example so I can have a
> backup of the games, and RE-load them to floppies when old ones die..
> I've lost about 30 games already due to tracks/sectors being buggy,
> and I can't figure out how to copy that damned Jaggilines, some
> protection scheme going down, I don't know, not too familiar with the
> 800 , rather than writing basic programs for it.
>
> Thanks in advance,
>
> Clint Thompson
>
> E-mail me! :) xNexar_Net_x@yahoo.com
>
> I use Yahoo~ pager! :)
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

# 3878. Re: Sparta & Y2K

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-11 00:00:00 UTC
From: Cabell Clarke <cabell@richmSPAMNOond.infi.net>
Message-ID: <82tq23$gjo$1@nw003t.infi.net>
Source record: 48167

Both of my "3.2g" versions are different. One is dated 10-23-85 and the other 12-30-97. Neither of them are fixed. Where can I get the corrected version?

Mitchell Benedetti <mbenedet@mosquitonet.com> wrote in message news:Aun44.331$P43.5012@newsfeed.slurp.net...
> On 9 Dec 1999 22:46:24 -, "Cabell Clarke" wrote:
> >A few days ago we were talking about y2k and the R-Time 8. I noticed that
> >my version of Sparta (3.2g) is not compliant as it rolls from Fri 12/31/99
> >to Fri 1/1/00 with no R-Time8 installed. Is there a fix for this?
>
> You need SpartaDos 3.2G and the new TDLINE.COM that was released with
> it. It's dated 6-06-94 1377 bytes.
>
> Mitch
> mbenedet@mosquitonet.com
>

# 3879. Re: Atari Stock

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-11 00:00:00 UTC
From: csjjh@ux1
Message-ID: <385272b6@news.eiu.edu>
Source record: 48168

In article <81v258$7p3$2@news.storm.ca>,
David A. Paterson <david_p@storm.ca> wrote:
>There are a number of outfits that will track old stock certificates; some
>charge a flat rate while other do it on a contingency basis, taking some
>portion of the value of the stock.
>
>Atari was bought out by JTS, a hard drive manufacturer with a zero quality
>control level. JTS was eventually delisted (missed some filing deadlines,
>as I recall) and I believe is out of business.
>
>In a nutshell, I believe you have some wall art, nothing else.
>
>Hope this has helped,
>
>David P.

Some additional info: JTS sold all things Atari to Hasbro a few years
ago for only $5,000,000. Hasbro now is releasing many of the old Atari
games both in near perfect emulation packs & in updated versions of the
games for the PC & Playstation. Hasbro seems to have no intrest is Atari
hardware, though as they've recently made all the Jaguar stuff public
domain so that third party folks can make home brew Jag games (I thought
that was a really nice guestur on their part). Right now all that remains
of Atari is a closet inside the Hasbro corporate office full papers, disks
& misc junk in no organized order whatsoever. (Hey -- I'd volunteer for
the job of shifting throught that stuff!) JTS went belly up shortly after
dumping Atari.

Later,
JJH

>>==--> Jonathan | E-mail: csjjh@eiu.edu <--==<<
>>==--> Jax | To send e-mail please make sure you use <--==<<
>>==--> Hunt | this address - my news reader messes up. <--==<<

# 3880. 8-Bit/2600/5200/7800 auction ends Sunday the 12'th

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-11 00:00:00 UTC
From: csjjh@ux1
Message-ID: <385276df@news.eiu.edu>
Source record: 48169

Hi there,
I've got the following auctions going on at e-bay for the Atari 2600
(VCS), Atari 5200, Atari 7800 & Atari 400/800 8-Bit computers. The really
big find here is Kool-Aid Man with box & instructions for the 2600.

To check the status of all my games go to:
http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=csjjh@eiu.edu

Once there, just click on the itme number to see a full discription &
place a bid if you like.

ATARI 2600 (VCS)
Item # End date/time Bid Game discription
------ ------------ ------ ----------------
216037614 12/12/99 14:24 $0.01 AIR SEA BATTLE
216043748 12/12/99 14:34 $0.48 ARMOR AMBUSH by M-Network
216045723 12/12/99 14:36 $0.01 ASTEROIDS (Sears Tele-Games)
216047840 12/12/99 14:40 $0.48 ATLANTIS by Imagic
216049779 12/12/99 14:43 $0.48 DARK CAVERN by M-Network
216052519 12/12/99 14:47 $0.25 DEFENDER
216054416 12/12/99 14:51 $0.48 HOME RUN
216056981 12/12/99 14:55 $0.48 KABOOM! by Activision
216059603 12/12/99 14:59 $0.48 NIGHT DRIVER
216069289 12/12/99 15:15 $24.95 KOOL-AID MAN box/docs (M-Network)
216072560 12/12/99 15:21 $0.25 PAC-MAN
216075171 12/12/99 15:25 $0.48 REALSPORTS BASEBALL
216079994 12/12/99 15:33 $1.98 SPACE CAVERN by Apollo
216083387 12/12/99 15:39 $1.98 SPACE JOCKEY by Vidtec/U.S. Games
216085382 12/12/99 15:42 $0.48 STREET RACER
216087942 12/12/99 15:46 $1.98 TOWERING INFERNO by U.S. Games
216089833 12/12/99 15:49 $0.48 WARLORDS

ATARI 5200 SUPERSYSTEM
Item # End date/time Bid Game discription
------ ------------ ------ ----------------
216182127 12/12/99 17:39 $0.25 DEFENDER
216188989 12/12/99 17:45 $0.48 MISSILE COMMAND w/instructions
216194610 12/12/99 17:50 $0.48 PAC-MAN w/instructions
216199519 12/12/99 17:55 $0.48 REALSPORTS BASEBALL

ATARI 400/800 (8-BITS)
Item # End date/time Bid Game discription
------ ------------ ------ ----------------
216208697 12/12/99 18:03 $0.01 BASIC COMPUTING LANGUAGE

ATARI 7800 PROSYSTEM

| Item # | End date/time | Bid | Game discription |
|---|---|---|---|
| 216215314 | 12/12/99 18:09 | $1.98 | ASTEROIDS new in box |
| 216220726 | 12/12/99 18:14 | $1.98 | BALLBLAZER (Lucasfilm) new in box |
| 216227854 | 12/12/99 18:19 | $1.98 | CHOPLIFTER! (Broderbund) new in box |
| 216236014 | 12/12/99 18:27 | $1.98 | HAT TRICK (Bally Sente) w/box/docs |
| 216248312 | 12/12/99 18:37 | $1.98 | KARATEKA (Broderbund) new in box |
| 216254897 | 12/12/99 18:42 | $1.98 | POLE POSITION II w/box/docs |
| 216260005 | 12/12/99 18:46 | $1.98 | XEVIOUS (Namco) new in box |

Thanks for looking!
JJH

>>==--> Jonathan | E-mail: csjjh@eiu.edu <--==<<
>>==--> Jax | To send e-mail please make sure you use <--==<<
>>==--> Hunt | this address - my news reader messes up. <--==<<

# 3881. Re: Atari's 5200 Blunder (Was Re: The VECTREX-Arcade Arcades)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-11 00:00:00 UTC
From: Alex Kidd <sunshine853@hotmail.com>
Message-ID: <s54v891c53140@corp.supernews.com>
Source record: 48170
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Glenn Saunders <cybpunks@earthlink.net> wrote in message
news:38508802.549661320@news.earthlink.net...
> On 1 Dec 1999 12:08:51 -0600, krieg@earth.execpc.com (Andrew Krieg)
> wrote:
> >So why did the 5200 flop? It's capable of fantastic graphics and had a
great
> >sound chip. It's enormous console size was one drawback. That thing is
just
> >too damn huge! The flaky, breaky analog sticks didn't help either.
Software
> >was essentially a retread of 2600 titles (I think it only had 15 titles
not
> >found in the 2600 library).
> >
> >What other factors accounted for the 5200's demise? We can't blame this
one
> >on the Tramiels (like the 7800) can we?
>
> Joystock aside...
>
> The 5200 took advantage of the existing 400/800 library for easy
> ports, but it did not have expansion options to make it 400/800
> compatible. THAT was the key failure of the 5200. The 5200 was
> intentionally designed to be "artificially" incompatible with the
> 400/800. As such, people who already had 400/800s didn't want the
> 5200 because there was nothing new and they couldn't use their carts
> on it, and people who didn't might think twice about buying a
> dedicated game machine that was more akin to a crippled home computer
> with no upgrade path.
>
> The 5200 should have been an XEGS-like machine, like an Atari 400
> without a keyboard. That way the 400/800 platform would have
> benefitted. As it was, the two machines competed against eachother
> destructively.
>
> Of course, they thought about doing this with the 7800, but the 7800
> architecture was different enough from the 400/800 one that only
> peripheral compatibility was planned.
>==================================
These other factors did hurt the 5200, i.e. make it less successful than in
might have been....

but the major factor was financial. The video game crash took all the
profit out
of making games... in a capitalist system- no profit means the game
companies
start selling something else or get out of business.

The video game crash was an example of the domino theory the US was
so afraid of in Vet-nam. Game Companies because of the huge profits
made earlier, overextended themselves and they borrowed huge sums of money
to produce games. Apollo and Imagic were likely the key players... Apollo
was simply over extended and borrowed too much money, to manufacture more
games than they could sell.
Imagic had dreams of becoming a huge huge company. They borrowed
huge
sums of money both to manufacture carts and to develop / program new ones,
and then to translate their hit games into many other platforms (all the
computers)
and other systems (as O2) {They were the only company to make games for
Atari,
Mattel, Coleco and Odyssey.}
But in either event- both companies found themselves, unable to make
their
bank loans, when Christmas passed and they sold much less than they
expected.
In order to cover the bank loans- the bankers sold off the carts
sitting in the
warehouses. Being off season these sold for bargain prices. Imagic in
particular made many good games, so when you went to the store you could buy
One game from say PARKER BROTHERS or 3 from IMAGIC guess what the public
did. Non-Christmas sells were slow anyway, but these "bargain games" had a
big
effect on the sale of new games. The new titles did not sell as well as
expected...
so some banks refused to loan other companies money for the next Christmas-
so these companies folded- more games got dumped- some more banks withdrew
from the market, so still more companies went under etc.
Can we say downward spiral boys and girls....
As to the other companies- you don't sell as much as you expect- so you
cut back-
fewer people mean fewer new games- fewer games mean less money- less money
means more cutbacks...Most of the companies were owned by large
corporations...
Not making money shut them down. Atari/Warner, US games = Quaker Oats,
Milton Bradley, Parker Brothers, 20th century fox, and liquidate the
stock...
What happens to the profits at the remaining companies when more carts
are
dumped?
Had the crash not occurred the 5200 would have continued to live...It
would have
been rendered obsolete by the 7800, but would have still lived a few years

more- like
SNES survived a few years after N-64.

# 3882. Re: Lucasfilm again...

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-11 00:00:00 UTC
From: karolj_nadj@web.de
Message-ID: <385283ae.679194@news.s-direktnet.de>
Source record: 48171

On Sat, 11 Dec 1999 06:49:51 GMT, aarona@/REMOVE/localnet.com (Aaron)
wrote:

>>the Eidolon game playes music while loading. When you concider that
>>the sound registers are used to clock the serial bus. It was well
>>done.
>>
>>James B
>>

as you just need 2 pokey-timers for sio-stuff... you just have to
patch the os-routines to get a 2-channel playing music... ;)
unfortunatly you havent all 4 channels...

papa, heaven/tqa

http://www.s-direktnet.de/homepages/k_nadj/main.html

# 3883. Re: The ballad of the ultra "rare" Atari 7800 carts

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-11 00:00:00 UTC
From: OverMuch
Message-ID: <7pw44.492$BE.5286@news.rdc1.wa.home.com>
Source record: 48172
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

Jon Melbo <ssilicon@centuryinter.net> wrote

> >OverMuch

> Whatever munch.

Hypocrite.

OverMuch

# 3884. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-11 00:00:00 UTC
From: Will Dwinnell <predictor@compuserve.com>
Message-ID: <3852D6C7.304E@compuserve.com>
Source record: 48173

Aaron wrote:
"The Apple II only had 16 colors in a virtually unusable low res 40x48 matrix. In hi-res mode the standard Apple II had only 6 colors (including black & white)."

You're referring to the white/black, blue/orange, green/purple mode, right? That really should be considered less colors since the opposing colors can only be seen every other column on the screen, and plotting them right next to each other adds up to white.

Will Dwinnell
predictor@compuserve.com

# 3885. Re: Bungeling Bay on Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-11 00:00:00 UTC
From: Paul Irvine <mclane@dellos.freeserve.co.uk>
Message-ID: <i4ZSOKN4rViu00hRIEXGTwbd=Wyb@4ax.com>
Source record: 48174

The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

>Are you sure there wasn't an Atari version ? Was it about a chopper that
>flies around a water and shooting planes, boats and such ? I don't quite
>remember, but I am almost certain I had that one.

That's the game and I thought I had it as well, trouble is that I own
both systems and *know* I played it on the C64 but swear I came across
it or a clone on the Atari.
--
Paul Irvine

Film Quote

"Anyone got any asprin?...I've got a real bad headache"

# 3886. Re: SpartaDOS X Commands

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-11 00:00:00 UTC
From: "Craig S. Thom" <craig@thom.org>
Message-ID: <s55marjp5365@news.supernews.com>
Source record: 48175

> Does anyone have a command reference for the additional commands available
> in SDX or can possibly e-mail me a copy of the manual?

Most of the commands are the same. You can do a DIR CAR: (I think) to see
what "external" commands are in the ROM.

# 3887. Re: Atari's 5200 Blunder (Was Re: The VECTREX-Arcade Arcades)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-11 00:00:00 UTC
From: bcombee@metrowerks.com
Message-ID: <s55n33o85327@corp.supernews.com>
Source record: 48176
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <3850898a.550053817@news.earthlink.net>, Glenn Saunders wrote:
> The chipset was pretty much ready (CTIA at least) in 1978, but the
> home computer was delayed by FCC regulations and having to write the
> operating system (I believe they had a crappy one previously, but the
> Activison guys then rewrote it).

Don't you mean the OSS guys? Most of the initial OS and tool
development work, outside the 10K OS, was done by Optimized System
Software under contract. They delivered Atari BASIC, the
Assembler/Editor, and DOS 2.0. Of course, OSS later produced a DOS
for the Apple, an updated Atari DOS (OS/A), the MAC-65 assembler, two
good cartridge versions of BASIC, and the very cool 6502-optimized
language Action!.

--
Ben Combee <bcombee@metrowerks.com> -- x86/Win32/Linux/NetWare CompilerWarrior

# 3888. Re: Percom help

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-11 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3852D679.A2C0E26C@sisna.com>
Source record: 48177

Ok I assume you have pulled your cover? Perhaps your second drive is set up as another drive? Put both in the system at the same time, if it sees both as d1: and d2: then the problem is on the drive mech, your second drive has a slot with bars on it that have been cut to make it see the drive as d2: or above.. just jumper this to the first set on the pins that have been cut.

bob

## 3889. Re: RAM holding data

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-11 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3852D6FF.3E8A4466@sisna.com>
Source record: 48178

Save yourself a lot of grief! Replace the RAM CHIPS, in both the price has come down to where it is practical.

bob

# 3890. Re: Atari's 5200 Blunder (Was Re: The VECTREX-Arcade Arcades)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-11 00:00:00 UTC
From: cybpunks@earthlink.net
Message-ID: <3851c61a.631106545@news.earthlink.net>
Source record: 48179
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

On Sat, 11 Dec 1999 23:21:07 GMT, bcombee@metrowerks.com (Ben Combee)
wrote:
>Don't you mean the OSS guys? Most of the initial OS and tool
>development work, outside the 10K OS, was done by Optimized System
>Software under contract. They delivered Atari BASIC, the

The activision guys created the actual OS.

# 3891. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-12 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s57f4gmo53149@corp.supernews.com>
Source record: 48091

JimD. <jpdavis@gorge.net> wrote in message news:38535D81.13E9@gorge.net...
> Aaron wrote:
> >
> > My ultimate (but possible for the time) Atari 8-bit dream machine
> > should have been sold in the mid to late 80's and included the
> > following:
> <snip 80's wish list>
> > >
> > >
> > >
> > >
> Wasn't it called the apple II GS? ;)
> Jim Davis
IMO: GS was seriously ham stringed. Rumors abound as to corporate politics at Apple crippling the GS so it would fail against the Mac.

But it was still a good machine. I know the guys at ID used it as a cross development platform to port Castle Wolfenstien to the SNES, it was fairly well supported by 3rd party developers for things like hot processor boards.

But you know you are in trouble as soon as accelerators come out for your system if you take a look at history.

Specifically, you new the PC/XT line lagging when you could buy a $39 accelerator to convert a PC to 8-10 mHz XT. Several other bottle necks popped up later in the line too.

You knew the ST line was in trouble.

You knew Apple was in trouble as soon as people were coming out with accelerators for the Mac.

As users/hackers, things that double+ the speed of our systems should not be available to us because it is really nickle and dime hobbiest competing against multi billion dollar companies. We should be able to do it of course, but the major companies should be out in front of us vs lagging months behind.

# 3892. Re: Music in Atari games

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-12 00:00:00 UTC
From: sjosupp@aol.com
Message-ID: <19991212112023.25632.00000235@ngol02.aol.com>
Source record: 48092

Im Artikel <wL424.692$s97.20531@news.uswest.net>, "Carl"
<CAKman1967@USWest.net> schreibt:

>Try the games: Tail of Beta Lyrae and Monster Smash...both have good music
>(by the same person/company?)
>

Can anybody tell me, where I can find these games, especially "Monster Mash",
"The Eidolon" and "Master Of The Lamps" (internet site) ?

Thanks in advance.

Helge

# 3893. Re: The ballad of the ultra "rare" Atari 7800 carts

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-12 00:00:00 UTC
From: OverMuch
Message-ID: <FiR44.1172$BE.13314@news.rdc1.wa.home.com>
Source record: 48093
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

Jon Melbo <ssilicon@centuryinter.net> wrote in message
news:38531b60.102712011@news.ds.centuryinter.net...
> On Sat, 11 Dec 1999 18:06:59 GMT, "OverMuch" <.....@.....> wrote:

> >Hypocrite.

> Not hardly. Go play with a sack of Fritos munch.

My point made yet again. Your self-imposed moderator status is lacking
credibility (again) when you chose to go to the level you yourself
condemned.

The reason I originally called him a loser because he threw a name-lame my
way, and you continue this little escapade after bitching about having a
drawn out flame war here. Fine. Screw you, I'm outta here. All I was trying
to do was help a newbie or two. I just hope you can live with the fact that
you're a goddamned hypocrite in the face of everyone here.

Oh...I haven't seen a reasonable answer to any point I've made so
far....your 30 minute rants seem to have dried up in the face of reason. Hm.

Later...it used to be fun,
OverMuch

# 3894. Re: The ballad of the ultra "rare" Atari 7800 carts

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-12 00:00:00 UTC
From: Sheercon@Earthlink.net
Message-ID: <38537868.CF01DF0D@Earthlink.net>
Source record: 48094
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

OverMuch wrote:
>
> Jon Melbo <ssilicon@centuryinter.net> wrote in message
> news:38531b60.102712011@news.ds.centuryinter.net...
> > On Sat, 11 Dec 1999 18:06:59 GMT, "OverMuch" <.....@.....> wrote:
>
> > >Hypocrite.
>
> > Not hardly. Go play with a sack of Fritos munch.
>
> My point made yet again. Your self-imposed moderator status is lacking
> credibility (again) when you chose to go to the level you yourself
> condemned.
>
> The reason I originally called him a loser because he threw a name-lame my
> way, and you continue this little escapade after bitching about having a
> drawn out flame war here. Fine. Screw you, I'm outta here. All I was trying
> to do was help a newbie or two. I just hope you can live with the fact that
> you're a goddamned hypocrite in the face of everyone here.
>
> Oh...I haven't seen a reasonable answer to any point I've made so
> far....your 30 minute rants seem to have dried up in the face of reason. Hm.

I think the guy is just trying to troll... he's been claiming things
were said that weren't said and confusing who did say what to the point
of it being suspicious.

# 3895. Atari 8 bit Serpentine Cart - Anyone willing to sell one?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-12 00:00:00 UTC
From: C Schell <schell@san.rr.com>
Message-ID: <3853F04D.DE3D6260@san.rr.com>
Source record: 48095

Hello,

I am looking to aquire an Atari 8-bit cartridge of the game Serpentine by Broderbund. I was wondering if anyone had a spare that they would be willing to sell. Unfortunately I have no Atari 8-bit items at all at this time, so as far as trades go it would have to be for another system.

While I'm at it, anyone have an XEGS they're willing to part with?

Replies by email work best for me, as my news-server is less than reliable.

Thanks,
Chad
schell@san.rr.com

# 3896. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-12 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <3854339B.DFCBC15B@worldnet.att.net>
Source record: 48096

Hi Richard,

Sorry, I'm not following your line of reasoning here. Your saying, because
3rd parties made accelerators, that meant the system was in trouble? Why?
The fact that you've got 3rd parties developing is a positive thing, and in fact
if the company (whether it be Apple, or IBM or Atari) were to take notice, look
at these enhancements and realize the short comings of their own systems, they
could either incorporate such features, or take their systems to a far stepped
level ahead (of course, history shows us, this wasn't the case...too bad for us
the consumers and too bad for the companies themselves:)

Curt

Richard Cortese wrote:

> JimD. <jpdavis@gorge.net> wrote in message news:38535D81.13E9@gorge.net...
> > Aaron wrote:
> > >
> > > My ultimate (but possible for the time) Atari 8-bit dream machine
> > > should have been sold in the mid to late 80's and included the
> > > following:
> > <snip 80's wish list>
> > > >
> > > >
> > > >
> > > >
> > Wasn't it called the apple II GS? ;)
> > Jim Davis
> IMO: GS was seriously ham stringed. Rumors abound as to corporate politics
> at Apple crippling the GS so it would fail against the Mac.
>
> But it was still a good machine. I know the guys at ID used it as a cross
> development platform to port Castle Wolfenstien to the SNES, it was fairly
> well supported by 3rd party developers for things like hot processor boards.
>
> But you know you are in trouble as soon as accelerators come out for your
> system if you take a look at history.
>
> Specifically, you new the PC/XT line lagging when you could buy a $39
> accelerator to convert a PC to 8-10 mHz XT. Several other bottle necks
> popped up later in the line too.
>
> You knew the ST line was in trouble.
>
> You knew Apple was in trouble as soon as people were coming out with

> accelerators for the Mac.
>
> As users/hackers, things that double+ the speed of our systems should not be
> available to us because it is really nickle and dime hobbiest competing
> against multi billion dollar companies. We should be able to do it of
> course, but the major companies should be out in front of us vs lagging
> months behind.

# 3897. Gauntlet for the 8-bit.

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-12 00:00:00 UTC
From: Marshall Walker <mwalker@mc.net>
Message-ID: <831eq6$ca1$1@ffx2nh3.news.uu.net>
Source record: 48097

Hi all,

I have a simple question for you Happy Drive guru's.

I am trying to make a backup of my original Gauntlet disk, made by mindscape. I use the Happy Backup feature in Happy 7.1 It gets to track 39 and says you need to use a PDB file. Unfortunately I don't have the PDB file for Mindscape disks, or just the one for Gauntlet.

If anyone knows what can duplicate this disk, please let me know. I don't want to loose an awesome game like this one!

Thanks all.

--
Marshall Walker
mwalker@mc.net

# 3898. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-12 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s58mut7853121@corp.supernews.com>
Source record: 48098

Curt Vendel <cvendel@worldnet.att.net> wrote in message
news:3854339B.DFCBC15B@worldnet.att.net...
> Hi Richard,
>
> Sorry, I'm not following your line of reasoning here. Your saying,
because
> 3rd parties made accelerators, that meant the system was in trouble?
Why?
I kind of know the same vendors that are supplying chips such as Motorola
with the 68xxx series for, what was it Dave Small's board<?> would have been
doing the hard sell at Atari trying to convince them to upgrade their
systems before Dave even got his first data sheet.

We are very late in the infomation stream, everybody else, places like [IBM,
Apple, Atari] all get advance news of latest/greatest and are first in line
when the newer chips are available.

If hobbiest make the modifications, it is a sure sign there is something
wrong with product development at the big companies. At best. it means the
company is 6 months to a year behind the development cycle. At worst, as is
the case for most 8 bit systems, it means the eventual abandonment of the
platform. It could even mean things like plain old mismangment, certainly
doesn't mean anything positive that I can think of off hand.

But then I thought the same thing about NASA when the French, Chinese,
Russians, and everybody else under the sun started satelites launching for
$$$$. It meant even with huge government subsidies NASA was not commercially
viable in the face of any competition.
> The fact that you've got 3rd parties developing is a positive thing, and
in fact
> if the company (whether it be Apple, or IBM or Atari) were to take notice,
look
> at these enhancements and realize the short comings of their own systems,
they
> could either incorporate such features, or take their systems to a far
stepped
> level ahead (of course, history shows us, this wasn't the case...too bad
for us
> the consumers and too bad for the companies themselves:)
Well, intellectually I agree with the sentiment, but emperically I can't
think of a good example.

Thinking of IBM as an example, they have completely lost their market in the
PC business for everything from video cards to networking. I think they
still have a presence in the market with disk drives, but I don't think they

have a market share of anything. I'll ack the market is rather healthy in this particular segment, but it is because it is non proprietary.

I don't think this model can be applied to Atari, Commadore, or Apple with their proprietary systems, and in their case they all lagged behind the technology available which was instrumental in their demise and loss of market share.

I would just as soon be working on a 500 mHz Atari 6502 derivitive as a windows box. I would even consider a Commadore box if it was that advanced. The fact we don't have things like that does not speak well for the platform. The fact Western Design Center is coming out with 65816's vs MOS<? I am aware WDC was formed by former 6502 designers from MOS> tells me something was seriously screwed at the parent company. I can understand Rockwell, considering their resources, coming out with more advanced 6502's, but WDC?
>
>
> Curt
>
>
>
> Richard Cortese wrote:
>
> > JimD. <jpdavis@gorge.net> wrote in message
news:38535D81.13E9@gorge.net...
> > > Aaron wrote:
> > > >
> > > > My ultimate (but possible for the time) Atari 8-bit dream machine
> > > > should have been sold in the mid to late 80's and included the
> > > > following:
> > > <snip 80's wish list>
> > > > > >
> > > > > >
> > > > > >
> > > > > >
> > > Wasn't it called the apple II GS? ;)
> > > Jim Davis
> > IMO: GS was seriously ham stringed. Rumors abound as to corporate
politics
> > at Apple crippling the GS so it would fail against the Mac.
> >
> > But it was still a good machine. I know the guys at ID used it as a
cross
> > development platform to port Castle Wolfenstien to the SNES, it was
fairly
> > well supported by 3rd party developers for things like hot processor
boards.
> >
> > But you know you are in trouble as soon as accelerators come out for
your

> > system if you take a look at history.
> >
> > Specifically, you new the PC/XT line lagging when you could buy a $39
> > accelerator to convert a PC to 8-10 mHz XT. Several other bottle necks
> > popped up later in the line too.
> >
> > You knew the ST line was in trouble.
> >
> > You knew Apple was in trouble as soon as people were coming out with
> > accelerators for the Mac.
> >
> > As users/hackers, things that double+ the speed of our systems should
not be
> > available to us because it is really nickle and dime hobbiest competing
> > against multi billion dollar companies. We should be able to do it of
> > course, but the major companies should be out in front of us vs lagging
> > months behind.
>
>

# 3899. Re: The ballad of the ultra "rare" Atari 7800 carts

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-12 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s58vinbe5385@corp.supernews.com>
Source record: 48099
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

Jon Melbo <ssilicon@centuryinter.net> wrote in message
news:38555661.183364959@news.ds.centuryinter.net...
> If I'm out of line, then it 's a genuine character flaw not a
> purposeful attempt to create rants. I'm for real.
Thread is out of line about now.

We have a real tradition here of assuring people are not ripped off, Terry Ortman comes to mind, but it is time for a new contest.

Next one that posts to this thread loses!

Really, the way you guys are going around and around, I don't think anyone remembers the details of the original argument anymore and ditto for who said what to who and who got pregnant. Just not worth it. Let me sum up what is passing for the two opposing views.

Yes it is wonderful to insure that people do not get ripped off.

Yes it is wonderful to never flame someone and always use well measured and tempered responses.

What is silly is when the two views start arguing with each other over which is more correct. You can't win a subjective argument. It will always depend upon the point of view of the observer i.e. is it more important to be nice or prevent people from being ripped off?

I'll ack that these arguments can be both fun and informative, but they would be better suited for email vs various atari and video game forems at this stage of their development.
>
>

## 3900. Re: Lucasfilm again...

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-12 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-T82dCdd4d7QW@di09-ks.cth.com.au>
Source record: 48180

On Sat, 11 Dec 1999 17:04:03, karolj_nadj@web.de wrote:
> >>the Eidolon game playes music while loading. When you concider that
> >>the sound registers are used to clock the serial bus. It was well
> >>done.
> >>
> >>James B
> >>
>
> as you just need 2 pokey-timers for sio-stuff... you just have to
> patch the os-routines to get a 2-channel playing music... ;)
> unfortunatly you havent all 4 channels...

Yes, I know. I have done it my self with a demo I sent someone.

James B

## 3901. Re: An 800 Christmas... =)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-12 00:00:00 UTC
From: nexar@my-deja.com
Message-ID: <82v810$n8b$1@nnrp1.deja.com>
Source record: 48181

Ok, but where do I find these? I'm up to date on computer related
stuff,but the Atari I'm afraid not.. (can't wait to get my Falcon! :)

Oh, lol =], I meant BallBlazer and not Behind Jaggi Lines.. sorry..
THoughts were flying thru my head all at once..

as soon as I get my site somewhat decently done, I'll upload it and
then post the site here again,

Thanks,

Clint
>
> Your best bet is to get a SIO2PC cable and APE 1.17. Transfer them to
PC and
> burn them on CD-R's
>
> Good luck. Please do post the url to your page here!
>
> <nexar@my-deja.com> wrote in message
news:82sp8b$43m$1@nnrp1.deja.com...
> > Wow, I just dug out my 800xl from the Closet , OH MY GOD!
> > The memories, wow.. funny thing is, I only got this computer in 94,
well
> > after it was outdate(to some)
> >
> > Got Jaggilines up and running along with some other kick @rse games
> > that I havn't played in forever.
> >
> > Anyone interested in RealPlayer songs of Christmas songs done in
> > music composer II on the 400/800?
> > or how about 1985 CES Demo for the 800?
> > Games? ANything, just e-mail me and I'll either
> > send you the direct file or send you to my web page!
> >
> > Also if somone could help me, how can I save these games/misc
> > onto something that is current media, cd-r for example so I can
have a
> > backup of the games, and RE-load them to floppies when old ones
die..
> > I've lost about 30 games already due to tracks/sectors being buggy,
> > and I can't figure out how to copy that damned Jaggilines, some
> > protection scheme going down, I don't know, not too familiar with
the
> > 800 , rather than writing basic programs for it.

> >
> > Thanks in advance,
> >
> > Clint Thompson
> >
> > E-mail me! :) xNexar_Net_x@yahoo.com
> >
> > I use Yahoo~ pager! :)
> >
> >
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3902. Re: The ballad of the ultra "rare" Atari 7800 carts

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-12 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38531b60.102712011@news.ds.centuryinter.net>
Source record: 48182
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

On Sat, 11 Dec 1999 18:06:59 GMT, "OverMuch" <.....@.....> wrote:

>
>Jon Melbo <ssilicon@centuryinter.net> wrote
>
>> >OverMuch
>
>> Whatever munch.
>
>Hypocrite.
>
>OverMuch
>

Not hardly. Go play with a sack of Fritos munch.

## 3903. Wanted : FoReM BBS

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-12 00:00:00 UTC
From: nagual69@tampabay.rr.com
Message-ID: <38544c82.16214981@news-server.tampabay.rr.com>
Source record: 48183

Looking for a copy of the FoRem BBS written in BASIC. Would like to have ASCII copy if possible. Think I have this on a disk somewhere... someday I'll get a SIO2PC. I've got tons of disks of stuff that would blow minds...

;oP

Thanks...

# 3904. Re: Atari's 5200 Blunder (Was Re: The VECTREX-Arcade Arcades)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-12 00:00:00 UTC
From: bcombee@metrowerks.com
Message-ID: <s56jasba53140@corp.supernews.com>
Source record: 48184
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <3851c61a.631106545@news.earthlink.net>, Glenn Saunders wrote:
> On Sat, 11 Dec 1999 23:21:07 GMT, bcombee@metrowerks.com (Ben Combee)
> wrote:
> >Don't you mean the OSS guys? Most of the initial OS and tool
> >development work, outside the 10K OS, was done by Optimized System
> >Software under contract. They delivered Atari BASIC, the
>
> The activision guys created the actual OS.

By that you mean the Atari employees who would later leave to form
Activision, right?
--
Ben Combee <bcombee@metrowerks.com> -- x86/Win32/Linux/NetWare CompilerWarrior

# 3905. Does anyone knows what happened to MicroDiscount (DEREK FERN)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-12 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <X1FTOGqtX3QeOCKv=sZaCIVY0Dzc@4ax.com>
Source record: 48185

Does anyone know what happened to Microdiscount (Derek fern)

his he still sell atari items?

NIR

## 3906. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-12 00:00:00 UTC
From: "JimD." <jpdavis@gorge.net>
Message-ID: <38535D81.13E9@gorge.net>
Source record: 48186

Aaron wrote:
>
> My ultimate (but possible for the time) Atari 8-bit dream machine
> should have been sold in the mid to late 80's and included the
> following:
<snip 80's wish list>
> >
> >
> >
> >
Wasn't it called the apple II GS? ;)
Jim Davis

# 3907. Re: Does anyone knows what happened to MicroDiscount (DEREK FERN)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-12 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <tiK44.597$b67.4320@news1.online.no>
Source record: 48187

His web page is down, so I guess it's the end.
:-(

Too bad really, I never got around to ordering some of the games I lacked.

Nir Dary <ndary@bigfoot.com> wrote in message
news:X1FTOGqtX3QeOCKv=sZaCIVY0Dzc@4ax.com...
> Does anyone know what happened to Microdiscount (Derek fern)
>
> his he still sell atari items?
>
> NIR

## 3908. Wanted to Buy

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-12 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <19991212063446.24172.00000190@ng-bj1.news.cs.com>
Source record: 48188

Ok, I'm looking to purchase a couple of Xmas gifts...(and I've been quite good this year. :-)
I. A 1 meg MIO dead or alive.
2. A complete (working) Writer's Tool.
Send me email if you want to trade something or sell.
Thanks,
Larry White

# 3909. WTT: HP Palmtop w/4meg for Game system and games.

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-12 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <3853AC5A.847D9911@midamer.net>
Source record: 48189

I am looking to trade a Hewlet packard 320LX Palmtop for a Video Game system. The HP had 4-meg Ram, Windows CE (95) with Microsoft Word, Excel, etc. Still have box & Instructions and looks/workd like new.

The systems I am most interested in are TurboDuo, Atari Lynx, Gameboy COLOR or Atari 7800 with games.. Will also listen to other offers but already have Playstation, Genesis, SNES, 32X, and super gameboy for SNES. E-mail me direct at tonym04@aol.com since I don't often drop by the newsgroups.

NO JUNK PLEASE !!!!

# 3910. Re: The ballad of the ultra "rare" Atari 7800 carts

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-13 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38544f07.181482765@news.ds.centuryinter.net>
Source record: 48100
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

On Sun, 12 Dec 1999 17:53:41 GMT, "OverMuch" <.....@.....> wrote:

>
>Jon Melbo <ssilicon@centuryinter.net> wrote in message
>news:38531b60.102712011@news.ds.centuryinter.net...
>> On Sat, 11 Dec 1999 18:06:59 GMT, "OverMuch" <.....@.....> wrote:
>
>
>> >Hypocrite.
>
>> Not hardly. Go play with a sack of Fritos munch.
>
>My point made yet again. Your self-imposed moderator status is lacking
>credibility (again) when you chose to go to the level you yourself
>condemned.

Your point is not made again. What you continue to prove, is that you
don't like being criticized (for criticizing no less). You've already
lost because you were the first to throw stones. Somehow when someone
throws them back, you somehow forget that you were the instigator and
instead have a tantrum about what people might say about you. As to
someone who thinks they are a moderator, what the hell do you call
challenging someone who's asking a few dollars a piece for some carts?
I'm no moderator wanna be. I saw the bitching about the cart prices.
I disapproved, but said nothing. I saw the ensuing argument about
same. Again, I said nothing. I saw you call the guy a loser for
daring to try and justify to you the prices for some carts he was
selling. It actually made me angry the way you treated the guy.
Apparently he lost his cool too, because it caused him to use
profanity towards you in the newsgroup. That's when I spoke out; but
I spoke out as a member of the group who was just plain fed up with
your crap; not a moderator wanna be like you.

>The reason I originally called him a loser because he threw a name-lame my
>way, and you continue this little escapade after bitching about having a

After the way you criticized his prices, then argued with him when he
was so gracious as to try and explain his prices when he certainly did
not have to answer to you for anything, I think using "munch" instead
of "much" was pretty small potatoes. As to me using munch, the first
time was by accident. You just can't bring yourself to apologize to
the guy for calling him a loser at least. All you do is keep telling
yourself and everyone here, how you were always in the right. So, now
I've just had it with you. How are the chips munch? Never mind, I

feel an editing session with my kill filters coming on.

>drawn out flame war here. Fine. Screw you, I'm outta here. All I was trying

Oh, sorry to see you leave.

>to do was help a newbie or two.

You seemed more interested in slamming the guy for his prices. Give
you a hint, there aren't many "newbies" that visit this newsgroup.

> I just hope you can live with the fact that
>you're a goddamned hypocrite in the face of everyone here.

Oh my. Is there a difference between a "goddamned" hypocrite and just
a regular one? Which one is better or worse? Can I please be both if
you let me? Pleeaaaase? Your rating systems mean so much to me.

>Oh...I haven't seen a reasonable answer to any point I've made so
>far

Ya know, I started off with earlier messages to you being very much
more straight forward and sensible. I also noted that the guy selling
the carts tried to be kind and justify to you why he was setting the
prices he did. It just seems to be wasted on you because before long
you're name calling and sneering. I think you're a pompous, arrogant
ass. I didn't jump to that conclusion right away either, but I'm sure
of it now.

....your 30 minute rants seem to have dried up in the face of reason.

Awwwww. Does it really take you that long to read those messages?
Perhaps you should enroll in a remedial reading course. Takes me less
than 3 minutes.

>Later...it used to be fun,
>OverMuch

Yeah, it did used to be. Maybe after you leave it will be again. I
hope it's Over&Out.

# 3911. Re: The ballad of the ultra "rare" Atari 7800 carts

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-13 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38555661.183364959@news.ds.centuryinter.net>
Source record: 48101
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

On Sun, 12 Dec 1999 10:26:48 +0000, Sheercon@Earthlink.net wrote:

>I think the guy is just trying to troll... he's been claiming things
>were said that weren't said and confusing who did say what to the point
>of it being suspicious.

Not a troll at all. If you would take a look back through, you would see that I did in fact get a couple of things confused. I apologized for my error too. But I am not confused that I don't like seeing someone calling someone else a loser for mearly disagreeing with them. Overmuch is the person who called the guy a loser. He has repeatedly made himself a victim in this, claiming to be the champion of the mere mortal poor fools who need him to tell them how much is too much to spend for something. Not that questioning a price is so bad, but he was a bit snotty about it and kept up the argument.

Anyway, if you think I'm a troll that's fine. I have been participating in this group for a long time and have always been glad to help people when they asked for it. Ask around. Besides, trolls don't usually put their real return email address on their posts or bother to take the time to write, what was it, 30 minute rants? Trolls are usually short, highly inflammatory posts by someone with a bogus email address.

If I'm out of line, then it 's a genuine character flaw not a purposeful attempt to create rants. I'm for real.

# 3912. Re: Atari 8 bit Serpentine Cart - Anyone willing to sell one?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-13 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38565964.184136250@news.ds.centuryinter.net>
Source record: 48102

I think I have the binary load file somewhere. If you can't get the
cart I might be able to help. Remember though, don't pay more than a
dollar for any cart you want, or I'll have to sick Mr. Overmuch on ya.
Hehe.

On Sun, 12 Dec 1999 20:58:31 GMT, C Schell <schell@san.rr.com> wrote:

>Hello,
>
>I am looking to aquire an Atari 8-bit cartridge of the game Serpentine
>by Broderbund. I was wondering if anyone had a spare that they would be
>willing to sell. Unfortunately I have no Atari 8-bit items at all at
>this time, so as far as trades go it would have to be for another
>system.
>
>While I'm at it, anyone have an XEGS they're willing to part with?
>
>Replies by email work best for me, as my news-server is less than
>reliable.
>
>Thanks,
>Chad
>schell@san.rr.com

# 3913. Re: SpartaDOS X Commands

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-13 00:00:00 UTC
From: Jim Smith <jsmith@j-com.net>
Message-ID: <S0_44.5909$_3.11776@typhoon2.tampabay.rr.com>
Source record: 48103

http://www.atariworld.com/icd/sdx/manual/sdxmanual.html

Here is a start, maybe if you fire off an email to the guy he will finish
it...
I know from experience it's a lot of work putting a Manuel online...

"Brian J. Furbee" <bfurbee@wt.net> wrote in message
news:3851dbf7_3@data.wt.net...
> Hi All!
>
> I have recently obtained a SpartaDOS X cart (v4.19) but do not have the
luck
> of having a manual. I'm familiar with the 3.x disk-based versions.
>
> Does anyone have a command reference for the additional commands available
> in SDX or can possibly e-mail me a copy of the manual?
>
> Thanks!
> -Brian
>
>
>

# 3914. Re: Sparta & Y2K

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-13 00:00:00 UTC
From: mbenedet@mosquitonet.com
Message-ID: <QT%44.1369$dF3.11517@newsfeed.slurp.net>
Source record: 48104

Genie is the only place online that I know of.

On 11 Dec 1999 10:16:26 , "Cabell Clarke" wrote:
>Both of my "3.2g" versions are different. One is dated 10-23-85 and the
>other 12-30-97. Neither of them are fixed. Where can I get the corrected
>version?

Mitch
mbenedet@mosquitonet.com

# 3915. Re: Sparta & Y2K

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-13 00:00:00 UTC
From: mbenedet@mosquitonet.com
Message-ID: <91054.1375$dF3.14031@newsfeed.slurp.net>
Source record: 48105

Genie is the only place online that I know of.

On 11 Dec 1999 10:16:26 , "Cabell Clarke" wrote:
>Both of my "3.2g" versions are different. One is dated 10-23-85 and the
>other 12-30-97. Neither of them are fixed. Where can I get the corrected
>version?

Mitch
mbenedet@mosquitonet.com

Mitch
mbenedet@mosquitonet.com

# 3916. Re: The ballad of the ultra "rare" Atari 7800 carts

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-13 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3854aaaf.204950508@news.ds.centuryinter.net>
Source record: 48106
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

On Sun, 12 Dec 1999 22:10:45 -0000, "Richard Cortese"
<ricortes@netmagic.net> wrote:

>Jon Melbo <ssilicon@centuryinter.net> wrote in message
>news:38555661.183364959@news.ds.centuryinter.net...
>> If I'm out of line, then it 's a genuine character flaw not a
>> purposeful attempt to create rants. I'm for real.
>Thread is out of line about now.
>
>We have a real tradition here of assuring people are not ripped off, Terry
>Ortman comes to mind, but it is time for a new contest.
>
>Next one that posts to this thread loses!
>
>Really, the way you guys are going around and around, I don't think anyone
>remembers the details of the original argument anymore and ditto for who
>said what to who and who got pregnant. Just not worth it. Let me sum up what
>is passing for the two opposing views.
>
>Yes it is wonderful to insure that people do not get ripped off.
>
>Yes it is wonderful to never flame someone and always use well measured and
>tempered responses.
>
>What is silly is when the two views start arguing with each other over which
>is more correct. You can't win a subjective argument. It will always depend
>upon the point of view of the observer i.e. is it more important to be nice
>or prevent people from being ripped off?
>
>I'll ack that these arguments can be both fun and informative, but they
>would be better suited for email vs various atari and video game forems at
>this stage of their development.
>>
>>
>
Okay I lose since I am posting to the thread again. I just want to
say that I have already said maybe more than I should have and that I
agree with you Richard. So... to everyone... if my posts offended
then I regret that you were affected so.

Back to Atari8. I thought I almost lost my trusty 800XL. I used some
canned air to blow off some dust build up and it went crazy (it was on
at the time). Power cycled.... just the dreaded reddish brown screen

of death. Again. Same result. Tore it apart, cleaned it all with a non residual circuit board cleaner. Reassembled. Works AOK again. Now I can continue to bring over the software to the PC.

# 3917. Re: Sparta & Y2K

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-13 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3855ac3a.205345252@news.ds.centuryinter.net>
Source record: 48107

On Mon, 13 Dec 1999 05:56:00 GMT, mbenedet@mosquitonet.com (Mitchell Benedetti) wrote:

>Genie is the only place online that I know of.
>
>On 11 Dec 1999 10:16:26 , "Cabell Clarke" wrote:
>>Both of my "3.2g" versions are different. One is dated 10-23-85 and the
>>other 12-30-97. Neither of them are fixed. Where can I get the corrected
>>version?
>
>
>Mitch
>mbenedet@mosquitonet.com

Is GEnie still online? I used to be a member ages ago. I thought they passed away into memory, possibly after being bought out by a larger company?

## 3918. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-13 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <3854af48.6660597@news.localnet.com>
Source record: 48108

On Sun, 12 Dec 1999 00:32:01 -0800, "JimD." <jpdavis@gorge.net> wrote:

>Aaron wrote:
>>
>> My ultimate (but possible for the time) Atari 8-bit dream machine
>> should have been sold in the mid to late 80's and included the
>> following:
><snip 80's wish list>
>> >
>> >
>> >
>> >
>Wasn't it called the apple II GS? ;)
>Jim Davis

No. It was called the AMIGA.

AMIGA is an achronym for:

Atari Magnified Into Great Architecture

# 3919. Re: 'Lucasfilm' games for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-13 00:00:00 UTC
From: aarona@/REMOVE/localnet.com
Message-ID: <3854b02d.6889300@news.localnet.com>
Source record: 48109

On Sat, 11 Dec 1999 14:57:12 -0800, Will Dwinnell
<predictor@compuserve.com> wrote:

>Aaron wrote:
>"The Apple II only had 16 colors in a virtually unusable low res 40x48
>matrix. In hi-res mode the standard Apple II had only 6 colors
>(including black & white)."
>
>You're referring to the white/black, blue/orange, green/purple mode,
>right? That really should be considered less colors since the opposing
>colors can only be seen every other column on the screen, and plotting
>them right next to each other adds up to white.
>
>Will Dwinnell
>predictor@compuserve.com

YEP!

Later Apple IIe's contained a motherboard modification to allow for a special 80 column card that would output a full 16 colors (including black and white) at a resolution of 140x192 (with no byte specific color limitations). The color white will be displayed if any four consecutive bits are turned on. Later Apple's (IIC,IIGS,IIC+) contained this special mode out of the box. The amount of software to take advantage of this mode, however, was limited and included DAZZLE DRAW and ANIMATE. For IIGS specific applications this mode was not used because this computer contained a much better 320x200 16 color mode were each color was separately definable from a palette of 4096 colors. For additional flexibility the IIGS also used special control bytes (one per scanline). From what I can remember, each byte was divided in the following way:

4 bits were used to select from 16 separate 16 color palettes (for a maximum of 256 colors in a complete frame). (in comparison, the Amiga required the use of a "slower" copper list to change the palette colors "on the fly."

1 bit controls the resolution of the scanline (320 across in 16 colors or 640 across in 4 colors)

1 bit controls a special area fill option. The number of possible colors in this mode is reduced by one.

I don't remember the functions of the remaining two bits. It's possible that one or both were unused.

No Apple II series computers (including the IIGS) contained hardware
sprite facilities or hardware fine scrolling options. Also, I believe
the video buffer locations in memory were "fixed."

# 3920. Re: SpartaDOS X Commands

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-13 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-OJY9ydQRwxbQ@di11-ks.cth.com.au>
Source record: 48110

On Sat, 11 Dec 1999 22:53:19, "Craig S. Thom" <craig@thom.org> wrote:

> > Does anyone have a command reference for the additional commands available
> > in SDX or can possibly e-mail me a copy of the manual?
>
> Most of the commands are the same. You can do a DIR CAR: (I think) to see
> what "external" commands are in the ROM.

Not quite. All that will do is give a directory listing of what is on
the cart. true some of the files can be run, but some must be in run
at boot up in the config.bat? (jees memory fades fast) file.

James B

# 3921. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-13 00:00:00 UTC
From: pino+comp_sys_cbm@dohd.cx
Message-ID: <slrn859h3k.7kh.pino+comp_sys_cbm@mud.stack.nl>
Source record: 48111
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

It occurred to me that Zefram Cochrane wrote in comp.sys.cbm:

> Huh ? You have advertisements in the middle of DS9/STVOY/STTNG/ST ?

Well, only in DS9. Voyager plays on a public channel (Not a commercial
one), Next Generation plays on the BBC, and TOS doesn't play at all,
at the moment :-/

DS9 -does- come provided with useless ads, though.

> What sacrilege ? That, plus the American penchant for putting adverts
> between the program's end and the end credits, and putting adverts
> for other programs in the middle of this one, plus the silly voice
> overs on the advert/program transition would make the whole thing
> unwatchable for me, and make me junk my TV.

I'm glad that I don't live in the US, for once.

--
Martijn van Buul - Pino@dohd.cx - http://www.stack.nl/~martijnb/
Visit OuterSpace: mud.stack.nl 3333

# 3922. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-13 00:00:00 UTC
From: pino+comp_sys_cbm@dohd.cx
Message-ID: <slrn859h8d.7kh.pino+comp_sys_cbm@mud.stack.nl>
Source record: 48112
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

It occurred to me that Frank Carney wrote in comp.sys.cbm:
>
> Sounds like the implementation is to blame, not the idea. A good
> implementation would not boost, just limit the peak output.

Well, that idea stinks too. If there were to be -one- peak in the sound
level (maybe just because a glitch in the transmission), you'd be sitting
in silence for the rest of the day. As a side notice (this is getting
WAY off-topic!), the same thing applies with normalizing MP3's, for example.

I still have to find a good algorithm for that.

> Why watch the movies if they suck anyway?

I keep wondering that too, every time..

--
Martijn van Buul - Pino@dohd.cx - http://www.stack.nl/~martijnb/
Visit OuterSpace: mud.stack.nl 3333

# 3923. Re: Does anyone knows what happened to MicroDiscount (DEREK FERN)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-13 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <131219990915235007%mcurrent@carleton.edu>
Source record: 48113

In article <X1FTOGqtX3QeOCKv=sZaCIVY0Dzc@4ax.com>, Nir Dary
<ndary@bigfoot.com> wrote:

> Does anyone know what happened to Microdiscount (Derek fern)

Last I heard he was still there, though he doesn't have an online
presence at this time. Can anyone confirm or deny?

Micro Discount (Derek Fern)
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 (or international +44 021 353 5730) 4pm-8pm Mon-Fri
FAX: 0121-352-1669

-Michael

# 3924. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-13 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <wkyaaykd7t.fsf@erols.com>
Source record: 48114

> >
> >Another problem with USB is that it requires a driver to work. In my mind
> >that's a weakness. I really think the computer industry could have made
> >things easier for the user.
> >
>
> Standard serial ports require a "driver" also.

True, but its lots simpler to write a FCB-style driver for a rs232 port than USB- or get right down on the bare metal. Agreed, USB/Firewire provide greater speed- but sometimes all you really need is 9600 baud, or a few digital I/O lines. Much of the appeal of RS232/parallel ports is due to the simplicity of the hardware- and the consequent simplicity of the software. Its also really easy to do completely different things with them; one day, interface to a PC with a null modem, another day, control relays. USB/Firewire are flexible in their own way, but are not universally so- and they are certainly designed for very inflexible interfacing; you can't just hook up some old circuit to blink LEDs, you have to track down & buy some kind of I/O interface box for some outrageous price, then hope there's a driver that works. But, with that inflexibility, you get bandwidth. So its a tradeoff...

Gregm

# 3925. Re: ICD R-TIME8 CART

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-13 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <833828$bbn@user.iwaynet.net>
Source record: 48115

In article <826ple$2i8$1@news.storm.ca>,
David A. Paterson <david_p@storm.ca> wrote:
>Within the Z: handler, get the date and time from the RTime-8 as per usual.
>Then, do the following:
>
>Check the year.
>If it's less than 1980, add 100 years.
>For the day of the week, add one (Monday becomes Tuesday, and so on...)
>
>Of course, I don't know how SpartaDos does its timestamps; if those are 2
>characters rather than 4 then there's a whole other issue to resolve...

er,actually SpartaDOS only uses 1 "character" to store the year.
Why would it need any more?

# 3926. Re: Possible to "unformat" a SD Atari floppy?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-13 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <833ban$bdi@user.iwaynet.net>
Source record: 48116

In article <384D0E6C.D17425F@mail.uni-mainz.de>,
Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:
>bad luck, bad luck, there is no program on the A8 to unformat any
>formatted disk. The PC stores some data on the boot sectors, when it
>formats a disk, the A8 does not do this, so it is impossible to unformat
>a disk. You can merely undelete files on the A8 (if they are not already
>overwritten with other data), thats all.

That wouldn't do any good.It doesn't matter what information you store about
the files if the files themselves are over-written.And you can only un-delete
MS-DOS files that were un-fragmented since the sector-map for the file gets
over-written.

# 3927. Re: technical information request

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-13 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <833bmh$bed@user.iwaynet.net>
Source record: 48117

In article <memo.19991206195249.49991A@ilaskey.compulink.co.uk>,
Iain Laskey <ilaskeyremoveme@cix.co.uk> wrote:
>In article <LCO24.57504$435.190238@typhoon2.tampabay.rr.com>,
>jsmith@j-com.net (Jim Smith) wrote:
>
>> 8 bits form a byte, 4 bits form a nibble, 16 bits (or two bytes) form a
>> word and 32 bits (or four bytes) form a long word.
>Word length is system dependent and not fixed at 16bits.

I always wondered why people refered to a "word" on the Atari as 16-bits when
the 6502 is a 8-bit CPU.
(though,of course,you can add two 8-bit numbers and get a 9-bit result)

# 3928. Re: Desperately Seeking Adventure International (Impossible Mission or Pirate adventure)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-13 00:00:00 UTC
From: Gareth <nospam_soton.ac.uk@gjd398.com>
Message-ID: <833f26$l4l$1@lure.pipex.net>
Source record: 48118

<support@eastbaytech.com> wrote in message
news:NlJ24.25297$f5.252258@news1.frmt1.sfba.home.com...

> Any ideas on where to look?
> I want the text version not the graphic version.

It may be worth asking Scott Adams directly - do a search for his website.

Gareth.

# 3929. Atari Software List update!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-13 00:00:00 UTC
From: dnoguero@iname.com
Message-ID: <833mvh$p9q$1@nnrp1.deja.com>
Source record: 48119

Hi everyone! The Atari Software List is really coming along.
I have around 1,400 titles and am updating it almost daily. If
you haven't seen it, please take a look!

Any feedback is welcome!

http://home.earthlink.net/~dnoguero/atari

->Dan

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3930. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-13 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <385552ac.247961211@news.ds.centuryinter.net>
Source record: 48120

On 13 Dec 1999 11:38:46 -0500, Greg Menke <nospam@erols.com> wrote:

>> >
>> >Another problem with USB is that it requires a driver to work. In my mind
>> >that's a weakness. I really think the computer industry could have made
>> >things easier for the user.
>> >
>>
>> Standard serial ports require a "driver" also.
>
>True, but its lots simpler to write a FCB-style driver for a rs232
>port than USB- or get right down on the bare metal. Agreed,
>USB/Firewire provide greater speed- but sometimes all you really need
>is 9600 baud, or a few digital I/O lines. Much of the appeal of
>RS232/parallel ports is due to the simplicity of the hardware- and the
>consequent simplicity of the software. Its also really easy to do
>completely different things with them; one day, interface to a PC with
>a null modem, another day, control relays. USB/Firewire are flexible
>in their own way, but are not universally so- and they are certainly
>designed for very inflexible interfacing; you can't just hook up some
>old circuit to blink LEDs, you have to track down & buy some kind of
>I/O interface box for some outrageous price, then hope there's a
>driver that works. But, with that inflexibility, you get bandwidth.
>So its a tradeoff...

Hell, you can even buy standard RS232 & parallel ports to hook into
the USB. I for one think it's an advantage to disable the regular
ones from the system so as to free up some IRQs. I haven't disabled
mine yet, but I am maxed on IRQ usage. Knock on wood.

# 3931. Re: ICD R-TIME8 CART

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-13 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3856536c.248153720@news.ds.centuryinter.net>
Source record: 48121

On 13 Dec 1999 11:49:12 -0500, dklugh@user.iwaynet.net (Daniel Klugh)
wrote:

>In article <826ple$2i8$1@news.storm.ca>,
>David A. Paterson <david_p@storm.ca> wrote:
>>Within the Z: handler, get the date and time from the RTime-8 as per usual.
>>Then, do the following:
>>
>>Check the year.
>>If it's less than 1980, add 100 years.
>>For the day of the week, add one (Monday becomes Tuesday, and so on...)
>>
>>Of course, I don't know how SpartaDos does its timestamps; if those are 2
>>characters rather than 4 then there's a whole other issue to resolve...
>
>er,actually SpartaDOS only uses 1 "character" to store the year.
>Why would it need any more?

Are you sure it only uses one?

# 3932. Re: Check Out My Rare Atari 2600-5200-7800 Games On Yahoo Auctions!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-13 00:00:00 UTC
From: "Mr. Lee" <garystv@brightok.net>
Message-ID: <833q2u$2r0$1@sooner.brightok.net>
Source record: 48122
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

don't read the damn ad then BUBBA!

Bitch Bitch

"OverMuch" <.....@.....> wrote in message
news:yKw34.20717$M%.158179@news.rdc1.wa.home.com...
>
> Jon Melbo <ssilicon@centuryinter.net> wrote
>
> > I don't want it in the group. It's not just a claim. Also, I name
> > called specifically only to you, in response to how rudely you treated
> > Mr. Lee
>
> You obviously have no idea to whom you are writing or responding, so your
> credibility is lacking. I think you aimed this reply at the author
thinking
> it was me, or something. I don't know.
>
> Anyway, I only agreed with the original poster, but I AM sick and tired of
> seeing "rare" Galaxian carts. As for your scathing response, well, I'll be
> sure to carry the weight upon my shoulders for days to come.
>
> > It actually made me angry to see you try to humiliate the guy
>
> Again, please read the headers before trying to participate. *I* am
> OverMuch.
>
> ...and that's all I'm gonna say.
>
> OverMuch
>
>
>

# 3933. Re: An 800 Christmas... =)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-13 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <833i8k$bck$1@news-02.meganews.com>
Source record: 48123

Clint,
I have disks from 1980 that are still in working order. I have
always kept them in disk drawers. I have been copying all
my 2000+ disks to ATR format and Iam going to put them on
CD when Iam done. I use sio2pc, its faster than my 9600 modem!

Mike

> Also if somone could help me, how can I save these games/misc
> onto something that is current media, cd-r for example so I can have a
> backup of the games, and RE-load them to floppies when old ones die..
> I've lost about 30 games already due to tracks/sectors being buggy,
> and I can't figure out how to copy that damned Jaggilines, some
> protection scheme going down, I don't know, not too familiar with the
> 800 , rather than writing basic programs for it.
>
> Thanks in advance,
>
> Clint Thompson
>

--
Star Trek card collector since 94
Atari computer user since 79
icq# 21282368 bandit@cdsnet.net
Medford, or
homepage http://home.cdsnet.net/~bandit/

# 3934. Re: SpartaDOS X Commands

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-13 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <834ih0$bq2@user.iwaynet.net>
Source record: 48124

In article <olg28mVLDrMR-pn2-OJY9ydQRwxbQ@di11-ks.cth.com.au>,
<sup8pdct@mail.cth.com.au> wrote:
>Not quite. All that will do is give a directory listing of what is on
>the cart. true some of the files can be run, but some must be in run
>at boot up in the config.bat? (jees memory fades fast) file.

You're thinking of MS-DOS.The only thing that has to be in CONFIG.SYS is the
"USE" command.You can load SPARTA.SYS and SIO.SYS and everything else yourself.
(the CAR: device is built in)
I just wonder why they used that extention.

## 3935. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-13 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <834iqm$bqn@user.iwaynet.net>
Source record: 48125

In article <3854af48.6660597@news.localnet.com>,
Aaron <aarona@/REMOVE/localnet.com> wrote:
>No. It was called the AMIGA.
>
>AMIGA is an achronym for:
>
>Atari Magnified Into Great Architecture

I just hated that there was no text mode.Just try getting on the Internet
(or otherwise using full-screen UNIX programmes)
with a 14400bps MODEM.You might as well use a slower MODEM.
I wonder if anyone has ever made a term programme that uses Ice-T (or Linux)
style scrolling for the Amiga.

# 3936. FS: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-13 00:00:00 UTC
From: Josh Rotarius <computerconnection@tradingweb.com>
Message-ID: <s5drrjcdqrs35@corp.supernews.com>
Source record: 48126
Cross-posted to: alt.atari,comp.sys.atari.8bit

Brand New Atari 800XL for sale Opened once to test, and it works. Includes manual, power supply, box, and switchbox. Price: $40

computerconnection@tradingweb.com

Thank You,
The Computer Connection Sales Department

# 3937. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-14 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38565DDA.9D65F34F@worldnet.att.net>
Source record: 48041

Well,

Actually you just hit the nail on the head, think of the SIO as an ancient ancestor of the USB, in fact one of the designers and patent holders to the USB is also the same man who designed the SIO port for the Atari 8-bits, interesting coincidence eh?

Curt
http://www.atari-history.com

BadBob1952 wrote:

> In article <385552ac.247961211@news.ds.centuryinter.net>,
> ssilicon@centuryinter.net (Jon Melbo) writes:
>
> >Hell, you can even buy standard RS232 & parallel ports to hook into
> >the USB.
>
> Ok, I'm butting in here, but this sounds a lot like the 850 interface hooked
> into the SIO, our old Universal Serial Bus.
>
> badbob1952@aol.com

# 3938. Re: Atari 8-bit Software List

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-14 00:00:00 UTC
From: roboto <roboto@sprint.ca>
Message-ID: <BTt54.9235$uj2.262472@newscontent-01.sprint.ca>
Source record: 48042

> Darn, I see the Dino Eggs game listed, but I haven't had luck in the past
10
> years to find one :-(
>
> Anybody have an ATR of it ?

I have a 4 colors PC version of it !

## 3939. Re: -= aTARI sCENE lIVES =-

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-14 00:00:00 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <385666B8.A6717EB2@mb1.tu-chemnitz.de>
Source record: 48043

well,

is there anybody outthere who was able to download AND extract
(error-free) some productions of aids? i wasn't successful several times
... pkxarc told me always CRC errors.

sven.

# 3940. Re: Lucasfilm again...

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-14 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.945187041@math.tu-berlin.de>
Source record: 48044

Hi!

karolj_nadj@web.de writes:

>>>the Eidolon game playes music while loading. When you concider that
>>>the sound registers are used to clock the serial bus. It was well
>>>done.

>as you just need 2 pokey-timers for sio-stuff... you just have to
>patch the os-routines to get a 2-channel playing music... ;)
>unfortunatly you havent all 4 channels...

Well, it's not so easy. Actually, the Eidolon (and the other Lucasfilms games)
loader are completely re-written from scratch. They don't use the Os at all,
not a bit, and they don't patch anything.

It's even more funny... These fancy routines load from the disk IN INTERRUPT
CODE. This means, the main program runs on, launches the disk I/O by passing
a file name to a function, and all the rest happens in the background,
localizing the file, loading the sectors, placing the sectors in memory. It's
truely amazing. The file structure of the Eidolon is almost a Dos-II
structure, except that the directory is shifted by one sector backwards. A
simple modification gives a highly useful "run in background" Dos-II file
loader. Neat trick.

Hence, unlike what one might guess, it's not the music which plays in interrupt
code and the disk which loads as "permanent front-task", but quite the opposide
way 'round. (-;

What to say? Highly professional, don't try this at home. (-;

BTW, if someone has a complete(!) BallBlaster, I'd highly appreciate it, it's
still missing in my Lucasfilms "collection".
Complete means the full version, including the original intro screen and the
(fancy) loader.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

# 3941. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-14 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <wkaendxxk4.fsf@erols.com>
Source record: 48045

> 
> Hell, you can even buy standard RS232 & parallel ports to hook into
> the USB. I for one think it's an advantage to disable the regular
> ones from the system so as to free up some IRQs. I haven't disabled
> mine yet, but I am maxed on IRQ usage. Knock on wood.

Good point. We build and sell remote control observatory hardware, the controller connects to a PC via rs232. Users frequently have several other rs232 devices (as well as parallel ones- some astronomy-style CCD cameras use LPT ports), so IRQ issues are very tricky. We've tested the USB/Serial converters and they work well enough for our purposes at least. Our preference is for multiport comm boards designed to share a single IRQ- much like those that ISP and BBS systems use to support multiple modems. Most operating systems can manage IRQ sharing, which doesn't restrict people to the particular operating systems for which drivers are supplied. A decent multiport IRQ sharing comm board costs about as much as a pile of USB/Serial converters and a USB hub.

Hopefully a new Atari would have a more rational IRQ scheme than a PC.

Gregm

## 3942. FA: 40 Great Flight Simulator Adventures Book

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-14 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <8366a7$i7m$1@nnrp1.deja.com>
Source record: 48046
Cross-posted to: comp.sys.ibm.pc.classic,comp.sys.amiga.marketplace,comp.sys.atari.8bit

here's the link:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=220217828

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3943. BOULDER DASH clone

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-14 00:00:00 UTC
From: RelEng <all@newageweb.com>
Message-ID: <38569F18.EAB004A4@newageweb.com>
Source record: 48047

does anyone have a PC clone of the game BOULDER DASH?
this is my favorite game and it's been about 12 years since I touched
an 8-bit computer for the last time.
PLEASE HELP ME GET MY INNOCENCE BACK !
Thanks,
Jerry

# 3944. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-14 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3856a46e.47878126@news.ds.centuryinter.net>
Source record: 48048

On 14 Dec 1999 13:04:09 GMT, badbob1952@aol.comspamx (BadBob1952)
wrote:

>In article <385552ac.247961211@news.ds.centuryinter.net>,
>ssilicon@centuryinter.net (Jon Melbo) writes:
>
>>Hell, you can even buy standard RS232 & parallel ports to hook into
>>the USB.
>
>Ok, I'm butting in here, but this sounds a lot like the 850 interface hooked
>into the SIO, our old Universal Serial Bus.
>
>badbob1952@aol.com

Not butting in at all. That analogy is a very good one. The thread started with the idea put forth that the world should stick with basic serial and parallel because it is simpler (to program for). My point is that highly flexible, feature rich subsystems are often more complex, but that in the end I feel it is worth it.

I have often seen the attitude of wishing to just stay with the old tried and true on many programmer's parts. Speaking from my own position, I surmise that this is really due to the fact that a programmer may have gained experience and expertise on the old tried and true and feels accomplished on it, then resists having to start over learning new things. I completely understand this and sympathize, however, in the world of technology those people (myself included), need to get over it and get used to it or we will become a relic as well.

I started on the Apple II and the Atari 8-bit. I actually became a half way good programmer on that genre of machine. I stuck exclusively to my Atari until mid 1993, when I bought my 1st PC (though I had had a lot of time and use of PC class systems since about 1988). To this day, I have only written one quick and dirty application (utility) for the PC. And that program was in GW BASIC. My experience in BASIC on the Atari and Apple allowed me to pick up the GW BASIC manual and quickly hammer out some functional code for a specific task I needed to do at work. I did so much more on the Atari. I became good at programming in Action! and even had written a little bit in 6502 assembly. Yet, here I sit on the PC, with all the latest versions of Visual this and that, Turbo this and that, a few books and a proven know how for programming, and I can't yet do much of squat on the PC. I think I feel like the guy who wishes serial ports would stay just the way they were while looking at USB. But I

can't blame technology for advancing. It is I who has to re-educate myself on the newer things.

One thing I miss though, is back during the height of the 8-bit days, the AVERAGE computer owner / user was at a higher level of machine comprehension and competency than is the average user now. I miss having friends and aquaintences that are interested in programming and I miss articles in magazines which cater to that purpose. Notice these days how hard it is to pick up a computer magazine and find program source code listings and articles on programming? Maybe I'm just not looking in the right places but it seems to me that such material is few and far in between. I remember Computer Shopper had a "What's The Code" section which usually had a bit of C code in it and discussion.

Anyway I'm rambling with another presumably 30 minute rant and I don't want to do that, so hasta la pasta for now.

Comments welcome.

# 3945. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-14 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3857aca3.49979248@news.ds.centuryinter.net>
Source record: 48049

On 14 Dec 1999 12:05:31 -0500, Greg Menke <nospam@erols.com> wrote:

>>
>> Hell, you can even buy standard RS232 & parallel ports to hook into
>> the USB. I for one think it's an advantage to disable the regular
>> ones from the system so as to free up some IRQs. I haven't disabled
>> mine yet, but I am maxed on IRQ usage. Knock on wood.
>
>Good point. We build and sell remote control observatory hardware,
>the controller connects to a PC via rs232. Users frequently have
>several other rs232 devices (as well as parallel ones- some
>astronomy-style CCD cameras use LPT ports), so IRQ issues are very
>tricky. We've tested the USB/Serial converters and they work well
>enough for our purposes at least.

Practice sustains theory then. What you would expect, but sometimes
don't always get 100% with some things.

>Our preference is for multiport
>comm boards designed to share a single IRQ- much like those that ISP
>and BBS systems use to support multiple modems. Most operating

I am aware of such and they also serve to solve your particular
problem. However consider that such equipment is highly non
standardized (yes the ports are "standard" variety but the actual unit
itself is usually proprietary and has special driver all unto it's
own). This means that if the company goes out of business and you
want updated drivers for the latest OS or even a current alternative
OS sometimes.... you're SOL. Another thing to consider is that it
serves a very narrow specific purpose. Such devices only support
RS232 devices, where as USB supports many variety of devices.

>systems can manage IRQ sharing, which doesn't restrict people to the
>particular operating systems for which drivers are supplied.

Assuming that you can afford compitent programmers to write custom
drivers for an OS that canned drivers are not written for. Also, such
programmers usually need to have access to very detailed and specific
information on the device from the manufacturer. Some companies can
be stingy with such information.

>A decent
>multiport IRQ sharing comm board costs about as much as a pile of
>USB/Serial converters and a USB hub.

Costing the same then, wouldn't USB seem a safer bet?

>Hopefully a new Atari would have a more rational IRQ scheme than a PC.

Indeed. I thought PCI was supposed to eliminate the IRQ problem, but
alas it only part way does. IBM should have hired Atari's engineers!

# 3946. Re: technical information request

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-14 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3858b0a9.51009153@news.ds.centuryinter.net>
Source record: 48050

On 14 Dec 1999 13:04:10 GMT, badbob1952@aol.comspamx (BadBob1952)
wrote:

>In article <833bmh$bed@user.iwaynet.net>, dklugh@user.iwaynet.net (Daniel
>Klugh) writes:
>
>>I always wondered why people refered to a "word" on the Atari as 16-bits when
>>
>>the 6502 is a 8-bit CPU.
>
>Addrssing is 16 bit, sort of.

No sort of at all. The address bus on the 6502 is fully 16-bit. It's
the data bus that is 8-bit. Most of your so called 16-bit processors
actualy have 16-bit data buses but have larger address buses. We all
know a 16-bit address bus only gives you 64K addressible.

It is only recently, that data buses have surpassed the size of
address buses. 32-bit address bus gives you 4GB addressable. I have
about a half a gig of RAM in my PC and it's great pleanty for now.
The days of 4GB machines hasn't (yet) arrived.

# 3947. Re: BOULDER DASH clone

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-14 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991214173408.15982.00000896@ng-fx1.aol.com>
Source record: 48051

>does anyone have a PC clone of the game BOULDER DASH?

Better than a clone; it was released for the PC in a DOS version as 'Rockford'
on two 5.25's.

I started life with nothing, and still have most of it left...

## 3948. Re: Freezer... ?!?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-14 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.991214204053.8104B-100000@vtn1>
Source record: 48052

IIRC the freezer is an add-on push button to force a cold start of a
locked up computer. It works by toggling the cartridge status line so that
the OS thinks a cartridge has been removed or inserted and thereby goes
into its boot sequence. There was no software involved.

jkp

# 3949. Re: Journey to the Planets

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-14 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <3856b5d8.3225066@news.netunlimited.net>
Source record: 48053

Give up, that is a horrible game anyway.

VS

On Wed, 15 Dec 1999 21:51:30 -0400, "Luis P. Baeza Q."
<lbaeza@chilesat.net> wrote:

>Hi!
> I'm stuck in the part where I have 2 block over my head and if I
>shot'em then they change colors.
>Any idea how can I pass this screen?
>
>Reply right here or to lbaeza@yahoo.com
>
>Thanks!
>

To email me just remove the Xs and underline marks from my email address.

# 3950. Re: Wanted : FoReM BBS

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-14 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <8349g9$6sa$1@nnrp1.deja.com>
Source record: 48127

There's a couple of web pages that has information about this BBS.
Check out-

http://members.aol.com/lenspencer/fxep.htm

Also check out-

http://cth.tzo.com , under the "Atari 8-bit/BBS info/Other BBSes"
folders. There's also a FXEP BBS section in the Closer To Home archive
at-

ftp://ftp.spudster.org/pub/Atari/CTH/Utilities/Utilities_BBS/

--
telnet://cth.tzo.com
http://cth.tzo.com
ftp://ftp.spudster.org

Sent via Deja.com http://www.deja.com/
Before you buy.

# 3951. Re: Percom help

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-14 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991213225052.18453.00000922@ng-fv1.aol.com>
Source record: 48128

>Perhaps your second drive is
>set up as another drive? Put both in the system at the same time, if it
>sees both as d1: and d2: then the problem is on the drive mech, your
>second drive has a slot with bars on it that have been cut to make it
>see the drive as d2: or above.. just jumper this to the first set on the
>pins that have been cut.

Both respond to D1: the SD works like new but the DD is flaky; sometimes does
not boot - other times it boots and then sleeps after a few disks. Its
controller continues to direct a generic slave while drive ignores everything.?
Can't find any cut bars; where should I be looking?
Thanx-Ron

I started life with nothing, and still have most of it left...

# 3952. Re: Canon printer programmersguide???

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-14 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <834l2s$d2a$1@ssauraaa-i-1.production.compuserve.com>
Source record: 48129

> Anybody know if one of the programmers guides Canon is so
> willing to sell us for to much money is also available on the
> net?

I don't know. I got much of the info from the faxline, but one doc on color printing is mis-titled It presents dithering information instead of printing information, so there are compressed color modes I can't use, just the generic one. Between the codes, and explanations on the HP printer, I can do a lot.

> BTW mine is a BJC4200 and it sucks at EPSON emulation.

I have a BJ4100. Its Epson emulation(LQ2550 is what I use in the ST, and generic Epson on my A8) works quite well. The color pictures I print are great, but my next printer will have much higher resolution. The BJ does what I need for now.

> PS anybody ever tried ink cartridges made by different
> companies?

I buy my compatible color, sm BW, and lg BW carts from MEI-Micro Center. They work very well. I have recently bought refill kits for color that I repackaged to make refilling easier. They work fine. One does have to be careful about black-some are very

--

# 3953. Re: Possible to "unformat" a SD Atari floppy?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-14 00:00:00 UTC
From: Rick D <74766.1561@CompuServe.COM>
Message-ID: <834lef$d2a$2@ssauraaa-i-1.production.compuserve.com>
Source record: 48130

A silly question...but have you actually tried to boot the disk?
I have drives that will still make the formatting sound(heads
moving) but because the wp tab is there, they don't actually
write anything. When done they give an error.

Rick D.

--

## 3954. Monster?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-14 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38561336.10696240@news.ds.centuryinter.net>
Source record: 48131

Was someone asking around for Monster Smash or Mail Order Monsters or something? I thought I remembered someone asking. I found both.

# 3955. Re: technical information request

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-14 00:00:00 UTC
From: Eli-E Babila <artcore.eba@flashmail.com>
Message-ID: <38561921.347ADEFB@flashmail.com>
Source record: 48132

The 6502 is a 8-bit cpu, but the PC is a 16-bit register combined of PCH & PCL.

-Eli

Daniel Klugh wrote:

> In article <memo.19991206195249.49991A@ilaskey.compulink.co.uk>,
> Iain Laskey <ilaskeyremoveme@cix.co.uk> wrote:
> >In article <LCO24.57504$435.190238@typhoon2.tampabay.rr.com>,
> >jsmith@j-com.net (Jim Smith) wrote:
> >
> >> 8 bits form a byte, 4 bits form a nibble, 16 bits (or two bytes) form a
> >> word and 32 bits (or four bytes) form a long word.
> >Word length is system dependent and not fixed at 16bits.
>
> I always wondered why people refered to a "word" on the Atari as 16-bits when
> the 6502 is a 8-bit CPU.
> (though,of course,you can add two 8-bit numbers and get a 9-bit result)

## 3956. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-14 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19991214080409.25632.00000750@ngol02.aol.com>
Source record: 48133

In article <385552ac.247961211@news.ds.centuryinter.net>,
ssilicon@centuryinter.net (Jon Melbo) writes:

>Hell, you can even buy standard RS232 & parallel ports to hook into
>the USB.

Ok, I'm butting in here, but this sounds a lot like the 850 interface hooked
into the SIO, our old Universal Serial Bus.

badbob1952@aol.com

## 3957. Re: technical information request

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-14 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19991214080410.25632.00000751@ngol02.aol.com>
Source record: 48134

In article <833bmh$bed@user.iwaynet.net>, dklugh@user.iwaynet.net (Daniel Klugh) writes:

>I always wondered why people refered to a "word" on the Atari as 16-bits when
>
>the 6502 is a 8-bit CPU.

Addrssing is 16 bit, sort of.

badbob1952@aol.com

# 3958. Re: Lucasfilm again...

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-14 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <385641CA.9D955A75@mail.uni-mainz.de>
Source record: 48135

Aaron schrieb:
>
> I own the Epyx label U.S. originals for both the Eidolon & Koronis
> Rift. Both games start with the GTIA mode 9 LUCASFILM logo with a
> sparkling "ding" over one of the letters. Koronis Rift then displays a
> stylized picture of the game before loading is complete. The Eidolon
> does not. Neither of these games are preceded by any ornate animation.
>
> Both these games are "flippies" and contain the Commodore 64 versions
> on the front side and the Atari versions on the back side. I don't
> remember much of the Commodore versions.
>
Hello Aaron,
thanks for the info. So it looks like merely Ballblazer and RoF have an intro (Epyx disk versions and Atari cart versions). Greetings - Andreas Magenheimer

# 3959. Re: Desperately Seeking Adventure International (Impossible Mission or Pirate a

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-14 00:00:00 UTC
From: badbob1952@aol.comspamx
Message-ID: <19991214080410.25632.00000752@ngol02.aol.com>
Source record: 48136

```
><support@eastbaytech.com> wrote in message
>news:NlJ24.25297$f5.252258@news1.frmt1.sfba.home.com...
>
>> Any ideas on where to look?

Are you just trying to find that girl in the ads?

badbob1952@aol.com
```

## 3960. Freezer... ?!?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-14 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38564A67.72A1BD9E@mail.uni-mainz.de>
Source record: 48137

Frank-Oliver Malisch schrieb:
[snip]
Hello Frank,
were you the one who once coded and sold a freezer for the A8 ??
What ever happened to this freezer ?? Is it still avaiable anywhere
(dealer/vendor or via internet) ?? Greets - Andreas Magenheimer

# 3961. Re: 8bit controllers

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-14 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3856497E.EC4A48D0@mail.uni-mainz.de>
Source record: 48138

"David A. Paterson" schrieb:
>
> The keypads for 2600 Star Raiders are slightly different; as I recall you
> have to strobe some of the joystick lines to read their input. Anyone with
> solid code to read them please post it; as I recall they were a real pain to
> read from BASIC.
>
> David P.
>
> Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
> news:82o84j$ag8$2@nets3.rz.RWTH-Aachen.DE...
> > Howdy folks
> >
> > >>Can the 8bits be programmed to read any of the 2600 controllers? the
> > >>kepad, driving control, keyboard etc?
> > >>
> > >
Hello folks,
as far as I know, the VCS 2600 had many different keypads for different games or purposes (gaming purposes, educational purposes, etc.). I do not know, if they are/were all the same, but I guess they are/were not. Luckiliy, I have a little basic program that works on the A8 and supports two VCS2600 keypads (do not know the keypads numbers). One of these VCS 2600 keypads came in a bundle (two black keypads that could be put together to one bigger keypad), the other one came as a single (but with a little silver overlay). Both VCS keypad versions had merely numbers from 1-9 (and perhaps 0, * and #) on it...

The A8 basic program shows the number you press, if you connect the VCS keypad to the A8 port 1. Unfortunately Atari did not use the standard calculator number-form for these VCS keypads, but the A8 basic program does... So, anyone interested in this program send me an E-Mail and I will send this little basic program to you...
(By the way, I have collected some driver programs for the A8; the drivers are for different uses, like CX85 keypad, standard joystick, Atari Touch Tablet, Koala Pad, Trackball, ST-mouse, Amiga-mouse, Paddles, Lightpen/Lightgun, etc.) greets - Andreas Magenheimer

# 3962. Buying Atari 800.

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-14 00:00:00 UTC
From: cozy.remove.this@stormdragon.com
Message-ID: <38565043.2491578@news.lin.foa.se>
Source record: 48139

I prefer to by from some one in Sweden (Norway, Denmark or Finland).
But if the price is right I buy any Atari 800 with PAL system and
powersuply units that is made for 220-230V

I am in search for an Atari 800 (functional)
If the Atari comes with some extra stuff like: Joysticks, games,
diskdrive, tapedrive, memmory I would be more then happy.

I'm also interested in buying Cartridge games for the Atari 8-bit.

Please email me on atari@stormdragon.com or by a post here at the
newsgroup.

ChipData

# 3963. Re: BOULDER DASH clone

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-15 00:00:00 UTC
From: dunxuk@aol.com
Message-ID: <19991214191138.06553.00000934@ng-cc1.aol.com>
Source record: 48054

Why not download an Atari emulator and play it now..?

I can recommend Atari800win. It's nice and straightforward to use.

# 3964. Re: BOULDER DASH clone

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-15 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <nbB54.6680$_3.20840@typhoon2.tampabay.rr.com>
Source record: 48055

An easy-to-find solution is to buy a copy of Boulder Dash for Nintendo off
of eBay, and play it on your NES.
--Mark

RelEng wrote in message <38569F18.EAB004A4@newageweb.com>...
>does anyone have a PC clone of the game BOULDER DASH?
>this is my favorite game and it's been about 12 years since I touched
>an 8-bit computer for the last time.
> PLEASE HELP ME GET MY INNOCENCE BACK !
> Thanks,
> Jerry
>

# 3965. Re: Alpha Systems, and Duplicating Technologies

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-15 00:00:00 UTC
From: "Ronald A.Laski", "Jr." <rlaski@midwest.net>
Message-ID: <MPG.12c0f6e03b39ac1e989680@news.midwest.net>
Source record: 48056

In article <Pine.BSI.4.05L.9912040839210.2744-100000@moose.erie.net>,
sagedm@erie.net says...
>
>
>
> On Thu, 2 Dec 1999, Mathy van Nisselroy wrote:
>
> > Howdy Nir, Marshall, folks
> >
> > > I have a Hard copy of Advanced Protection technique book
> > > and a 1050 Duplicator board (not for sale though) but no manual or
> > > software with it
> >
> > > On Tue, 30 Nov 1999 19:17:15 -0600, "Marshall Walker" <mwalker@mc.net>
> > > wrote:
> > >
> > > >I was interested if anyone knew anything about Alpha Systems and Duplicating
> > > >Technologies. IF someone purchased there warehouses, etc..
> >
> > If you ever find them, please tell us. I'd love to hear what happened to both
> > companies.
>
>
> Alpha Systems was located about 120 KM from my home. They also
> did the Parrot voice digitizer for the 8-bit Atari's then went on to a few
> ST products. They had a cartridge based RAM expander (MegaRAM?) and a few
> other products that were less memorable. It's been 7 years since I've
> seen or heard of them.
>
>
I have the 2nd Alpha Systems book/disk combo (also not for sale, sorry) I
have been looking for the 1st book/disk (e-copy is acceptable) i just
want to find out what is in the 1st set...

Ron
rlaski@midwest.net

# 3966. Re: Lucasfilm again...

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-15 00:00:00 UTC
From: "Ronald A.Laski", "Jr." <rlaski@midwest.net>
Message-ID: <MPG.12c0fbd3e9c5a667989681@news.midwest.net>
Source record: 48057

In article <8rhPOF26I7q9Xde89m9zz0sDH9KK@4ax.com>,
mclane@dellos.freeserve.co.uk says...
> The other Day thor@math.tu-berlin.de (Thomas Richter) wrote:
>
> >Howdy!
> >
> >Andreas Magenheimer <magea000@mail.uni-mainz.de> writes:
> >
> >>Hello folks,
> >>1) The games Rescue on Fractalus and Ballblazer have an intro in the
> >>disk based US version (from Epyx).
> >>2) The games do not (!) have this intro in the disk based european
> >>versions (from Activision).
> >>3) They again have the intro on the Atari cart version...
> >
> >BTW, I've never seen BallBlazer - I mean the full "boot" release.
>
> You are welcome to the FULL version if you want it with intro.
>
Hi! I'd be interested in a copy (i have both the cart, the original disk,
and 'BallBlaster') if you've got the time... thanks

Ron
rlaski@midwest.net

# 3967. Re: BOULDER DASH clone

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-15 00:00:00 UTC
From: wuerpe <warp@atari.org>
Message-ID: <N9H54.57307$Oo3.1301005@news.tpnet.pl>
Source record: 48058

```
>does anyone have a PC clone of the game BOULDER DASH?

yessss... bdash kickass... :P
get it from ftp://matrix.ibb.waw.pl/pub/a8/groups/taquart/fox/bdash.zip
***have nice play***

wuerp/aids
--
[ aids * keepin' 8bit atari scene alive ]
[ www.atari-area.scanner.eu.org/aids ]
[ ftp://amber.bti.pl/scene/distro/aids ]
```

# 3968. Re: Freezer... ?!?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-15 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-Of3PYTYH0wyk@di09-ks.cth.com.au>
Source record: 48059

On Wed, 15 Dec 1999 04:43:06, "John K. Picken" <yg473@victoria.tc.ca>
wrote:

>
> IIRC the freezer is an add-on push button to force a cold start of a
> locked up computer. It works by toggling the cartridge status line so that
> the OS thinks a cartridge has been removed or inserted and thereby goes
> into its boot sequence. There was no software involved.
>
Yea. have that on mine. Comes in handy at times.

James B

# 3969. Re: BOULDER DASH clone

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-15 00:00:00 UTC
From: cozy.remove.this@stormdragon.com
Message-ID: <38575fc9.4247717@news.lin.foa.se>
Source record: 48060

On Wed, 15 Dec 1999 07:10:37 GMT, "wuerpe" <warp@atari.org> wrote:

>
>wuerp/aids
>--
>[ aids * keepin' 8bit atari scene alive ]
>[ www.atari-area.scanner.eu.org/aids ]
>[ ftp://amber.bti.pl/scene/distro/aids ]
>
>
I saw som gamel-files there. They all ended with a .com or a .exe. How
do one use them ?

An old ATARI fan but new to emulators.
Jan G

# 3970. Re: Freezer... ?!?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-15 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.945252037@math.tu-berlin.de>
Source record: 48061

Hi Andreas!

Andreas Magenheimer <magea000@mail.uni-mainz.de> writes:

>Frank-Oliver Malisch schrieb:
>[snip]
>Hello Frank,
>were you the one who once coded and sold a freezer for the A8 ??

Let me answer for Frank: Yes. (-;

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

# 3971. Re: BOULDER DASH clone

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-15 00:00:00 UTC
From: wuerpe <warp@atari.org>
Message-ID: <JQK54.58126$Oo3.1317963@news.tpnet.pl>
Source record: 48062

```
>I saw som gamel-files there. They all ended with a .com or a .exe. How
>do one use them ?

at first... fuck emulzz...! i really hate them :P i love my litte, grey
XE....
but.... heh... :)

try to use LOAD EXE/COM i a800win - it worx... :)

wuerp/aids
--
[ aids * keepin' 8bit atari scene alive ]
[ www.atari-area.scanner.eu.org/aids ]
[ ftp://amber.bti.pl/scene/distro/aids ]
```

# 3972. Business school drop-out's 2600 & 7800 auction!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-15 00:00:00 UTC
From: csjjh@ux1
Message-ID: <3857aa8b@news.eiu.edu>
Source record: 48063

Hi there,
I'm a business school drop-out -- I buy high & sell low! I'm selling
rare games like Kool-Aid man for less than a quarter & uncommon games like
Space Cavern, Space Jockey & Towering Inferno for the unbelievably low
price of 1 CENT to 24 CENTS! MY PRICES ARE *INSANE*!!! YoU CaN't FiNd A
BeTtEr DeAl! All my games are guaranteed to work & are offered to you
today at *NO RESERVE*! See my feedback on e-bay & bid with confidence.

I've got the following auctions going on at e-bay for the Atari 2600 &
7800. To check the status of all my games go to:

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=csjjh@eiu.edu

Once there, just click on the item number to see a full description &
place a bid if you like.

ATARI 2600 (VCS)

| Item # | End date/time | Bid | Game discription |
|---|---|---|---|
| 220592833 | 12/19/99 19:49 | $0.24 | AIR SEA BATTLE |
| 220596355 | 12/19/99 19:53 | $0.01 | ARMOR AMBUSH by M-Network |
| 220600205 | 12/19/99 19:58 | $0.24 | ASTEROIDS |
| 220603545 | 12/19/99 20:02 | $0.01 | ATLANTIS by Imagic |
| 220607208 | 12/19/99 20:06 | $0.24 | DEFENDER |
| 220609620 | 12/19/99 20:09 | $0.01 | HOME RUN |
| 220611735 | 12/19/99 20:12 | $0.01 | KABOOM! by Activision |
| 220619484 | 12/19/99 20:22 | $0.24 | KOOL-AID MAN by M-Network |
| 220622520 | 12/19/99 20:26 | $0.01 | REALSPORTS BASEBALL |
| 220624498 | 12/19/99 20:28 | $0.01 | SPACE CAVERN by Apollo |
| 220626312 | 12/19/99 20:31 | $0.01 | SPACE JOCKEY by Vidtec/U.S. Games |
| 220628808 | 12/19/99 20:34 | $0.24 | STREET RACER |
| 220633237 | 12/19/99 20:40 | $0.24 | TOWERING INFERNO by U.S. Games |

ATARI 7800 (PROSYSTEM)

| Item # | End date/time | Bid | Game discription |
|---|---|---|---|
| 220636033 | 12/19/99 20:44 | $0.45 | BALLBLAZER (Lucasfilm) new in box |
| 220640384 | 12/19/99 20:50 | $0.45 | JOUST w/box/docs |
| 220643293 | 12/19/99 20:54 | $0.45 | KARATEKA (Broderbund) w/box/docs |
| 220644388 | 12/19/99 20:57 | $0.45 | POLE POSITION II w/box/docs |
| 220645990 | 12/19/99 20:59 | $0.45 | XEVIOUS (Namco) new in box |

Thanks for looking!
JJH

>>==--> Jonathan | E-mail: csjjh@eiu.edu <--==<<
>>==--> Jax | To send e-mail please make sure you use <--==<<
>>==--> Hunt | this address - my news reader messes up. <--==<<

# 3973. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-15 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <wk66y05i8j.fsf@erols.com>
Source record: 48064

> 
> >Our preference is for multiport
> >comm boards designed to share a single IRQ- much like those that ISP
> >and BBS systems use to support multiple modems. Most operating
> 
> I am aware of such and they also serve to solve your particular
> problem. However consider that such equipment is highly non
> standardized (yes the ports are "standard" variety but the actual unit
> itself is usually proprietary and has special driver all unto it's
> own). This means that if the company goes out of business and you
> want updated drivers for the latest OS or even a current alternative
> OS sometimes.... you're SOL.

This argument applies just as readily to USB. Maybe the wire protocol
is specified, and presumably OS programming interfaces are documented
by the OS vendor (subject to their political and technical agendas)-
but that doesn't mean the operating protocols of a particular USB
device are also documented.

In a way, a multiport card has the advantage. Once interfacing specs
are available (and many are), the manufacturer can go out of business
at any time, but people can still use the card.

>Another thing to consider is that it
> serves a very narrow specific purpose. Such devices only support
> RS232 devices, where as USB supports many variety of devices.

I'm not advocating use of multiport cards (or plain rs232 ports) to
the exclusion of USB- only that USB serves a particular class of
application, but is by no means a universal solution.

> 
> >systems can manage IRQ sharing, which doesn't restrict people to the
> >particular operating systems for which drivers are supplied.
> 
> Assuming that you can afford compitent programmers to write custom
> drivers for an OS that canned drivers are not written for. Also, such
> programmers usually need to have access to very detailed and specific
> information on the device from the manufacturer. Some companies can
> be stingy with such information.

True, but the card we use is supported in Linux, Doze, OS/2, a variety
of Unixes and other more esoteric apps. The cards have been around
for quite a while, and as far as I've looked, they I/O map each UART
and have a pretty simple scheme of integrating the IRQ. Nice and
simple- and the specs have been around for years.

>
> >A decent
> >multiport IRQ sharing comm board costs about as much as a pile of
> >USB/Serial converters and a USB hub.
>
> Costing the same then, wouldn't USB seem a safer bet?

It seems a plausible alternative, but I wouldn't assume its a safer bet. Given the relative complexities of the 2 systems, the multiport card imposes less complexity on the hardware/software environment thru which the communications happen. Piling multiple devices onto a single bus is appealing in some circumstances, but not in all.

This also leads to issues relating to load balancing on the USB- granted 12mb/sec is pretty good bandwidth, but what will happen when people have high bandwidth and low bandwidth applications hooked to it? Presumably the standard makes some efforts to address this. But whatever load balancing algorithms operate, devices may begin to experience latency issues. Given the keyboard/mouse/rs232/soundboard type USB devices, this isn't a problem- but it might become one if someone decides to hook up a high bandwidth device which can't tolerate varying protocol overheads.

>
> Indeed. I thought PCI was supposed to eliminate the IRQ problem, but
> alas it only part way does.

I most of PCI's problems are due to Windows. Theres been many times I really would prefer to have plain old jumpers on all the cards because stupid Windows can't manage getting the right IRQs for the cards- and then you're stuck fiddling with the bios then Windows, then the bios, then Windows until something changes enough to straighten things out. Yuck.

I've never had a lick of trouble with PCI IRQs under Linux...

Gregm

# 3974. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-15 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s5fg87mrqrs87@corp.supernews.com>
Source record: 48065

Greg Menke <nospam@erols.com> wrote in message
news:wk66y05i8j.fsf@erols.com...
> This also leads to issues relating to load balancing on the USB-
> granted 12mb/sec is pretty good bandwidth, but what will happen when
> people have high bandwidth and low bandwidth applications hooked to
> it? Presumably the standard makes some efforts to address this. But
> whatever load balancing algorithms operate, devices may begin to
> experience latency issues. Given the keyboard/mouse/rs232/soundboard
> type USB devices, this isn't a problem- but it might become one if
> someone decides to hook up a high bandwidth device which can't
> tolerate varying protocol overheads.
12 mb/sec, assuming a ~10 bit word => 1.2 megs/sec.

Standard 1.79 clocked Atari, or Apple II or Commie for that matter, executes
~100k user instructions per sec after deducting for overhead and what not.
That leaves you with an effective data rate, assuming you want to actually
get useful data from an I/O device and put it some where, of about 25k/sec
with the looping/branching code thrown in.

So IMO USB is a bit of over kill. Kind of nice for connectivity, but you
would really have to have a juiced system to take advantage of it. Looks
like you would need a 50 mHz 6502 to even use the bandwidth of the thing.

# 3975. Re: BOULDER DASH clone

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-15 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <+ENXOKH3Iwp+DCMR0RLP1Izu51Is@4ax.com>
Source record: 48066

A group called New Generation from Polin had converted the boulder
dash game to PC

you can download it from :

http://www.atari-area.scanner.eu.org/ng/ng_down/ng_down.htm

or just click on the follwoing URL:

http://www.atari-area.scanner.eu.org/ng/ng_down/bdash.zip

Nir

On 14 Dec 1999 22:34:08 GMT, rhamiiton5@aol.comedy.com (RHamiIton5)
wrote:

>>does anyone have a PC clone of the game BOULDER DASH?
>
>Better than a clone; it was released for the PC in a DOS version as 'Rockford'
>on two 5.25's.
>
>I started life with nothing, and still have most of it left...

# 3976. Atari 2600-5200-7800 Intellivision Sega Master System Games On Yahoo Auctions

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-15 00:00:00 UTC
From: "Mr. Lee" <garystv@brightok.net>
Message-ID: <838nq6$opb$1@sooner.brightok.net>
Source record: 48067
Cross-posted to: alt.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.atari-jaguar.discussion,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace

Sega Master System - Arcade Smash Hits ER $17.50 - 4 days
Atari 7800 - Hat Trick New In Box! $2.00 - 4 days
XEVIOUS ~ New in the box rare game Atari 7800 $2.00 - 4 days
Atari 2600 - Dig Dug New Sealed In Box! $2.00 - 4 days
Atari 7800 Donkey Kong Junior New In Box! $2.80 1 4 days
Atari 7800 Donkey Kong New in Shrinkwrap! $2.50 - 4 days
~Atari 2600 Jungle Hunt New Factory Seal~ $2.00 - 4 days
Atari 2600 JR. PAC-MAN *New in original box* $2.00 - 4 days
Atari 2600 - Kangaroo New Still Sealed In Box New! $3.00 - 4 days
Two Atari 2600 Joysticks Ex. Condition! @Look@ $15.00 - 4 days
Intellivision - Chip Shot Super Pro Golf NIB $20.00 - 4 days
Ace of Aces complete in box for Atari 7800! @Look@ $7.50 - 4 days
Intellivision Shark! Shark! NIB $15.00 - 4 days
Atari 2600 - Ms. Pac-man Still Sealed In Box! $2.00 - 4 days
Basketbrawl Atari 7800 Cart By Atari Like New Cib $15.00 - 4 days
Intellivision - Mouse Trap NIB By Coleco $15.00 - 4 days
Intellivision Advanced Dungeons & Dragons NIB Foctory Seal! $10.00 - 4 days
~Atari 2600 Space Invaders NEW!~ $3.50 - 4 days
Jungle Hunt Cart For Atari Home Computers 400-800 XE $3.00 - 4 days
Atari 2600 Solaris New Game Factory Seal Game New! $2.00 - 4 days
Pinball - Intellivision Brand NEW, MIB *RARE* $15.00 - 4 days
Atari 2600 Battlezone New Game Factory Seal Box! $2.00 - 4 days
~Atari 7800 - Joust *New Sealed In Box~ $2.00 - 4 days
Atari 2600 Gravitar New Factory Seal Game! $2.00 - 4 days
Atari 2600 Galaxian New Game Factory Seal Box! $2.00 - 4 days
~Atari 7800 - Winter Games NEW IN BOX!~ $1.75 - 4 days
Atari 2600 Super Football Misb - Sealed New In Box! $2.00 - 4 days
Atari 7800 - GALAGA *New in Box! $2.00 - 4 days
Red Lable Intellivision Star Strike Game Cart! Ex. Condition! $1.00 - 4 days
Red Lable Intellivision Snafu Game Cart! Ex. Condition! $1.00 - 4 days
Atari 5200 Game Cart Super Breakout Tested Ex Condition! $1.50 1 4 days
Atari 7800: Realsports Baseball New In Shrinkwrap ! $1.75 - 4 days
Repair Your Bally Astrocade Game System With A New Main Board! @Look@ $10.00 - 4 days
Atari 7800 ONE-on-One BasketBall! New In Box $1.75 - 4 days
Atari 5200 Game Cart Defender Tested Ex Condition! $2.00 - 4 days Atari 2600 - Joust New Sealed In Box! $2.00 - 4 days
New Factory Seal Alien Brigade Atari 7800! @Look@ $20.00 - 4 days
Atari 7800 - Pole Position 2 New In Box! $2.00 - 4 days
Atari 7800 Dig Dug New In Shrinkwrap! $1.75 - 4 days

Video! Sea Fan Video Magazine! Scuba, Snorkel $10.00 - 4 days
New Commodore Vic-20 Main Board! @Read@ $7.50 - 4 days
Atari 2600 - Pole Position New Sealed In Box! $2.50 - 4 days
*Atari 7800 - Centipede *New Sealed In Box* $2.00 1 4 days
~Atari 7800 - Ballblazer New In Box!~ $2.00 - 4 days
Atari 7800 JINKS!! New in Shrinkwrap! $2.00 - 4 days
Atari 7800 MS PACMAN Unopened New In Box $2.00 - 4 days
~Atari 7800 - Tower Toppler *Rare-Unopened~ $2.00 - 4 days
Sears Tele-Games Super Video Arcade Poker & Blackjack Complete! $3.00 - 4 days
Flashcard Maker Adam Computer Plus Trivia, Vocabulator, & Flashbacks Cassettes! $7.50 - 4 days
The Clue Finders' 4th Grade Adventures CD Complete In Box! $10.00 - 4 days
Jump Start 4th Grade CD Win 95/98 Complete In Box! $10.00 - 4 days
~Atari 2600 RealSports Football $2.00 - 4 days
Sega Master System TecMagik Press Coverage Manual Very Rare @Look@ $15.00 - 4 days
Atari 2600 RealSports Baseball NEW IN BOX $1.75 - 4 days
Red Lable Intellivision Motocross Game Cart! Ex. Condition! $5.00 - 4 days
Atari 7800 Desert Falcon!! New Shrinkwrapped! $1.75 - 4 days
Atari 5200 Super Cobra Game New In Box Factory Seal!!! $15.00 - 4 days
~Atari 7800 Asteroids New Shrinkwrapped~ $1.75 - 4 days
~Atari 2600 VENTURE (New in Box) Game!~ $2.00 - 4 days

http://auctions.yahoo.com/user/sega_master_system

# 3977. Re: Alpha Systems, and Duplicating Technologies

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-15 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991215140311.03291.00001398@ng-fn1.aol.com>
Source record: 48068

>I have the 2nd Alpha Systems book/disk combo (also not for sale, sorry) I
>have been looking for the 1st book/disk (e-copy is acceptable) i just
>want to find out what is in the 1st set...

We would all like to see that info on helping to remove protection schemes from
our classic 8-bit applications.
-Ron

I started life with nothing, and still have most of it left...

# 3978. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-15 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <wkemcoow17.fsf@erols.com>
Source record: 48069

> > This also leads to issues relating to load balancing on the USB-
> > granted 12mb/sec is pretty good bandwidth, but what will happen when
> > people have high bandwidth and low bandwidth applications hooked to
> > it? Presumably the standard makes some efforts to address this. But
> > whatever load balancing algorithms operate, devices may begin to
> > experience latency issues. Given the keyboard/mouse/rs232/soundboard
> > type USB devices, this isn't a problem- but it might become one if
> > someone decides to hook up a high bandwidth device which can't
> > tolerate varying protocol overheads.
> 12 mb/sec, assuming a ~10 bit word => 1.2 megs/sec.
>
> Standard 1.79 clocked Atari, or Apple II or Commie for that matter, executes
> ~100k user instructions per sec after deducting for overhead and what not.
> That leaves you with an effective data rate, assuming you want to actually
> get useful data from an I/O device and put it some where, of about 25k/sec
> with the looping/branching code thrown in.
>
> So IMO USB is a bit of over kill. Kind of nice for connectivity, but you
> would really have to have a juiced system to take advantage of it. Looks
> like you would need a 50 mHz 6502 to even use the bandwidth of the thing.

LOL! You're right, we are debating about angels on heads of pins...

I had a look over the USB spec (300 pages...) and it is very
complicated under the hood. The OS drivers do much more than haul
buffers around, its also responsible for setting and changing
bandwidth allocations, keeping track of which devices are plugged in,
recovering from bus errors, lots more. It looks a complicated peice
of work to write a USB host driver. (which is a single module
implemented by the OS to manage a USB API for the software drivers
associated with each USB device).

Gregm

# 3979. To Atari 8-bit programmers/users

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-15 00:00:00 UTC
From: Nelson Nieves <support@celebritybase.net>
Message-ID: <839cbj$4dq$1@bob.news.rcn.net>
Source record: 48070

Hi,

I just want to let you know that I have just posted an example formula in BASIC on reading SpartaDOS 3 and X disk bitmaps.

I want to start attracting users to the message boards at http://community.celebritybase.net

The current Atari message boards are:

Atari 8-bit (main)
Action!
BASIC & BASIC Compilers
Emulators
Buy, Sell, or Trade

There are no limits to the posts, and past posts can be used as reference.

So come on over with your programming Qs and As. Help me get the community started!

## 3980. Journey to the Planets

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-15 00:00:00 UTC
From: "Luis P. Baeza Q." <lbaeza@chilesat.net>
Message-ID: <385845A2.89C2A1C2@chilesat.net>
Source record: 48071

Hi!
I'm stuck in the part where I have 2 block over my head and if I
shot'em then they change colors.
Any idea how can I pass this screen?

Reply right here or to lbaeza@yahoo.com

Thanks!

# 3981. HELP HELP HELP!!!!!!!!!!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-15 00:00:00 UTC
From: "Avram J. Berman" <aberman@ajba.com>
Message-ID: <38584CB1.5337D7A8@ajba.com>
Source record: 48072
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

Do the connectors on the
pcb board in the cartridge simply make contact with another pcb board in

the atari, if so would an
eraser help with some of my cartridges which start and then stop.
Raiders of the lost ark seems to
reset itself over and over again. Can this problem be fixed. How do I
reveal the plastic which hides
the pcb in cartridges like pacman - or perhaps you can't.

OverMuch wrote:

> Jon Melbo <ssilicon@centuryinter.net> wrote
>
> > >OverMuch
>
> > Whatever munch.
>
> Hypocrite.
>
> OverMuch

# 3982. Re: Atari Paddles on PC's

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-15 00:00:00 UTC
From: X_velcro_X@netunlimited.net
Message-ID: <3856e92a.1471250@news.netunlimited.net>
Source record: 48073

On Fri, 17 Dec 1999 10:21:38 -0000, "Richard Cortese"
<ricortes@netmagic.net> wrote:

>William Kendrick <nbs@sonic.net> wrote in message
>news:jPo64.593$Nt.3814@typhoon.sonic.net...

>> Anyway... two of my games are based on some 2600 paddle-based games:
>> Kaboom! (my game, "Mad Bomber," is already released for Linux and Windows)
>> and Circus Atari.
>>
>> My question is - sure, mice are suitable for controlling things like the
>> buckets in Kaboom! and other generally paddle-style objects, but >I< want
>to
>> be able to use _real_ PADDLES.

>IBM joysticks are really similar to Atari paddles. Only thing that is
>different is the values for the resistor/capacitor for the charge vs time.

Yeah but you need the actual paddles to capture Kaboom's game play. If
capturing Kaboom's game play is even possible on any system besides
the Atari 2600.

Bill, why don't you utilize the mouse instead?

VS

To email me just remove the Xs and underline marks from my email address.

# 3983. Re: ram for 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <385c614b.59615361@news.ds.centuryinter.net>
Source record: 47991

On Thu, 16 Dec 1999 14:30:06 -0500, "Bill Kimbelton" <wlkim@fuse.net>
wrote:

>I've heard that certain 800XL ram expansions will work on a
>1200XL (such as the rambo). Are there any vendors still carrying
>Rambo or Newell boards that would work for this purpose?

The RamboXL was made to work with both the 800XL and 1200XL. It is
installed a little differently for the two machines.

# 3984. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <385d61ed.59776924@news.ds.centuryinter.net>
Source record: 47992

On 16 Dec 1999 16:45:28 -0500, Greg Menke <nospam@erols.com> wrote:

>> I disagree. Since USB is an industry adopted standard, with MANY
>> devices designed to interface with it, USB specs are available and
>> product and driver availability for any particular purpose is much
>> more likely to be found than the single manufacturer supported
>> proprietary interface of a special multi port serial board.
>
>I don't think any given vendor is going to be more likely to document
>the operating protocols of their device in USB vs pc card. Its sort
>of like Winmodems- the connector and bus specs are all well known, but
>they keep the guts proprietary. If the manfuacturer of your fave USB
>scanner/soundcard/whatever goes out of business you're just as out of
>luck as if your proprietary vid board company went away.

I totally agree with you there but you misunderstood me. What I meant to say is that there is likely to be a product available on the market for USB that does what you need, even if it isn't the one you already bought. It is less certain if there will continue to be proprietary interface multi RS232 devices being marketed and supported into the future. Just like proprietary interfaced CDROMs were once common, now you are hard pressed to find one on the market that doesn't conform two one of the two big well adopted bus standards (ATAPI & SCSI). What this all means is, down the road if you would decide to switch operating systems, at least you have the option of buying a new device which will work with it. It's really not a big deal and things could happen either way. I guess I just feel safer with industry standard stuff. I suppose though, that if you had to throw out the old devices when switching OSs, you can make the argument that you can always switch to USB ones at that time if need be. So I guess in the final analysis, your points are more logical than mine and I now proclaim I agree with you. :)

# 3985. Re: To Atari 8-bit programmers/users

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.9912161829090.104-100000@TT030>
Source record: 47993

Nice idea. I hate to rain on anyone's parade but for some people
like myself who only has Atari's, any web based forum is mostly
unusable.

I prefer the newsgroup here. ;-)

On Wed, 15 Dec 1999, Nelson Nieves wrote:

> Hi,
>
> I just want to let you know that I have just posted an example formula in
> BASIC on reading SpartaDOS 3 and X disk bitmaps.
>
> I want to start attracting users to the message boards at
> http://community.celebritybase.net
>
> The current Atari message boards are:
>
> Atari 8-bit (main)
> Action!
> BASIC & BASIC Compilers
> Emulators
> Buy, Sell, or Trade
>
> There are no limits to the posts, and past posts can be used as reference.
>
> So come on over with your programming Qs and As. Help me get the community
> started!

---
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

# 3986. Hey, Bob Woolley! (was Re: Video chips)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <83bsa8$ejc$1@news.storm.ca>
Source record: 47994

Bob Woolley did such a hack for SLCC a number of years back; if he's still lurking, perhaps he can provide some details...

David P.

Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:83ak55$bg5$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> I'm searching for a nice video chip that will do 80 columns text.
> And on this quest which brings me to places on the net I never wanted to go
> before. Like the MSX computer sites. These things have a Z80 for pete's sake.
> But..... They have a video upgrade that will do 320x210 (approx.) with 256
> colors. even 640x480 and more. Or 512x512 with IIRC 32kB colors, yes, that's
> 32kB not 32. Man. And they even have stuff to capture stuff from a VCR. Not
> like Computereyes. On this baby, you will hardly recognise the original
> picture from the digitized one. And we don't have that. Man, that sucks.
>
> BTW They use the V9990 by Yamaha on this upgrade. Try www.msx.ch.
>
> WAAAAAAAAAAAAAAAAAAAAAAAAAAH
>
> I want that chip.
>
> CU Mathy van Nisselroy
>
>

# 3987. Re: technical information request

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <38597d7a@news.iglou.com>
Source record: 47995

On 1999-12-16 artcore.eba@flashmail.com said:
>Not always. 16-bit addressing can give more than 64k (Commodore 64,
>and the XT - which can access 1M using two 8-bit registers).
The XT has a 20-bit address bus. The C64 uses bank selection, as does the Atari XL or any 8-bit Atari with more than 64k memory. The bits in a bank select register can be considered address bits.

Net-Tamer V 1.08X - Test Drive

# 3988. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <38597d7e@news.iglou.com>
Source record: 47996

On 1999-12-16 sup8pdct@mail.cth.com.au said:
>On Wed, 15 Dec 1999 19:15:32, Greg Menke <nospam@erols.com> wrote:
>> LOL! You're right, we are debating about angels on heads of pins.
>..
>I hate to ask this but what does LOL mean??? Lots of Luck??
Laugh out loud. You may also see ROFL (rolling on floor laughing), LMAO (laughing my ass off), or even ROFLMAO. HTH, HAND. (Hope this helps, have a nice day).

Net-Tamer V 1.08X - Test Drive

# 3989. Kool-Aid Man & other rares FA 1 CENT to 24 CENTS!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: csjjh@ux1
Message-ID: <38598f32@news.eiu.edu>
Source record: 47997

Hi there,
I'm a business school drop-out -- I buy high & sell low! I'm selling rare games like Kool-Aid man for less than a quarter & uncommon games like Space Cavern, Space Jockey & Towering Inferno for the unbelievably low price of 1 CENT to 24 CENTS! MY PRICES ARE *INSANE*!!! YoU CaN't FiNd A BeTtEr DeAl! All my games are guaranteed to work & are offered to you today at *NO RESERVE*! See my feedback on e-bay & bid with confidence.

I've got the following auctions going on at e-bay for the Atari 2600 & 7800. To check the status of all my games go to:

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=csjjh@eiu.edu

Once there, just click on the item number to see a full description & place a bid if you like.

ATARI 2600 (VCS)

| Item # | End date/time | Bid | Game discription |
|---|---|---|---|
| 220592833 | 12/19/99 19:49 | $0.24 | AIR SEA BATTLE |
| 220596355 | 12/19/99 19:53 | $0.01 | ARMOR AMBUSH by M-Network |
| 220600205 | 12/19/99 19:58 | $0.24 | ASTEROIDS |
| 220603545 | 12/19/99 20:02 | $0.01 | ATLANTIS by Imagic |
| 220607208 | 12/19/99 20:06 | $0.24 | DEFENDER |
| 220609620 | 12/19/99 20:09 | $0.01 | HOME RUN |
| 220611735 | 12/19/99 20:12 | $0.01 | KABOOM! by Activision |
| 220619484 | 12/19/99 20:22 | $0.24 | KOOL-AID MAN by M-Network |
| 220622520 | 12/19/99 20:26 | $0.01 | REALSPORTS BASEBALL |
| 220624498 | 12/19/99 20:28 | $0.01 | SPACE CAVERN by Apollo |
| 220626312 | 12/19/99 20:31 | $0.01 | SPACE JOCKEY by Vidtec/U.S. Games |
| 220628808 | 12/19/99 20:34 | $0.24 | STREET RACER |
| 220633237 | 12/19/99 20:40 | $0.24 | TOWERING INFERNO by U.S. Games |

ATARI 7800 (PROSYSTEM)

| Item # | End date/time | Bid | Game discription |
|---|---|---|---|
| 220636033 | 12/19/99 20:44 | $0.45 | BALLBLAZER (Lucasfilm) new in box |
| 220640384 | 12/19/99 20:50 | $0.45 | JOUST w/box/docs |
| 220643293 | 12/19/99 20:54 | $0.45 | KARATEKA (Broderbund) w/box/docs |
| 220644388 | 12/19/99 20:57 | $0.45 | POLE POSITION II w/box/docs |
| 220645990 | 12/19/99 20:59 | $0.45 | XEVIOUS (Namco) new in box |

Thanks for looking!
JJH

>>==--> Jonathan | E-mail: csjjh@eiu.edu <--==<<
>>==--> Jax | To send e-mail please make sure you use <--==<<
>>==--> Hunt | this address - my news reader messes up. <--==<<

# 3990. FA: 2600 & 7800 games cheaper than O'Shea!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: csjjh@ux1
Message-ID: <38599031@news.eiu.edu>
Source record: 47998

Hi there,
I'm a business school drop-out -- I buy high & sell low! I'm selling rare games like Kool-Aid man for less than a quarter & uncommon games like Space Cavern, Space Jockey & Towering Inferno for the unbelievably low price of 1 CENT to 24 CENTS! MY PRICES ARE *INSANE*!!! YoU CaN't FiNd A BeTtEr DeAl! All my games are guaranteed to work & are offered to you today at *NO RESERVE*! See my feedback on e-bay & bid with confidence.

I've got the following auctions going on at e-bay for the Atari 2600 & 7800. To check the status of all my games go to:

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=csjjh@eiu.edu

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ATARI 2600 (VCS)

| Item # | End date/time | Bid | Game discription |
|---|---|---|---|
| 220592833 | 12/19/99 19:49 | $0.24 | AIR SEA BATTLE |
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| 220607208 | 12/19/99 20:06 | $0.24 | DEFENDER |
| 220609620 | 12/19/99 20:09 | $0.01 | HOME RUN |
| 220611735 | 12/19/99 20:12 | $0.01 | KABOOM! by Activision |
| 220619484 | 12/19/99 20:22 | $0.24 | KOOL-AID MAN by M-Network |
| 220622520 | 12/19/99 20:26 | $0.01 | REALSPORTS BASEBALL |
| 220624498 | 12/19/99 20:28 | $0.01 | SPACE CAVERN by Apollo |
| 220626312 | 12/19/99 20:31 | $0.01 | SPACE JOCKEY by Vidtec/U.S. Games |
| 220628808 | 12/19/99 20:34 | $0.24 | STREET RACER |
| 220633237 | 12/19/99 20:40 | $0.24 | TOWERING INFERNO by U.S. Games |

ATARI 7800 (PROSYSTEM)

| Item # | End date/time | Bid | Game discription |
|---|---|---|---|
| 220636033 | 12/19/99 20:44 | $0.45 | BALLBLAZER (Lucasfilm) new in box |
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| 220643293 | 12/19/99 20:54 | $0.45 | KARATEKA (Broderbund) w/box/docs |
| 220644388 | 12/19/99 20:57 | $0.45 | POLE POSITION II w/box/docs |
| 220645990 | 12/19/99 20:59 | $0.45 | XEVIOUS (Namco) new in box |

Thanks for looking!
JJH

>>==--> Jonathan | E-mail: csjjh@eiu.edu <--==<<
>>==--> Jax | To send e-mail please make sure you use <--==<<
>>==--> Hunt | this address - my news reader messes up. <--==<<

# 3991. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: Greg <nospam@erols.com>
Message-ID: <m3yaauuxxy.fsf@erols.com>
Source record: 47999

> >
> >I don't think any given vendor is going to be more likely to document
> >the operating protocols of their device in USB vs pc card. Its sort
> >of like Winmodems- the connector and bus specs are all well known, but
> >they keep the guts proprietary. If the manfuacturer of your fave USB
> >scanner/soundcard/whatever goes out of business you're just as out of
> >luck as if your proprietary vid board company went away.
>
> I totally agree with you there but you misunderstood me. What I meant
> to say is that there is likely to be a product available on the market
> for USB that does what you need, even if it isn't the one you already
> bought. It is less certain if there will continue to be proprietary
> interface multi RS232 devices being marketed and supported into the
> future. Just like proprietary interfaced CDROMs were once common, now

I did misunderstand your point, and I agree as well. Sheesh, what a love fest... I think in the end, contrasting the special case of "general USB issues" to more or less proprietary multiport comm cards is of limited use anyway.

I imagine there will always be some special purpose hardware and some general hardware. On the pathologically proprietary side, I worked on a project that required a specific video framegrabber board which mapped its image memory right smack at the 16meg point in physical memory. Alternatives were not acceptable because the algorithm and hardware was "certified" and recertifying on other hardware would require untold pain and costs. Sooo, that meant the motherboards were restricted to 16megs ram (not so bad under Doze 3.1, but now not so good), and a big chunk of non-OS addressable ram stuck right in the middle of whatever memory mapping scheme the app was suffering under. We even had to use Microsoft Fortran to compile the execrable algorithm some propellerhead cooked up on some antideluvian vax- we ran it in a dos box with temp files to communicate with the main Windows program. Ugly Ugly Ugly!

To belabor the comm board issue one last time, when we were tracking down the boards we use now, we ran into the super high performance boards (> 32 ports, onboard coprocessor), priced commensurately. Those would certainly lead to compatibility issues like the above. I suppose ours is nominally standard because it leaves each port's UART I/O mapped, so its sort of like dealing with multiple serial ports anyway. We do suggest the USB Serial converter for our product, in addition to the serial port thing- so we leave choice to the customer's discrection, where it should be.

Gregm

# 3992. Re: NES vs. Atari 7800?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s5jbm84mqrs158@corp.supernews.com>
Source record: 48000

It used a later generation video chip. To get the sequence, you would have to ask around the TI/99 groups, they are a wealth of knowledge about hardware and where it eventually went.

But TI came up with the first iteration of the chip, PN# 9918, and I think they came up with at least one more iteration, maybe two. This chips was also used in the Coleco Vision consol.

Somewhere around 9930 they licenced the chip to Yamaha, and they have come up with several derivations since then.
just another john <hajjej@aol.comnospam> wrote in message news:19991216221427.13994.00001723@ng-fw1.aol.com...
> Hi all, I'm new to this newsgroup, but as an Atari 1200XL user it does my heart
> good to find other people that care about these fine machines. My question is,
> why are early games made for the Nintendo system so much more graphically
> impressive than the best games for the 7800? They are both 8 bit machines,
> right? I'm not technically trained at all, so I was hoping one of you that is
> (there seem to be quite a few of you) could explain it to me. Thanks!
>
> just another john
>
> " I'd rather spend my time looking at the sky than listening to Whitney
> Houston." Robert Smith

# 3993. Upgrading a 256K MIO to 1 Meg?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: "Brian J. Furbee" <bfurbee@wt.net>
Message-ID: <3859b090_5@data.wt.net>
Source record: 48001

Hello All,

I will soon (hopefully if US Customs finds someone else to annoy) be the owner of a 256K MIO. I have a simple question - I have read (someplace on the 'Net of course) that the MIO can be upgraded from 256K to 1 Meg and that ICD use to do this as an additional service for customers.

Since ICD no longer owns the rights or maintains MIOs and the new owner seems to be harder to find than Jimmy Hoffa, does anyone have information on how this upgrade can be performed?

Any info would be appreciated.

Thanks
-Brian

# 3994. FA: Atari items

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <3859C523.FAEC7E45@qnet.com>
Source record: 48002

I have a few Atari items for auction check them out at:

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=dons%40qnet.com&include=0&since=-1&sort=2&rows=25

# 3995. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-Hqzx3O6rdbXp@di03-ks.cth.com.au>
Source record: 48074

On Wed, 15 Dec 1999 19:15:32, Greg Menke <nospam@erols.com> wrote:

> LOL! You're right, we are debating about angels on heads of pins...

I hate to ask this but what does LOL mean??? Lots of Luck??

>
> I had a look over the USB spec (300 pages...) and it is very
> complicated under the hood. The OS drivers do much more than haul
> buffers around, its also responsible for setting and changing
> bandwidth allocations, keeping track of which devices are plugged in,
> recovering from bus errors, lots more. It looks a complicated peice
> of work to write a USB host driver. (which is a single module
> implemented by the OS to manage a USB API for the software drivers
> associated with each USB device).

One thing I have heard about usd is that it requires a lot of
processor time to do antthing with it. Give me scsi or firewire anyday
bcause they have there own controllers to handle the interface. Just
send the commands and data and let the controller do the rest.

James B

# 3996. Converting from NTSC to PAL ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: cozy.remove.this@stormdragon.com
Message-ID: <38589f6f.4697094@news.lin.foa.se>
Source record: 48075

I'm in search for an Atari 800 (classic modell) and I have problem finding anyone for sale that is for the PAL TV-system and 220-230 Voltage.

So is there anyone who can tell me if it's hard to rebuild an NTCS Atari to PAL ?

The power suply can't be impossible to find, I think.

I would also be happy if you have a PAL system that you are planning to sell.

Jan G
(email: atari @ stormdragon . com)

# 3997. Re: technical information request

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: Eli-E Babila <artcore.eba@flashmail.com>
Message-ID: <3858A891.741117DE@flashmail.com>
Source record: 48076

Not always. 16-bit addressing can give more than 64k (Commodore 64,
and the XT - which can access 1M using two 8-bit registers).

-Eli

Jon Melbo wrote:

> On 14 Dec 1999 13:04:10 GMT, badbob1952@aol.comspamx (BadBob1952)
> wrote:
>
> >In article <833bmh$bed@user.iwaynet.net>, dklugh@user.iwaynet.net (Daniel
> >Klugh) writes:
> >
> >>I always wondered why people refered to a "word" on the Atari as 16-bits when
> >>
> >>the 6502 is a 8-bit CPU.
> >
> >Addrssing is 16 bit, sort of.
>
> No sort of at all. The address bus on the 6502 is fully 16-bit. It's
> the data bus that is 8-bit. Most of your so called 16-bit processors
> actualy have 16-bit data buses but have larger address buses. We all
> know a 16-bit address bus only gives you 64K addressible.
>
> It is only recently, that data buses have surpassed the size of
> address buses. 32-bit address bus gives you 4GB addressable. I have
> about a half a gig of RAM in my PC and it's great pleanty for now.
> The days of 4GB machines hasn't (yet) arrived.

# 3998. Re: Macintosh Atari Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: Greg Goodwin <lady-aramis@geocities.com>
Message-ID: <38589D2D.2276@geocities.com>
Source record: 48077

Frank Rachel wrote:
>
> Are there any decent Macintosh Atari Emulators (free)? If not, I think I am
> going to take on as my 1st Mac Programming exercise (I'm a PC programmer by
> trade) a port of Atari800 to the Mac..
>
> -Frank

Wonderful! The Macintosh world could use this. However, as it was
said in a later message...

@>-->----------------------
What might be an interesting project that would a void in the Mac-Atari
community would be an SIO-to-PC type project (SIO-to-Mac). I wanted to
do one of these awhile back, but got side-tracked when I realized that
there was a PC version. But I have a crappy old PC, and use the Mac for
all the downloads and such. Now I again think it would be great to have
a SIO-to-Mac program (hint-hint). I don't know if getting that critical
timing would be too hard on the Mac? Aside from that, it doesn't seem
that hard (if I thought I could do it, it can't be that bad).
-Rhett
@>-->----------------------

This would be a good project. I believe, and I'd have to check,
but there are about two, perhaps three 8-bit emulators for the
Macintosh. Rainbow is for both the 68K and PowerPC, and the other is
strictly PowerPC.

However, the SIO to PC cable arrangement would be what we really
need. You see, right now, the only way to get Atari disks from a
Macintosh with an emulator, or say, disk images, is to set up a null
modem link through something like the 850 interface on the 8-bit.
There are programs and basic routines that help in the dumping of disk
files and images, but they are truly crude.
To see what I'm talking about BTW, check out the programs that
come with Rainbow and you'll get an idea through their documention what
I'm talking about.

Alas, the Macintosh would make a good accessory to the 8-bit. :)

BTW Rhett, have you ever tried emulating a PC on a Macintosh and
then running the APE program?

Good luck!

Doctor Clu

# 3999. WTB: SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: Greg Goodwin <lady-aramis@geocities.com>
Message-ID: <38589EEF.5698@geocities.com>
Source record: 48078

Need a SIO2PC cable to get my 8-bit a hard drive either via my
ST/TT or PC. Either way, if you have one you're willing to sell, let me
know what you'd sell it for.

Please respond to: drclu@swbell.net

Thanks,

Doctor Clu

## 4000. Looking for Bill McCord

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: Greg Goodwin <lady-aramis@geocities.com>
Message-ID: <3858A1B2.1A5B@geocities.com>
Source record: 48079

A while back Bill McCord asked me about a Portfolio I was selling
with serial & parallel adaptor and other items, but unfortunately, his
reply-to address was bad.

If anyone knows how to get in contact with him, please drop me a
letter at:

drclu@swbell.net

Doctor Clu

# 4001. Video chips

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <83ak55$bg5$1@nets3.rz.RWTH-Aachen.DE>
Source record: 48080

Howdy folks

I'm searching for a nice video chip that will do 80 columns text.
And on this quest which brings me to places on the net I never wanted to go before. Like the MSX computer sites. These things have a Z80 for pete's sake. But..... They have a video upgrade that will do 320x210 (approx.) with 256 colors. even 640x480 and more. Or 512x512 with IIRC 32kB colors, yes, that's 32kB not 32. Man. And they even have stuff to capture stuff from a VCR. Not like Computereyes. On this baby, you will hardly recognise the original picture from the digitized one. And we don't have that. Man, that sucks.

BTW They use the V9990 by Yamaha on this upgrade. Try www.msx.ch.

WAAAAAAAAAAAAAAAAAAAAAAAAAAH

I want that chip.

CU Mathy van Nisselroy

# 4002. Re: -= aTARI sCENE lIVES =-

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3859027E.B2C3F97C@mail.uni-mainz.de>
Source record: 48081

Sven Gleich schrieb:
>
> well,
>
> is there anybody outthere who was able to download AND extract
> (error-free) some productions of aids? i wasn't successful several times
> ... pkxarc told me always CRC errors.
>
> sven.

Hello Sven,
these CRC errors occured when I downloaded the software with "Netscape".
They did not appear when I tried it again with MS Explorer... Thats why
the starting page (of the AIDS homepage) says: "Please fuck Netscape"
So, just try MS Explorer or another Internet browser.

By the way other polish/czech/slovakian homepages show the same effect.
You get ZIP or ARC or DCM or ATR errors, if you downloaded the software
with Netscape. But you do not get any errors if you used MS Explorer...
Hey Netscape, please correct this soon !!!
On the Cobra homepage (Poland) you can also read this "Due to permanent
downloading trouble with Netscape, you should better use another
browser..." Anyone, who knows why Netscape does not work properly with
8Bit Downloads (ATR, DCM, ARC, ZIP, etc.)... ???
Greetings - Andreas Magenheimer

# 4003. Re: Macintosh Atari Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s5i24ev2qrs42@corp.supernews.com>
Source record: 48082

Greg Goodwin <lady-aramis@geocities.com> wrote in message
news:38589D2D.2276@geocities.com...
> Frank Rachel wrote:
> >
> > Are there any decent Macintosh Atari Emulators (free)? If not, I think I
am
> > going to take on as my 1st Mac Programming exercise (I'm a PC programmer
by
> > trade) a port of Atari800 to the Mac..
> >
> > -Frank
>
> Wonderful! The Macintosh world could use this. However, as it was
> said in a later message...
>
> @>-->----------------------
> What might be an interesting project that would a void in the Mac-Atari
> community would be an SIO-to-PC type project (SIO-to-Mac). I wanted to
> do one of these awhile back, but got side-tracked when I realized that
> there was a PC version. But I have a crappy old PC, and use the Mac for
> all the downloads and such. Now I again think it would be great to have
> a SIO-to-Mac program (hint-hint). I don't know if getting that critical
> timing would be too hard on the Mac? Aside from that, it doesn't seem
> that hard (if I thought I could do it, it can't be that bad).
> -Rhett
> @>-->----------------------
>
> This would be a good project. I believe, and I'd have to check,
> but there are about two, perhaps three 8-bit emulators for the
> Macintosh. Rainbow is for both the 68K and PowerPC, and the other is
> strictly PowerPC.
>
> However, the SIO to PC cable arrangement would be what we really
> need. You see, right now, the only way to get Atari disks from a
> Macintosh with an emulator, or say, disk images, is to set up a null
> modem link through something like the 850 interface on the 8-bit.
> There are programs and basic routines that help in the dumping of disk
> files and images, but they are truly crude.
> To see what I'm talking about BTW, check out the programs that
> come with Rainbow and you'll get an idea through their documention what
> I'm talking about.
>
> Alas, the Macintosh would make a good accessory to the 8-bit. :)
>

> BTW Rhett, have you ever tried emulating a PC on a Macintosh and
> then running the APE program?
>
> Good luck!
>
> Doctor Clu
Rainbow is the Mac/Atari emulator.

But I thought Macs could run linux??? There is a linux version of SIO2PC and
it comes as the source code.
>

# 4004. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <wkhfhiubck.fsf@erols.com>
Source record: 48083

> 
> > LOL! You're right, we are debating about angels on heads of pins...
> 
> I hate to ask this but what does LOL mean??? Lots of Luck??

Ooops, sorry. Its an acronym meaning Laugh Out Loud. They're others as well; ROFL is Roll On Floor Laughing. I read somewhere a list of them, as well as their origins, but I don't recall the source unfortunately... it was fun reading.

> 
> One thing I have heard about usd is that it requires a lot of
> processor time to do antthing with it. Give me scsi or firewire anyday
> bcause they have there own controllers to handle the interface. Just
> send the commands and data and let the controller do the rest.

The spec does indicate lots of housekeeping activities done by the host software. The spec provides the signaling specs as well as overall architecture for the software as well. I've not looked into USB chipsets yet, but its a fair bet that any nontrivial USB implementation requires a very substantial investment in programming time just to set up a basic software interface. From my rather cursory look at it, USB appears to put the unavoidable complexity in the host's low level driver software, keeping the hardware costs down.

From a complexity standpoint, compare USB to ethernet. Ethernet controllers more or less do everything required to fill memory buffers with properly received packets, or take memory buffers with data and send them. All the nasty details of signalling, retries, error recovery are more or less buried in the chipsets. This leaves the programming environment rather simple- at the cost of making the hardware a single purpose design. For those who remember ethernet when it first was widely used in PCs, they will also remember how much the cards cost...

I think USB will end up doing "bottom-feeder" duty; people will use it for mice, keyboards, low performance sound, serial ports, maybe digital cameras- basically simple user accessories. USB puts lots of effort into offering different classes of service simultaneously. For instance small data packets (keyboard presses), large bursty chunks of data (hauling data from a camera), or streaming lower bandwidth data (digitized sound outbound to speakers) can all run concurrently, dividing the bus's bandwidth in accordance with the spec. Interestingly, USB permits lossy transmission of the streaming data; thus it is possible for USB activity to other devices to disrupt sound (for instance) in pathological circumstances. A USB host is permitted

to refuse service to a USB device if its bandwidth requirements cannot be met with what is available. This could lead to circumstances where the order in which devices are plugged in (or activated) affects which are sucessfully started up.

All this has tremendous costs in complexity- which is supposed to be hidden from the user, and probably is for the most part. However, this complexity also raises the spectre of unforseen pathologies, particularly if a wide variety of devices are attached.

My guess is it will be a long time (if ever) till you see things like reasonable USB hard drives (though a USB cdrom wouldn't be so difficult to imagine, since the bandwidth requirements are less stringent).

Gregm

# 4005. Re: BOULDER DASH clone

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <13447-38590FB7-40@storefull-174.iap.bryant.webtv.net>
Source record: 48084

hey,why not use the real thing,we are currently working on a boulder dash clone for cartridge format,if we pull it off,we will announce it here,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

## 4006. ram for 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: Bill Kimbelton <wlkim@fuse.net>
Message-ID: <s5iff555qrs44@corp.supernews.com>
Source record: 48085

I've heard that certain 800XL ram expansions will work on a
1200XL (such as the rambo). Are there any vendors still carrying
Rambo or Newell boards that would work for this purpose?

Bill

# 4007. Re: HELP HELP HELP!!!!!!!!!!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: 2600MANIAC <2600MANIAC@prodigy.net>
Message-ID: <83bg07$2t2a$1@newssvr04-int.news.prodigy.com>
Source record: 48086
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,alt.music.video-games,comp.sys.atari.8bit

If you have two small screwdrivers, you can put one in each of the two slots on the cartridge(they're just switches) to open the door. Normally I use a q-tip and some Isopropyl Alcohol to clean off the connectors. You'd be suprised at how much dust/dirt gets on those things.

Paul

Avram J. Berman <aberman@ajba.com> wrote in message news:38584CB1.5337D7A8@ajba.com...
> Do the connectors on the
> pcb board in the cartridge simply make contact with another pcb board in
>
> the atari, if so would an
> eraser help with some of my cartridges which start and then stop.
> Raiders of the lost ark seems to
> reset itself over and over again. Can this problem be fixed. How do I
> reveal the plastic which hides
> the pcb in cartridges like pacman - or perhaps you can't.
>
>
>
> OverMuch wrote:
>
> > Jon Melbo <ssilicon@centuryinter.net> wrote
> >
> > > >OverMuch
> >
> > > Whatever munch.
> >
> > Hypocrite.
> >
> > OverMuch
>

# 4008. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <385945c1.52563669@news.ds.centuryinter.net>
Source record: 48087

On 15 Dec 1999 10:36:12 -0500, Greg Menke <nospam@erols.com> wrote:

>>
>> >Our preference is for multiport
>> >comm boards designed to share a single IRQ- much like those that ISP
>> >and BBS systems use to support multiple modems. Most operating
>>
>> I am aware of such and they also serve to solve your particular
>> problem. However consider that such equipment is highly non
>> standardized (yes the ports are "standard" variety but the actual unit
>> itself is usually proprietary and has special driver all unto it's
>> own). This means that if the company goes out of business and you
>> want updated drivers for the latest OS or even a current alternative
>> OS sometimes.... you're SOL.
>
>This argument applies just as readily to USB. Maybe the wire protocol
>is specified, and presumably OS programming interfaces are documented
>by the OS vendor (subject to their political and technical agendas)-
>but that doesn't mean the operating protocols of a particular USB
>device are also documented.

I disagree. Since USB is an industry adopted standard, with MANY
devices designed to interface with it, USB specs are available and
product and driver availability for any particular purpose is much
more likely to be found than the single manufacturer supported
proprietary interface of a special multi port serial board.

>In a way, a multiport card has the advantage. Once interfacing specs
>are available (and many are), the manufacturer can go out of business
>at any time, but people can still use the card.

So you concede that not all such units have the specs avaialble.
Okay, buy one that does and that problem is solved. As to the company
going out of business and still using the unit... well yeah if you
continue to use the same OS that the company wrote drivers for. If
you wish to switch OSs, then you cannot continue to use it (unless of
course you can write your own drivers). It would seem that for all
but the biggest companies, writing your own drivers would be at least
impracticle if not even impossible.

>>Another thing to consider is that it
>> serves a very narrow specific purpose. Such devices only support
>> RS232 devices, where as USB supports many variety of devices.
>
>I'm not advocating use of multiport cards (or plain rs232 ports) to
>the exclusion of USB- only that USB serves a particular class of

>application, but is by no means a universal solution.

Definately true.

>> >systems can manage IRQ sharing, which doesn't restrict people to the
>> >particular operating systems for which drivers are supplied.
>>
>> Assuming that you can afford compitent programmers to write custom
>> drivers for an OS that canned drivers are not written for. Also, such
>> programmers usually need to have access to very detailed and specific
>> information on the device from the manufacturer. Some companies can
>> be stingy with such information.
>
>True, but the card we use is supported in Linux, Doze, OS/2, a variety
>of Unixes and other more esoteric apps. The cards have been around
>for quite a while, and as far as I've looked, they I/O map each UART
>and have a pretty simple scheme of integrating the IRQ. Nice and
>simple- and the specs have been around for years.

If they work out well for you then that's the important thing.

>> >A decent
>> >multiport IRQ sharing comm board costs about as much as a pile of
>> >USB/Serial converters and a USB hub.
>>
>> Costing the same then, wouldn't USB seem a safer bet?
>
>It seems a plausible alternative, but I wouldn't assume its a safer
>bet. Given the relative complexities of the 2 systems, the multiport
>card imposes less complexity on the hardware/software environment thru
>which the communications happen. Piling multiple devices onto a
>single bus is appealing in some circumstances, but not in all.
>
>This also leads to issues relating to load balancing on the USB-
>granted 12mb/sec is pretty good bandwidth, but what will happen when
>people have high bandwidth and low bandwidth applications hooked to
>it? Presumably the standard makes some efforts to address this. But
>whatever load balancing algorithms operate, devices may begin to
>experience latency issues. Given the keyboard/mouse/rs232/soundboard
>type USB devices, this isn't a problem- but it might become one if
>someone decides to hook up a high bandwidth device which can't
>tolerate varying protocol overheads.

There seem to be no problems at this time. Anything is possible when
dealing with what ifs though. There sometimes is a value in a known
quantity vs. an unkown one though.

# 4009. Re: technical information request

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <385a4aa2.53813307@news.ds.centuryinter.net>
Source record: 48088

On Thu, 16 Dec 1999 10:53:37 +0200, Eli-E Babila
<artcore.eba@flashmail.com> wrote:

>Not always. 16-bit addressing can give more than 64k (Commodore 64,
>and the XT - which can access 1M using two 8-bit registers).

16 bits only allows for 65,536 different combinations. That is set in
stone. Any scheme which uses more uses bank switching, and that bank
switching is indeed usually controlled by some more bits. So the key
to my statement was "addressable." That means how much memory the CPU
can see at any given instant.

## 4010. Re: a new atari

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: Greg Menke <nospam@erols.com>
Message-ID: <wk4sdipnk7.fsf@erols.com>
Source record: 48089

> >
> >This argument applies just as readily to USB. Maybe the wire protocol
> >is specified, and presumably OS programming interfaces are documented
> >by the OS vendor (subject to their political and technical agendas)-
> >but that doesn't mean the operating protocols of a particular USB
> >device are also documented.
>
> I disagree. Since USB is an industry adopted standard, with MANY
> devices designed to interface with it, USB specs are available and
> product and driver availability for any particular purpose is much
> more likely to be found than the single manufacturer supported
> proprietary interface of a special multi port serial board.

I don't think any given vendor is going to be more likely to document the operating protocols of their device in USB vs pc card. Its sort of like Winmodems- the connector and bus specs are all well known, but they keep the guts proprietary. If the manfuacturer of your fave USB scanner/soundcard/whatever goes out of business you're just as out of luck as if your proprietary vid board company went away.

It is good that USB specs are public- its sure to increase the level of adoption, which is not a bad thing.

>
> >In a way, a multiport card has the advantage. Once interfacing specs
> >are available (and many are), the manufacturer can go out of business
> >at any time, but people can still use the card.
>
> So you concede that not all such units have the specs avaialble.

Of course. If I gave the impression otherwise, I apologize.

> Okay, buy one that does and that problem is solved. As to the company
> going out of business and still using the unit... well yeah if you
> continue to use the same OS that the company wrote drivers for. If

Thats what we do. We buy cards for which you can get example driver source.

> you wish to switch OSs, then you cannot continue to use it (unless of
> course you can write your own drivers). It would seem that for all
> but the biggest companies, writing your own drivers would be at least
> impracticle if not even impossible.

I agree- unless nominally compatible driver source exists for previous generations of a product.

> >
> >True, but the card we use is supported in Linux, Doze, OS/2, a variety
> >of Unixes and other more esoteric apps. The cards have been around
> >for quite a while, and as far as I've looked, they I/O map each UART
> >and have a pretty simple scheme of integrating the IRQ. Nice and
> >simple- and the specs have been around for years.
>
> If they work out well for you then that's the important thing.

Yeah, thats the most important metric of all...

>
>
> There seem to be no problems at this time. Anything is possible when
> dealing with what ifs though. There sometimes is a value in a known
> quantity vs. an unkown one though.

I think I'm somewhat overstating the risks of USB- like many other
constructs is has its limitations and problems, both manifest and
potential. I imagine it would only tend to run into problems in the
more pathological circumstances. I am curious about its performance
in highly loaded enviornments though. The spec says you can hook up
to 127 devices by means of multiple hubs.

Gregm

# 4011. Re: Video chips

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-16 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <385b6123.59575475@news.ds.centuryinter.net>
Source record: 48090

On 16 Dec 1999 11:58:29 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

>Howdy folks
>
>I'm searching for a nice video chip that will do 80 columns text.
>And on this quest which brings me to places on the net I never wanted to go
>before. Like the MSX computer sites. These things have a Z80 for pete's sake.
>But..... They have a video upgrade that will do 320x210 (approx.) with 256
>colors. even 640x480 and more. Or 512x512 with IIRC 32kB colors, yes, that's
>32kB not 32. Man. And they even have stuff to capture stuff from a VCR. Not
>like Computereyes. On this baby, you will hardly recognise the original
>picture from the digitized one. And we don't have that. Man, that sucks.
>
>BTW They use the V9990 by Yamaha on this upgrade. Try www.msx.ch.
>
>WAAAAAAAAAAAAAAAAAAAAAAAAAAAH
>
>I want that chip.

So buy one. Start checking chip suppliers like Jamco and such.

# 4012. "New" BASIC Games & Demos Available - free!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: Nurmix@socal.SPAM
Message-ID: <83c503019k@enews4.newsguy.com>
Source record: 48003

Don't get too excited, they aren't _that_ impressive.
8^)

I've put a lot of the little BASIC games and demos I created "back in the day" on my web site for your downloading pleasure. Most of them are pretty simple, but even so, are quite fun to play / watch.

Check it out if you want. All the files are very small and make for a quick and painless download.

And in the _very_ near future, I will make available pretty much my _ENTIRE_ collection of [commercial] 8-bit games and demos. The files will contain several games / demos in each .DCMed archive - just as they are on my floppies.

The files have already been transfered to my Falcon. All I need to do is upload them to my web server, and update the "Download" page of my site. I'll post here again when that happens.

Enjoy, and let me know what you think!

Visit Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm

-Paul Nurminen

--

Paul "Nurmix" Nurminen | ICQ # 50313052 | Atari Falcon030/14+Nemesis
. El Segundo, California USA - Home of Red Light 6 Studio and NURVIS
..
... Visit Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm
.... Electronic Music | Atari Computing | Classic Video Games | Humor
.....
...... SPAM ALERT: Change "SPAM" to "com" if replying by e-mail ! ! !

## 4013. Atari stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: GENE EHRICH <generic3@home.com>
Message-ID: <0xh64.3304$Mz6.837087@news1.rdc2.pa.home.com>
Source record: 48004

On my web site listed below on the Atari 8 bit page

--
http://members.home.net/generic3
On-Line Computer & Video Game Garage Sale
generic3@home.com

# 4014. Re: technical information request

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3859a700.13263309@news.ds.centuryinter.net>
Source record: 48005

On 16 Dec 1999 19:02:02 -0500, bmarcum@iglou.com wrote:

>Atari XL or any 8-bit Atari with more than 64k memory. The bits in a bank
>select register can be considered address bits.

In a real loose sort of way yes. Remember though, those extra bits
are not able to be incorperated into code as linear memory. The banks
are mapped into addresses that some other memory has to temporarily
"vacate" in order to make room for the bank being switched in. Case
in point, you will never see any 6502 machine code target an address
which is outside of the $0000 to $FFFF range. Never. Well, there is
an exception to that rule but it just wraps around sorta. But that's
another discussion.

Then on the Pee See side, at least at x86 compatbility level, you have
it real rotten. The x86 architecture (meaning the original 8086/8088,
and any software directly compatible with it) supports a 20 bit
address bus, and the bastards at Intel mangled it into something akin
to a 16 bit address bus and bank switching. Anyone familiar dealing
with 64K "segments" in x86 knows what I mean. Sheesh, on the Atari
you have no choice but to bank switch, but the 8086/8088 should have
been designed with a purely linear addressing scheme IMHO.

For those of you who are tempted to talk about the 8088 being 8-bit
please don't. That's the data bus. This post was refering to the
address bus.

## 4015. NES vs. Atari 7800?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: hajjej@aol.comnospam
Message-ID: <19991216221427.13994.00001723@ng-fw1.aol.com>
Source record: 48006

Hi all, I'm new to this newsgroup, but as an Atari 1200XL user it does my heart good to find other people that care about these fine machines. My question is, why are early games made for the Nintendo system so much more graphically impressive than the best games for the 7800? They are both 8 bit machines, right? I'm not technically trained at all, so I was hoping one of you that is (there seem to be quite a few of you) could explain it to me. Thanks!

just another john

" I'd rather spend my time looking at the sky than listening to Whitney Houston." Robert Smith

# 4016. Re: To Atari 8-bit programmers/users

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <385aa9f4.14019656@news.ds.centuryinter.net>
Source record: 48007

On Thu, 16 Dec 1999 18:31:08 +0000, Lonny Pursell <atari@bright.net>
wrote:

>
>Nice idea. I hate to rain on anyone's parade but for some people
>like myself who only has Atari's, any web based forum is mostly
>unusable.
>
>I prefer the newsgroup here. ;-)

Remember everyone, I have an IRC server up at ssilicon.w1zard.net.
The machine that does the DNS for that address is sometimes down (I
know it is now for a couple days anyway). Soooo.... you can just use
the direct IP of 209.206.149.190 standrad IRC port of 6667.

IRC as many of you know is purely text based, and can even be used
from a pure text based terminal, provided that that terminal is
somehow able to use a IRC client. If your ISP's shell account does
not have an IRC client for you to use (shame on them!) then I know
there are ones that you can Telnet to. Please don't ask me the
address right now because I do not remember them. If your ISP doesn't
offer you at least a Telnet client then your ISP isn't worth a damn
anyway. But seeing as though shell accounts are hard to come by these
days and beggers can't always be choosy, you might be able to FTP an
IRC client executable for your ISP's particular OS (be it VMS, some
flavor of UNIX, or whatever) to your home directory on your ISP and
execute it right there from your own directory.

For "WinDOZE" users, my favorite IRC client is mIRC available at
www.mirc.co.uk Some people prefer Perch but they are idiots. Hehehe
j/k. As to Mac people... well I dunno but check around there are
clients out there for ya. For any of you unix types out there, you
already know all of this and have it under control . You probably
already have a few different clients installed just to see which you
like best.

# 4017. Re: "New" BASIC Games & Demos Available - free!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <385bad9b.14954799@news.ds.centuryinter.net>
Source record: 48008

On 17 Dec 1999 01:52:03 GMT, Nurmix@socal.SPAM (Paul Nurminen) wrote:

>Don't get too excited, they aren't _that_ impressive.
>8^)
>
>I've put a lot of the little BASIC games and demos I created "back in the
>day" on my web site for your downloading pleasure. Most of them are
>pretty simple, but even so, are quite fun to play / watch.
>
>Check it out if you want. All the files are very small and make for a
>quick and painless download.
>
>And in the _very_ near future, I will make available pretty much my
>_ENTIRE_ collection of [commercial] 8-bit games and demos. The files will
>contain several games / demos in each .DCMed archive - just as they are on
>my floppies.
>
>The files have already been transfered to my Falcon. All I need to do is
>upload them to my web server, and update the "Download" page of my
>site. I'll post here again when that happens.
>
>Enjoy, and let me know what you think!

Excellent! I have been putting together a collection behind the scenes of my fairly large collection along with those of a couple of other collaboraters. I have just recently made contact with an old Atari buddy in town here and he too is getting into the project with his collection. Our goal, is to assemble as complete as possible a collection of Atar 8-bit software and then I will burn it onto CD. My personal goal in addition to that, is to organize the stuff fairly well so that it makes it more likely to actually be used and more of a pleasure than a chore. Anyway, you putting you collection up would be great. I could try to grab anything that might not already be in the "pile." One favor I would ask, if you are interested in helping with my CD project, is to allow me to download from your collection via FTP. Web is such a pain for grabbing large lists of files. I like to go through and select everything I want and then let it go to town with minimal interaction on my part. FTP is very condusive to that style.

As to the CD, once it's done.... (yes Paul, I have been bringing more stuff over to the PC, honest to God <grin>), I will make it available to people for a very nominal charge. When I say nominal, I mean enough to cover my time burning, the disc cost, and shipping. No profit. I want us all to have the best collection possible. If this

isn't done, I fear some good stuff will fade away into the bit bucket and be forever lost. There are probably some things that are lost even now that once were available. So this is a call to everyone who is interested. Preserve those old discs. YOU might have that one program that no one else seems to be able to find. Once I get the disc out and people see that they have something that isn't on it, please transfer it to me. After an appropriate time, I will then add the additional stuff collected to the main collection and re-create a new (more) complete collection.

# 4018. Re: -= aTARI sCENE lIVES =-

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <83cdjl$93j$1@freenet9.carleton.ca>
Source record: 48009

Andreas Magenheimer (magea000@mail.uni-mainz.de) writes:
> Sven Gleich schrieb:
>>
> Hello Sven,
> these CRC errors occured when I downloaded the software with "Netscape".
> They did not appear when I tried it again with MS Explorer... Thats why
> the starting page (of the AIDS homepage) says: "Please fuck Netscape"
> So, just try MS Explorer or another Internet browser.

If you can download something with IE5 and not with NS its
because the server is not sending the correct MIME type for
the fine your trying to download. Tell whoever is running that
server to add MIME types of application/octet-stream for the
extensions in question.

If they are running Apache these declarations go in
/etc/httpd/conf/srm.conf

> browser..." Anyone, who knows why Netscape does not work properly with
> 8Bit Downloads (ATR, DCM, ARC, ZIP, etc.)... ???

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 4019. Re: ram for 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <83cdp6$94v$1@freenet9.carleton.ca>
Source record: 48010

"Bill Kimbelton" (wlkim@fuse.net) writes:
> I've heard that certain 800XL ram expansions will work on a
> 1200XL (such as the rambo). Are there any vendors still carrying
> Rambo or Newell boards that would work for this purpose?

With a few simple modifications the 1200XL can be made
compatible with all 800XL upgrades, regardless. You basically have
to rearrange the address line inputs at the 2 chips that do the
column/row addressing for the 64kx1 drams.

I dont have a schematic at hand... anyone care to fill in
the chip locations for these?

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 4020. Re: Converting from NTSC to PAL ?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-zZYD4NyOhGUS@di06-ks.cth.com.au>
Source record: 48011

On Thu, 16 Dec 1999 08:18:50, cozy.remove.this@stormdragon.com (Cozy)
wrote:

> I'm in search for an Atari 800 (classic modell) and I have problem
> finding anyone for sale that is for the PAL TV-system and 220-230
> Voltage.
>
> So is there anyone who can tell me if it's hard to rebuild an NTCS
> Atari to PAL ?
>
> The power suply can't be impossible to find, I think.
>
> I would also be happy if you have a PAL system that you are planning
> to sell.

There are a few differences. The main clock crystal needs to be
changed. An inductor near the Video summing circuit needs to be
changed also if you are going to output to a tv. If using a monintor,
leave it as is.
The processor board needs to be changed to a Pal version. Finally, The
tv modulator needs changing, again if using a tv. otherwise, leave it
alone.
If you need more detail, Let me know.

James B

# 4021. Re: Upgrading a 256K MIO to 1 Meg?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-XC4QBzd0LoMU@di06-ks.cth.com.au>
Source record: 48012

On Fri, 17 Dec 1999 03:38:00, "Brian J. Furbee" <bfurbee@wt.net>
wrote:

> Hello All,
>
> I will soon (hopefully if US Customs finds someone else to annoy) be the
> owner of a 256K MIO. I have a simple question - I have read (someplace on
> the 'Net of course) that the MIO can be upgraded from 256K to 1 Meg and that
> ICD use to do this as an additional service for customers.
>
> Since ICD no longer owns the rights or maintains MIOs and the new owner
> seems to be harder to find than Jimmy Hoffa, does anyone have information on
> how this upgrade can be performed?

I have done one my self and it isn't easy. I used the ZIP chip package
to do the job. First, I had to clean out all the holes of solder(384
holes), fit then solder all the chips in (24 of them), Finally burn a
new rom and put it in. Then spend several weeks getting the thing to
work right by adding 10nf caps to several places.
Fun job, and it was for a friend of mine. I did it because I opened my
big mouth and said it could be done.

James B

# 4022. Re: ram for 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <3859D43C.6229F1A3@worldnet.att.net>
Source record: 48013

Bill,

Try B&C Computervisions (http://www.myatari.com) they carry almost
all Atari 8-bit modifications and also have systems pre-modified that
you can purchase. If you search the web, there are several
modifications around that you can build yourself, and they really aren't
too daunting if your handy with a soldering iron, all you need are some
DRAMS, 2 8 to1 decoders and a few odds and ends and a simple protoboard
to solder everything to.

Curt

Bill Kimbelton wrote:

> I've heard that certain 800XL ram expansions will work on a
> 1200XL (such as the rambo). Are there any vendors still carrying
> Rambo or Newell boards that would work for this purpose?
>
> Bill

## 4023. Atari 8bit CDrom offer

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <83cm86$gr9$1@newsource.ihug.co.nz>
Source record: 48014

Hi Atari 8bitters,

Just for those who may be interested, I have compiled all the games on my website, plus 1000's more, utilities, demos, etc onto a cdrom which was going to be for my own personal use, but there has been so much interest, I thought I'd offer it to the public.

Contains over 13000 files = 645MB
Files have been sorted into meaningful directories.

Details on my webpage:
Holmes Atari 8bit Games
http://homepages.ihug.co.nz/~aaronat/atari.html

I am NOT selling this cdrom, but will trade it for Atari 8bit cartridges, (will consider other atari console carts, or 8bit manuals etc).

Regards

Holmes

# 4024. Re: Hey, Bob Woolley! (was Re: Video chips)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <83d1im$cts$2@nets3.rz.RWTH-Aachen.DE>
Source record: 48015

Howdy David, folks

>Bob Woolley did such a hack for SLCC a number of years back; if he's still
>lurking, perhaps he can provide some details...

Larry White was so nice as to send me a copie of the article.
It uses the 6545 or 6845. It's 80x25 monochrom.
The 8563/8568 seems to be derived from it, but even the developer sais it
sucks. This is the chip used in the C128. I wanted to try that one untill
somebody from the C128 scene pointed me toward the V99xx chips by Yamaha that
MSX computers use(d).

Does anybody know how fast a Z80 has to be to become faster than our good old
6502C???

CU Mathy van Nisselroy

# 4025. More Atari! Inventory Growing! FREE Atari Computer Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <83d26r$d5f$1@user2.teleport.com>
Source record: 48016
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

(Update: 12/17/99) I'm calling on my regular and repeat customers for help. This is a slow time of year for me. I've had customers start on orders and either cancel or postpone their order because they needed to use their Money for the Holiday. Regardless, I have bills that are being neglected and unlike Congress I can't levy a Tax. That's why I'm counting on my Customers to help me make a living. Currently I have a bunch of new ST Software come in. Both New and used. I just need time to process the new inventory. So keep an eye on my Catalogs to find what's new.

(Update: 12/09/99) I've just added more 8 Bit Software to my Catalog. Financial, Budgeting & Print Shop Software. As well as some Spoken Languages and a few Games. I've added another set of shelves to hold it. Also I was holding some software for a customer but due to lack of interest that Software is available again (Archon, Seven Cities of Gold, etc.). Most of these additions are $5 a pop.

(Update: 11/18/99) I've just added more 8 Bit Software to my Catalog. Programming Languages & DOS's from OSS, HOFACKER, Alpha and even Atari MicroSoft BASIC & Atari LOGO. Lots of Utilities & Copiers like Chipmunk and Impersonator. My Catalog is growing by leaps & bounds.

(Update: 11/04/99) I've just added a bunch of Titles to my Atari 8 Bit SoftWare Catalogs. All Games!!! A number of them are UnOpened! Many for only $5 a pop! And I went through my Catalog and did some adjusting of prices. Right now my 8 Bit SoftWare Catalog has a bigger Byte count than ever.

e-mail: atari@benjamin.net

Or call me anytime at (503)256-9974 to talk to a warm, friendly, people person! Your more likely to reach me from 3 PM-3 AM Pacific Standard time. And thats most likely the times I can return calls. I'm perfectly willing to call you, on my own dime to answer your questions. I'm a people person and those who have dealt with me will find me patient, a good listener and even a good teacher. So if you can't call me Today? Call me Tonight!

Click for WebSite!

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. In Fact check it regularly as my Catalogs are updated regularly. I have 6 different Catalogs, and my SoftWare Catalogs are my largest. They have the biggest Byte Count. And remember if you can't come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

***FREE*** Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. Now we've moved our meeting to a new night. Same Bat Time! Same Bat Channel! We meet the 2nd Thursday of each Month. Our Next meeting will be Thursday, January 13th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop or Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!

http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 4026. Wanted: Atari xf551 Disk Drives!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <83d2p7$e6a$1@user2.teleport.com>
Source record: 48017
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. If you have what I'm looking for, my E-Mail address is above
and below.

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 4027. Re: More Atari! Inventory Growing! FREE Atari Computer Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.GSO.4.10.9912170246060.14640-100000@user2.teleport.com>
Source record: 48018
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

Hello Paul,

I've removed the text from my Posts. I'm embarrassed. I didn't think of it that way. I really do believe that Today's violent games are like simulators, desensitizing todays youth from violence and teaching them to be without remorse. Also, if you want/need to speak to me, next time please E-Mail me as I rarely read the NewsGroups. I spend almost all my time online in E-Mail.

==Thanx==
===Ben===

On Fri, 26 Nov 1999, Paul Irvine wrote:

> The other Day bensmith@user2.teleport.com (Benjamin Smith) wrote:
>
>
> > Games too violent for children? With Blood & gore?
> >Two companions of youth nowadays. Especially those you hear about in
> >the news who kill fellow students at school. If your preferences for
> >games lean more towards family friendly. Like it used to be. Try some
> >of my Atari Arcade classics.
>
> Ben, if I was you I would remove this passage from the advert. It
> reads like you want to profit from those murders, not really the sort
> of promotion you want.
>
> I know what you mean but it comes across badly.
> --
> Paul Irvine ¦ Film Quote
>
> "Anyone got any asprin?...I've got a real bad headache"
>
>

Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 4028. Atari Paddles on PC's

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <jPo64.593$Nt.3814@typhoon.sonic.net>
Source record: 48019

I've been out of the Atari scene for a while, but I've been kicking around with my new Atari 2600 Jr. and my Atari Jaguars, so I'm kind of living on either side of the 8-bits, chronologically speaking. :)

Anyway, I've been chruning out game ideas on my Linux box almost as massively as I used to churn out ideas on my 1200XL. I'm failing almost as miserably, too! ;)

Anyway... two of my games are based on some 2600 paddle-based games: Kaboom! (my game, "Mad Bomber," is already released for Linux and Windows) and Circus Atari.

My question is - sure, mice are suitable for controlling things like the buckets in Kaboom! and other generally paddle-style objects, but >I< want to be able to use _real_ PADDLES.

I've seen many hacks to hook up digital Atari 8-bit / 2600 style joysticks to PC's, but I'm at such a loss for any information on paddles.

Has it been done? Anyone willing to try it!? :)

Thanks!

-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/bill/

# 4029. Re: -= aTARI sCENE lIVES =-

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <385A2663.A7BE02EE@mb1.tu-chemnitz.de>
Source record: 48020

thanks everybody for helping me.
although i can't use ms ie5 at university due security problems i
installed getright and used their download feature. and it worked
perfect for me.

greetings, sven.

## 4030. Dracula Unleashed

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <385A4869.119A569D@midamer.net>
Source record: 48021
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,alt.super.nes

I am looking for an old PC game called Dracula Unleashed on CD-rom. If you have this game, please e-mail me with a price, as I do not check the newsgroups often.

# 4031. Re: Atari Paddles on PC's

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01bf4895$4feca8e0$2db879c3@mmx233>
Source record: 48022

William Kendrick <nbs@sonic.net> schreef in artikel

> I've seen many hacks to hook up digital Atari 8-bit / 2600 style
joysticks
> to PC's

Where? I would love to hook a trusty old CX-40 to my PC. I *hate* PC
joysticks, I've never seen one that I could ever play Bounty Bob with :-)

So if anyone knows about such a "hook" for use with AtariWin, please let me
know.

Richard

# 4032. Re: Fast Squareroot/Multiplication/Division routines

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: Brix <Brix@Plush.DELETETHIS.de>
Message-ID: <MPG.12c473178b7f30299896a4@news.netsurf.de>
Source record: 48023
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

In article <83c37q$3h4eq$4@fu-berlin.de>, Spiro Trikaliotis says...
>
> Brix wrote:
>
> >What I need the most is a good, lightning fast routine to calculate
> >squareroots.
> >I would be glad if someone here could post a sourcecode.
>
> Look at message from John Iannetta, on December 1st, 1999,

Thanks, I searched dejanews for it, but found nothing I can use.
I need a complete sourcecode in assembler to cut and paste.
Hm, maybe some other guy can help?

-Wanja-

--
In the 1960s you needed the power of two C64s to get a
rocket to the moon. Now you need a machine which is a vast
number of times more powerful just to run the most popular GUI.

Personal HP: http://www.plush.de/brix

GO64!/Commodore World Magazine:
CSW-Verlag, Goethestr.22, 71364 Winnenden, Deutschland
Tel:/Fax: +49(0)7195/61120, http://www.go64.c64.org
--

# 4033. Re: Fast Squareroot/Multiplication/Division routines

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s5ko6p5uqrs132@corp.supernews.com>
Source record: 48024
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

Brix <Brix@Plush.DELETETHIS.de> wrote in message
news:MPG.12c473178b7f30299896a4@news.netsurf.de...
> In article <83c37q$3h4eq$4@fu-berlin.de>, Spiro Trikaliotis says...
> >
> > Brix wrote:
> >
> > >What I need the most is a good, lightning fast routine to calculate
> > >squareroots.
> > >I would be glad if someone here could post a sourcecode.
> >
> > Look at message from John Iannetta, on December 1st, 1999,
>
> Thanks, I searched dejanews for it, but found nothing I can use.
> I need a complete sourcecode in assembler to cut and paste.
> Hm, maybe some other guy can help?
>
> -Wanja-
Kind of widely xposted, but could you give a bit more info about your
problem?

For instance, the Atari has built in floating point and most people would
just use that, but we don't even know the range of numbers you need or even
if you need floating point answers.

# 4034. Re: Atari Paddles on PC's

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s5krsnt9qrs6@corp.supernews.com>
Source record: 48025

William Kendrick <nbs@sonic.net> wrote in message
news:jPo64.593$Nt.3814@typhoon.sonic.net...
> I've been out of the Atari scene for a while, but I've been kicking around
> with my new Atari 2600 Jr. and my Atari Jaguars, so I'm kind of living on
> either side of the 8-bits, chronologically speaking. :)
>
> Anyway, I've been chruning out game ideas on my Linux box almost as
massively
> as I used to churn out ideas on my 1200XL. I'm failing almost as
miserably,
> too! ;)
>
> Anyway... two of my games are based on some 2600 paddle-based games:
> Kaboom! (my game, "Mad Bomber," is already released for Linux and Windows)
> and Circus Atari.
>
> My question is - sure, mice are suitable for controlling things like the
> buckets in Kaboom! and other generally paddle-style objects, but >I< want
to
> be able to use _real_ PADDLES.
>
> I've seen many hacks to hook up digital Atari 8-bit / 2600 style joysticks
> to PC's, but I'm at such a loss for any information on paddles.
>
> Has it been done? Anyone willing to try it!? :)
>
>
> Thanks!
>
> -bill!
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/bill/
IBM joysticks are really similar to Atari paddles. Only thing that is
different is the values for the resistor/capacitor for the charge vs time.

All you should need is an old IBM joystick, two jumpers, and a pot of ~1 meg
resistance. Not sure about the resistance, you may only want 100k.

Seems like no two IBM sticks are alike, some use pots, some use linear type
resistors. But all you should have to do is put one alligator clip from one
side of the IBM pot to one side of your pot, and the other lead <it may be
in soldered to the center tap of the IBM stick> to the center tap of your
pot. Set the IBM to max resistance and your pot will be the one that
controls the stick.

If you can, take the IBM stick appart first and read the values off of that.

If you buy a small enough pot, you may be able to mount it coming out the side of your IBM stick.

# 4035. Atari, NES, SNES & SEGA for sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: GENE EHRICH <generic3@home.com>
Message-ID: <3xy64.3594$Mz6.857908@news1.rdc2.pa.home.com>
Source record: 48026
Cross-posted to: alt.games.atari,alt.games.video.nintendo,alt.games.video.sega,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.nintendo,rec.games.video.sega

Loads of video games for sale on my web site listed below:

--
http://members.home.net/generic3
On-Line Computer & Video Game Garage Sale
generic3@home.com
gene@ehrich.com

# 4036. Re: Gauntlet for the 8-bit.

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: lenspencer@aol.comNOSPAM
Message-ID: <19991217184128.13669.00000023@ng-cf1.aol.com>
Source record: 48027

>I am trying to make a backup of my original Gauntlet disk, made by
>mindscape. I use the Happy Backup feature in Happy 7.1 It gets to track 39
>and says you need to use a PDB file. Unfortunately I don't have the PDB file
>for Mindscape disks, or just the one for Gauntlet.
>
>If anyone knows what can duplicate this disk, please let me know. I don't
>want to loose an awesome game like this one!

The thing with Gauntlet is that track 39 has 20 sectors. Most protection schemes use either 17 or 19 sectors instead of the standard 18, but this one takes it to the limit.

Sorry I can't help you with the Happy, but here's how I did it with the Archiver:

First, let the Archiver part of the program copy tracks 0 thru 38 as normal with format on. Then with the Editor part of the Archiver program, set up a track of 20 sectors, setting all the gaps to the minimum allowed (should be in the Archiver docs - I'm relying on memory right now and it's been a few years since I've done it). Format track 39 on the destination disk with this arrangement. Then with the Archiver program again, read in track 39 of the original and write it to the destination disk with format OFF. This makes an identical copy-protected (sic) copy of the original.

One alternative would be to use Chipmunk to make an unprotected copy. I have Chipmunk version 3.02, not sure if Gauntlet is in the parameters list of earlier versions.

Hopefully someone will have that PDB file you need, though, so you won't have to go through the contortions I did....

Remove Hormel processed pork product to reply.

# 4037. Re: Wanted : FoReM BBS

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: lenspencer@aol.comNOSPAM
Message-ID: <19991217184735.13669.00000026@ng-cf1.aol.com>
Source record: 48028

>Looking for a copy of the FoRem BBS written in BASIC. Would like to
>have ASCII copy if possible. Think I have this on a disk
>somewhere... someday I'll get a SIO2PC. I've got tons of disks of
>stuff that would blow minds...

As Tom said, I have the last incarnation of FoReM, Forem XE Pro, on my web page. I have the original FoReM 26m on floppy, but it's been YEARS since I've even looked at it, and I'm not even sure if the disk is still readable.

Let me know, I'll see if I can find it, and if it's still good I'll archive it and put it on the page....

Remove Hormel processed pork product to reply.

# 4038. Re: Atari Paddles on PC's

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: "Stormbringer <billo@corecomm" <"remove>.net">
Message-ID: <jvA64.2051$A%2.131361@news.corecomm.net>
Source record: 48029

Here, try this out. I made the interface and it works very nice! I not know how to get the paddles to work off of this though....

William Kendrick wrote:

> I've been out of the Atari scene for a while, but I've been kicking around
> with my new Atari 2600 Jr. and my Atari Jaguars, so I'm kind of living on
> either side of the 8-bits, chronologically speaking. :)
>
> Anyway, I've been chruning out game ideas on my Linux box almost as massively
> as I used to churn out ideas on my 1200XL. I'm failing almost as miserably,
> too! ;)
>
> Anyway... two of my games are based on some 2600 paddle-based games:
> Kaboom! (my game, "Mad Bomber," is already released for Linux and Windows)
> and Circus Atari.
>
> My question is - sure, mice are suitable for controlling things like the
> buckets in Kaboom! and other generally paddle-style objects, but >I< want to
> be able to use _real_ PADDLES.
>
> I've seen many hacks to hook up digital Atari 8-bit / 2600 style joysticks
> to PC's, but I'm at such a loss for any information on paddles.
>
> Has it been done? Anyone willing to try it!? :)
>
> Thanks!
>
> -bill!
> bill@newbreedsoftware.com
> http://www.newbreedsoftware.com/bill/

# 4039. Re: Atari Paddles on PC's

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: "Stormbringer <billo@corecomm" <"remove>.net">
Message-ID: <3wA64.2052$A%2.131361@news.corecomm.net>
Source record: 48030

Oops! I'm a dork.

http://www.hut.fi/Misc/Electronics/docs/joystick/pc_circuits.html#atari_pc_converter

"Stormbringer

> Here, try this out. I made the interface and it works very nice! I not know how
> to get the paddles to work off of this though....
>
> William Kendrick wrote:
>
> > I've been out of the Atari scene for a while, but I've been kicking around
> > with my new Atari 2600 Jr. and my Atari Jaguars, so I'm kind of living on
> > either side of the 8-bits, chronologically speaking. :)
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> > Anyway, I've been chruning out game ideas on my Linux box almost as massively
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> > too! ;)
> >
> > Anyway... two of my games are based on some 2600 paddle-based games:
> > Kaboom! (my game, "Mad Bomber," is already released for Linux and Windows)
> > and Circus Atari.
> >
> > My question is - sure, mice are suitable for controlling things like the
> > buckets in Kaboom! and other generally paddle-style objects, but >I< want to
> > be able to use _real_ PADDLES.
> >
> > I've seen many hacks to hook up digital Atari 8-bit / 2600 style joysticks
> > to PC's, but I'm at such a loss for any information on paddles.
> >
> > Has it been done? Anyone willing to try it!? :)
> >
> > Thanks!
> >
> > -bill!
> > bill@newbreedsoftware.com
> > http://www.newbreedsoftware.com/bill/

# 4040. Re: Atari's 5200 Blunder (Was Re: The VECTREX-Arcade Arcades)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-17 00:00:00 UTC
From: cybpunks@earthlink.net
Message-ID: <385a934d.135050745@news.earthlink.net>
Source record: 48031
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

On Sun, 12 Dec 1999 07:23:08 GMT, bcombee@metrowerks.com (Ben Combee)
wrote:
>By that you mean the Atari employees who would later leave to form
>Activision, right?

Yeah.

# 4041. Re: Atari 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-18 00:00:00 UTC
From: Witchfinder <adrian@home.ta>
Message-ID: <fJpbOBKQ5yZcfO+qEk8P=taXEX7k@4ax.com>
Source record: 47942

You are in an empty room with Curt Vendel <cvendel@worldnet.att.net>.
There's a rock in the middle with "Y2" written on. A hollow voice
says:

>Hi,
>
> Hmmmm, green screen, very common. You may have a bad PIA, or
>memory. First thing, try opening your 1200XL, they are great in that
>they have almost all of their components socketed. Using your thumb

<snip> :)

I've got an 800XL that stays at a black screen when powered on and
I've resocketed all the chips......any ideas?
Also, I've got a lovely condition boxed 600XL that does the red screen
but it's not socketed.......again, any ideas?

cheers!
--
Adrian/Witchfinder
www.snakebiteandblack.co.uk - home of Binary Dinosaurs, the 80's computer collection.

# 4042. Re: Fast Squareroot/Multiplication/Division routines

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-18 00:00:00 UTC
From: Brix <Brix@Plush.DELETETHIS.de>
Message-ID: <MPG.12c5be2af0004d809896a7@news.netsurf.de>
Source record: 47943
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

In article <s5ko6p5uqrs132@corp.supernews.com>, Richard Cortese says...

> > Thanks, I searched dejanews for it, but found nothing I can use.
> > I need a complete sourcecode in assembler to cut and paste.
> > Hm, maybe some other guy can help?
> >
> > -Wanja-
> Kind of widely xposted, but could you give a bit more info about your
> problem?
>
> For instance, the Atari has built in floating point and most people would
> just use that, but we don't even know the range of numbers you need or even
> if you need floating point answers.

I don't need some routines that pull a squareroot and leave a 128 bit
integer value or so.
Just things like:
Pull squareroot of a 16 bit number and leave a 16 bit result in the
zeropage and rest in Accu or something like that.
Or multiply two 8 bit numbers to a 16 bit result.
Divide 16 bit number by a 16 bit number and leave result in 16 bit
Zeropage-adress plus rest in the accu.
I have division and multiply routines here, but they are very slow
because they use ROL and ROR.
What I need is especially the routine for pulling a squareroot and maybe
2 routines for division and multiplication that are very fast.

And the important thing is that it runs on a plain 6502 (which has no
floating point instructions).

-Wanja-

--
In the 1960s you needed the power of two C64s to get a
rocket to the moon. Now you need a machine which is a vast
number of times more powerful just to run the most popular GUI.

Personal HP: http://www.plush.de/brix

GO64!/Commodore World Magazine:
CSW-Verlag, Goethestr.22, 71364 Winnenden, Deutschland
Tel:/Fax: +49(0)7195/61120, http://www.go64.c64.org
--

# 4043. Re: Atari Paddles on PC's

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-18 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s5na5q91ee647@corp.supernews.com>
Source record: 47944

Velcro SPY <X_velcro_X@netunlimited.net> wrote in message
news:3856e92a.1471250@news.netunlimited.net...
> On Fri, 17 Dec 1999 10:21:38 -0000, "Richard Cortese"
> <ricortes@netmagic.net> wrote:
>
> >William Kendrick <nbs@sonic.net> wrote in message
> >news:jPo64.593$Nt.3814@typhoon.sonic.net...
>
> >> Anyway... two of my games are based on some 2600 paddle-based games:
> >> Kaboom! (my game, "Mad Bomber," is already released for Linux and
Windows)
> >> and Circus Atari.
> >>
> >> My question is - sure, mice are suitable for controlling things like
the
> >> buckets in Kaboom! and other generally paddle-style objects, but >I<
want
> >to
> >> be able to use _real_ PADDLES.
>
> >IBM joysticks are really similar to Atari paddles. Only thing that is
> >different is the values for the resistor/capacitor for the charge vs
time.
>
> Yeah but you need the actual paddles to capture Kaboom's game play. If
> capturing Kaboom's game play is even possible on any system besides
> the Atari 2600.
Yes, but Atari paddles are just pots with a knob on them with the exception
of the driving controllers. It would be a pretty good approximation to drill
a hole in the side of a IBM style joystick and mount the pot with a knob on
it.
>
> Bill, why don't you utilize the mouse instead?
>
> VS
>
> To email me just remove the Xs and underline marks from my email address.

# 4044. Re: Fast Squareroot/Multiplication/Division routines

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-18 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s5nbkskuee6182@corp.supernews.com>
Source record: 47945
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

Brix <Brix@Plush.DELETETHIS.de> wrote in message
news:MPG.12c5be2af0004d809896a7@news.netsurf.de...
> In article <s5ko6p5uqrs132@corp.supernews.com>, Richard Cortese says...
>
> > > Thanks, I searched dejanews for it, but found nothing I can use.
> > > I need a complete sourcecode in assembler to cut and paste.
> > > Hm, maybe some other guy can help?
> > >
> > > -Wanja-
> > Kind of widely xposted, but could you give a bit more info about your
> > problem?
> >
> > For instance, the Atari has built in floating point and most people
would
> > just use that, but we don't even know the range of numbers you need or
even
> > if you need floating point answers.
>
> I don't need some routines that pull a squareroot and leave a 128 bit
> integer value or so.
> Just things like:
> Pull squareroot of a 16 bit number and leave a 16 bit result in the
> zeropage and rest in Accu or something like that.
OK, this one is fairly easy. The square root of any 16 bit number will be 8
bits or less. The easiest way to do this is a table with precalculated
numbers.
result/from range
0/0
1/1-3
2/2-8
3/9-15
4/16-24
...
You need a table with 256 results/bytes, and the ranges are defined by 512
16 bit numbers. For ~1200 bytes of table and probably less then 50 bytes of
code for the decision making, it should be the fastest way to go.

> Or multiply two 8 bit numbers to a 16 bit result.
I am kind of cheesy when it comes to this kind of stuff. I usually just have
simple routines like mutiply by two, then call it twice to get times 4, 3
times to get times 8, ...
Ditto for times 3.
So times 6 becomes call 2x routine once, 3x routine once etcetera.

For good routines, do you have access to Levanthal, Assembly Language Subroutines for the 6502? I think that is the title and it has everything you ask for, 16 bit math, BCD, ...

The only other sources I can think of, at least from the Atari side would be the Public Domain Action! runtime package. There may be some others, I think Charles Brannon's<?> assembler for the C64/Atari in Compute included math routines so you could do things like.
LDA AVAR/$FF
It should be pretty easy to 'borrow' his routines for multiply and dividing 16 bit numbers.

# 4045. Re: Atari 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-18 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <385baf80$0$84816@news.voyager.net>
Source record: 47946

('Green Screen 1200 XL).
What I do/did was have a complete set of LSI, five I think. And swap all them with known good ones. Then I guess you could even start swapping the little chips if the big ones don't fix it, again from a working, socketed
board. If that doesn't work, then I use a logic probe and compare two computer boards of the same type, 1200 XL in your case, point by point and try to locate a difference. I have an oscilloscope, but Bob Woolley hasn't posted what to look for with it, so I haven't faintest how to use it. Bob Klass probably could give some ideas also. I've had some success this way. I fixed a 800 doing this logic probe compare stuff and found a faulty networked resistor.
Of course it helps if you know what you're doing, which I pretty much don't. If Bob Woolley or Bob Klass would publish a repair manual, like how the A8 works, it would be of great interst to a lot of A8 fans. I have the Sam's PhotoFact manuals for the 800 XL, 130 XE and ST. It's fun to look at the schematics, and Sam's has somewhat of a procedure to follow.
Russg, rambling on

# 4046. Re: Atari Paddles on PC's

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-18 00:00:00 UTC
From: indavis@yahoo.com
Message-ID: <385bbca7.124930360@news.pacbell.net>
Source record: 47947

Since the mouse is nothing but a ball spinning a couple of shafts
which activate optical sensors, why dont you just try and create a
paddle with the mouse. Make a box with a knob at the top and put the
mouse guts inside, figuring out how to connect one of the shafts to
the knob. Then you don't have to rewrite any emulators to read the
input, since most of them accept mouse input already. I purposely kept
a mouse with a broken button so that I could try this one day. Just
haven't had the time to get around to it. Theoretically, with one
mouse you should be able to get 2 paddles. What a coincidence.

Isaac

On Sat, 18 Dec 1999 08:17:37 GMT, nbs@sonic.net (William Kendrick)
wrote:

>Richard Douwes (rdouwes@hetnet.nl) wrote:
>: OK, That looks great!
>
>Damnit! What about paddles!?!?!? :) :) :)
>
>-bill!

# 4047. Re: Atari Paddles on PC's

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-18 00:00:00 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01bf4999$b62894c0$5cb879c3@mmx233>
Source record: 47948

> On Sat, 18 Dec 1999 nbs@sonic.net (William Kendrick) wrote:
> >Damnit! What about paddles!?!?!? :) :) :)

Sorry for stealing your thread........ :-)

Richard

# 4048. Re: Fast Squareroot/Multiplication/Division routines

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-18 00:00:00 UTC
From: Greg <nospam@erols.com>
Message-ID: <m3yaarykso.fsf@erols.com>
Source record: 47949
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

```
>
> I don't need some routines that pull a squareroot and leave a 128 bit
> integer value or so.
> Just things like:
> Pull squareroot of a 16 bit number and leave a 16 bit result in the
> zeropage and rest in Accu or something like that.
> Or multiply two 8 bit numbers to a 16 bit result.
> Divide 16 bit number by a 16 bit number and leave result in 16 bit
> Zeropage-adress plus rest in the accu.
> I have division and multiply routines here, but they are very slow
> because they use ROL and ROR.
> What I need is especially the routine for pulling a squareroot and maybe
> 2 routines for division and multiplication that are very fast.
>
> And the important thing is that it runs on a plain 6502 (which has no
> floating point instructions).
```

If you're into a little homework, Microchip (www.microchip.com) has assembly source available for 24 and 32 bit floating point. I've only used basic functions, but they've other functions (including square root, IIRC). The routines are pretty short and have well specified runtime properties.

The tricky part will decyphering the evil assembly mnemonics and adapting them to the 6502. It could be argued that PICs have an encrypted native instruction set given the strange properties of the processor... ;)

Gregm

# 4049. Re: Atari Paddles on PC's

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-18 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <LVU64.786$Nt.5817@typhoon.sonic.net>
Source record: 47950

Isaac Davis (indavis@yahoo.com) wrote:
: Since the mouse is nothing but a ball spinning a couple of shafts
: which activate optical sensors, why dont you just try and create a
: paddle with the mouse. Make a box with a knob at the top and put the
: mouse guts inside, figuring out how to connect one of the shafts to
: the knob. Then you don't have to rewrite any emulators to read the
: input, since most of them accept mouse input already. I purposely kept
: a mouse with a broken button so that I could try this one day. Just
: haven't had the time to get around to it. Theoretically, with one
: mouse you should be able to get 2 paddles. What a coincidence.

That's an idea. I'd rather see something where you can just plug a pair
of CX30 into a PC. If it reads like a mouse (to the hardware and/or OS),
that's even better.

Hell.. you could make an etch-a-sketch mouse pointer!

-bill!

# 4050. Re: Atari Paddles on PC's

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-18 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <oXU64.787$Nt.5817@typhoon.sonic.net>
Source record: 47951

Velcro SPY (X_velcro_X@netunlimited.net) wrote:
:
: >IBM joysticks are really similar to Atari paddles. Only thing that is
: >different is the values for the resistor/capacitor for the charge vs time.
:
: Yeah but you need the actual paddles to capture Kaboom's game play. If
: capturing Kaboom's game play is even possible on any system besides
: the Atari 2600.

Well, people seem to really like my Mad Bomber game! :)

: Bill, why don't you utilize the mouse instead?

I do... I support both keyboard (eww, digital!) and mouse (hard to use).
Paddles would be perfect. Mouse is fine for now. Like I said, everyone
likes the game as-is, but IMHO, paddle support would make it gold. :)\

-bill!

# 4051. Need HDFMTPHx.COM

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-18 00:00:00 UTC
From: "Brian J. Furbee" <bfurbee@wt.net>
Message-ID: <385c53fd_5@data.wt.net>
Source record: 47952

Hello All,

Well I've finally obtained my MIO and am now working on getting it to format my Connor CP-3040 hard drive (a 40MB SCSI with imbedded controller).

The version of HDFMTPH8.COM that I am using does not have an option for formatting an imbedded SCSI drive. If I select the Seagate MFM or RLL options the drive formats out to 82080 sectors (20Mb) so I am losing 50% of my drive capacity.

Is there a newer version of HDFMTPHx.COM available? Or does anyone have any advice on items to check?

Thanks in Advance!
-Brian

# 4052. Re: Fast Squareroot/Multiplication/Division routines

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-18 00:00:00 UTC
From: "David A. Paterson" <david_p@storm.ca>
Message-ID: <83hl3v$ou2$1@news.storm.ca>
Source record: 47953
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

There does exist a "fast floating point" set of routines for the Atari
8-bit. I'm not sure which functions are supported.

David P.

Brix <Brix@Plush.DELETETHIS.de> wrote in message
news:MPG.12c5be2af0004d809896a7@news.netsurf.de...
> In article <s5ko6p5uqrs132@corp.supernews.com>, Richard Cortese says...
>
> > > Thanks, I searched dejanews for it, but found nothing I can use.
> > > I need a complete sourcecode in assembler to cut and paste.
> > > Hm, maybe some other guy can help?
> > >
> > > -Wanja-
> > Kind of widely xposted, but could you give a bit more info about your
> > problem?
> >
> > For instance, the Atari has built in floating point and most people
would
> > just use that, but we don't even know the range of numbers you need or
even
> > if you need floating point answers.
>
> I don't need some routines that pull a squareroot and leave a 128 bit
> integer value or so.
> Just things like:
> Pull squareroot of a 16 bit number and leave a 16 bit result in the
> zeropage and rest in Accu or something like that.
> Or multiply two 8 bit numbers to a 16 bit result.
> Divide 16 bit number by a 16 bit number and leave result in 16 bit
> Zeropage-adress plus rest in the accu.
> I have division and multiply routines here, but they are very slow
> because they use ROL and ROR.
> What I need is especially the routine for pulling a squareroot and maybe
> 2 routines for division and multiplication that are very fast.
>
> And the important thing is that it runs on a plain 6502 (which has no
> floating point instructions).
>
> -Wanja-
>
> --
> In the 1960s you needed the power of two C64s to get a

> rocket to the moon. Now you need a machine which is a vast
> number of times more powerful just to run the most popular GUI.
>
> Personal HP: http://www.plush.de/brix
>
> GO64!/Commodore World Magazine:
> CSW-Verlag, Goethestr.22, 71364 Winnenden, Deutschland
> Tel:/Fax: +49(0)7195/61120, http://www.go64.c64.org
> --

# 4053. Re: Need HDFMTPHx.COM

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-18 00:00:00 UTC
From: "Brian J. Furbee" <bfurbee@wt.net>
Message-ID: <385c5d36$1_3@data.wt.net>
Source record: 47954

You can either attach them to an e-mail to my address or open up FTP access,
whichever works best for you.

Thanks for your help!
-Brian

# 4054. Pooldisk Too CD cheap edition for US $5 gets you over 5000 disks

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-18 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <385ada10.2881104@news.wxs.nl>
Source record: 48032

We have been selling the Pooldisk Too since October 1998. This is a
double CD. One CD contains over 5000 disk images of Public Domain and
shareware etc for the Atari 8-bit series computers. These can be used
with the various emulators, but also on a real Atari computer, with
the well known SIO2PC and APE interfaces. The other CD contains
various pictures of Atari stuff, utilities and programs for the PC
that are related to the Atari computers, and lots of other fun stuff.
It also contains the text of Mapping the Atari. This double CD is
now available in a very cheap version. We obtained a spindle of
CDR's and wrote a limited set of Pooldisk Too CD's on these.
We will be selling these without jewel case, without a printed inlay
for the jewel case, without the label, and actually just the CDR's
in an envelope with a stamp. Also, due to the fact that we recovered
our costs by now, selling the normal Pooldisks, we can cut the price
of these CD's to just a little above cost of materials.

Those that are interested can order the cheap version of the
Pooldisk Too for a mere US $5. Since this is the lowest possible
price, shipping is also by the absolutely lowest possible rate.
If you want your CD's sent by priority mail, that will be one dollar
extra. Note that all the shipping risc etcetera is yours. Since the
CD's are shipped without jewel case, damage might occur. But
shipping them with a jewel case makes the price for shipping $5,
so we would not be able to sell them so cheap then. Also, since
there is no margin for profit here, replacing a damaged disc cannot
be considered.

Send me an E-mail if you are interested, and we will inform you
about the method of payment etcetera. Note that we bought only
one spindle, so this offer is good while supplies last. This offer
expires after December 31, 1999. If you are reading this message
after this date, contact me to check whether the offer is valid.
The normal version of the Pooldisk Too is of course still available
for US $ 20. We will be happy to answer any questions. Send
your mail to ernest@wxs.nl or for some more info, you can check
http://www.xs4all.nl/~stack/

Keep those XL's/XE's humming.

## 4055. Atari 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-18 00:00:00 UTC
From: dnoguero@my-deja.com
Message-ID: <83faru$1uc$1@nnrp1.deja.com>
Source record: 48033

Hi all. I am having a problem with a 1200XL I obtained. When booted, the machine just stays at a completely green screen (not the self test screen). Everything is locked up and the machine won't respond to anything.

Has anyone seen this before and perhaps know a solution?

Thanks in advance.

Sent via Deja.com http://www.deja.com/
Before you buy.

# 4056. Re: Atari 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-18 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <385B3404.2215BE6E@worldnet.att.net>
Source record: 48034

Hi,

Hmmmm, green screen, very common. You may have a bad PIA, or memory. First thing, try opening your 1200XL, they are great in that they have almost all of their components socketed. Using your thumb gently but firm push down on each end of each chip, you'll probably hear a sort of crackling sound, they chip(s) may have nudged it way up out of the socket or got knocked out slightly from being handled rough, push down on each side of each chip one at a time and see if your 1200XL comes up, if not take a small flat head screw driver and gently lift up one side of each chip at a time, and again push down with your thumb onto the chip to reseat it. This usually helps with the oxidation that forms on bare metal over the years. If your still dead in the water then like I said, sounds like the PIA, or possibly some bad memory, but most likely the PIA as that is a common cause of the green screen of death. B&C (www.myatari.com) and Best (www.best-electronics-ca.com) both carry those chips. Sometimes static electricity touchs the joystick ports and can damage the PIA's, they are very resiliant little chips, but hey, parts fail, it happens. The 1200XL is definitely worth getting back up and running, it is a great hackers platform and probably the best looking of the Atari 8-bits and has the best feeling keyboards.

Curt

dnoguero@my-deja.com wrote:

> Hi all. I am having a problem with a 1200XL I obtained. When booted,
> the machine just stays at a completely green screen (not the self
> test screen). Everything is locked up and the machine won't respond
> to anything.
>
> Has anyone seen this before and perhaps know a solution?
>
> Thanks in advance.
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

# 4057. Re: Atari Paddles on PC's

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-18 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <385d34f3.4395197@news.ind.mh.se>
Source record: 48035

Well, I took it from the opposite angle - trying to connect PC
joysticks to the A8 and read them as paddles. I even wrote some
notesa about it >really< long ago... (when I barely had e-mail
access via UUCP). I posted them to this newsgroup via some
newsgate that no longer exists, you can find copies of them
at the British Underground site...
I must remember to put local copies on my page too...
Look for "Atari Controller Notes" and "Joystick Miscellany".

On Fri, 17 Dec 1999 11:06:55 GMT, nbs@sonic.net (William Kendrick) wrote:

>I've been out of the Atari scene for a while, but I've been kicking around
>with my new Atari 2600 Jr. and my Atari Jaguars, so I'm kind of living on
>either side of the 8-bits, chronologically speaking. :)
>
>Anyway, I've been chruning out game ideas on my Linux box almost as massively
>as I used to churn out ideas on my 1200XL. I'm failing almost as miserably,
>too! ;)
>
>Anyway... two of my games are based on some 2600 paddle-based games:
>Kaboom! (my game, "Mad Bomber," is already released for Linux and Windows)
>and Circus Atari.
>
>My question is - sure, mice are suitable for controlling things like the
>buckets in Kaboom! and other generally paddle-style objects, but >I< want to
>be able to use _real_ PADDLES.
>
>I've seen many hacks to hook up digital Atari 8-bit / 2600 style joysticks
>to PC's, but I'm at such a loss for any information on paddles.
>
>Has it been done? Anyone willing to try it!? :)
>
>
>Thanks!
>
>-bill!
>bill@newbreedsoftware.com
>http://www.newbreedsoftware.com/bill/

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 4058. Re: Atari Paddles on PC's

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-18 00:00:00 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01bf492a$718bbaa0$56b979c3@mmx233>
Source record: 48036

OK, That looks great!

Now who's willing to build one of those great adapter for me :-)

Maybe someone in the Netherlands? I'm willing to pay any price (within reason) for it, beacuase, as I said, I've never seen a PC joystick/pad I liked.

Richard

Stormbringer <billo@corecomm <"remove.net> schreef

> http://www.hut.fi/Misc/Electronics/docs/joystick/pc_circuits.html#atari_pc_converter

# 4059. Re: Atari Paddles on PC's

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-18 00:00:00 UTC
From: indavis@yahoo.com
Message-ID: <385b3a78.91603528@news.pacbell.net>
Source record: 48037

Try:
http://users.swing.be/atari/joystick.html
Emmanuel did a real good job. He made an adapter for me, and it is
wonderful. It really makes the emulators more realistic.
Isaac

On Fri, 17 Dec 1999 14:45:57 +0100, "Richard Douwes"
<rdouwes@hetnet.nl> wrote:

>William Kendrick <nbs@sonic.net> schreef in artikel
>
>> I've seen many hacks to hook up digital Atari 8-bit / 2600 style
>joysticks
>> to PC's
>
>Where? I would love to hook a trusty old CX-40 to my PC. I *hate* PC
>joysticks, I've never seen one that I could ever play Bounty Bob with :-)
>
>So if anyone knows about such a "hook" for use with AtariWin, please let me
>know.
>
>Richard
>

# 4060. Re: Atari 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-18 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <385b3c21.37609491@news.ds.centuryinter.net>
Source record: 48038

On Sat, 18 Dec 1999 06:50:38 GMT, dnoguero@my-deja.com wrote:

>Hi all. I am having a problem with a 1200XL I obtained. When booted,
>the machine just stays at a completely green screen (not the self
>test screen). Everything is locked up and the machine won't respond
>to anything.
>
>Has anyone seen this before and perhaps know a solution?

I had this happen only the screen was red. I took it all apart and
cleaned it up and reassembled. Worked fine again.

# 4061. Re: Atari Paddles on PC's

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-18 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <BqH64.731$Nt.5193@typhoon.sonic.net>
Source record: 48039

```
Richard Douwes (rdouwes@hetnet.nl) wrote:
: OK, That looks great!

Damnit! What about paddles!?!?!? :) :) :)

-bill!
```

# 4062. Re: Wanted : FoReM BBS

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-18 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <83g6jb$j6v$1@nnrp1.deja.com>
Source record: 48040

I'd be interested in getting a copy of the old FoReM. I'm collecting all of the old Atari 8-bit BBS programs and information that I can get my hands on, for historical and archival purposes. I feel a personal imperative to do this because every day, more and more A8 programs are biting the dust, never to be seen again. I've got a special Atari 8-bit BBS section at my web site now. It has information about AMIS, FoReM, ATKeep, BBS Express!, BBS Express! Professional, and BBCS. Some sections are pretty small right now, but I will add to it as time permits.

Also, anyone that has old Atari 8-bit BBS message base digests, programs, articles, etc., please send them to me so I can put them in to the collection.

Atari 8-bit files can be sent to me via three ways. This email address, the web upload page for IE at http://cth.tzo.com/upload.html , and by FTPing them to ftp://ftp.spudster.org/incoming/

--
http://cth.tzo.com/
telnet://cth.tzo.com
ftp://ftp.spudster.org/pub/Atari/CTH/

Sent via Deja.com http://www.deja.com/
Before you buy.

# 4063. Re: Fast Squareroot/Multiplication/Division routines

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-19 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-dzhXJVr5t4mK@localhost>
Source record: 47955
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen,alt.c64

On Sat, 18 Dec 1999 14:53:20, Brix <Brix@Plush.DELETETHIS.de> wrote:

> I have division and multiply routines here, but they are very slow
> because they use ROL and ROR.

I hate to say this, but using those 2 instructions is the only way to go unless you have a large table. I had to work out percentages using ML. I looked at what was around, routines etc and how fast I wanted them to go. Finally settled on using the OS floating point routines to do the multiply and divide. I wanted a decimal point in the calculation and speed was not an issue. And it was slightly eaiser to convert BCD to screen bytes.

James B

# 4064. Re: Need HDFMTPHx.COM

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-19 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <83hl9s$5bm$2@news.xmission.com>
Source record: 47956

Brian J. Furbee <bfurbee@wt.net> wrote:
> formatting an imbedded SCSI drive. If I select the Seagate MFM or RLL
> options the drive formats out to 82080 sectors (20Mb) so I am losing 50% of
> my drive capacity.

I can .ARC up a fairly decent collection of HD format utilities (BB and
MIO). How would you like to receive it?

Can you FTP? If so, I can temp. open up my FTP server for you.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 4065. Thank-you, Russ Gilbert!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-19 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <83hl7i$5bm$1@news.xmission.com>
Source record: 47957

After losing SIO access for about 2 weeks, Russ Gilbert generously shipped
me a new Pokey and Pia..

Installing proved succesful and I again have access to SIO data.

Thanks, Russ!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 4066. Re: Need HDFMTPHx.COM

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-19 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <hp174.3570$lM5.30503@news1.online.no>
Source record: 47958

I have only the ones from the MIO disk. They're at :
http://home.sol.no/~olavese/atari/a8dl.htm

Brian J. Furbee <bfurbee@wt.net> wrote in message
news:385c53fd_5@data.wt.net...
> Hello All,
>
> Well I've finally obtained my MIO and am now working on getting it to
format
> my Connor CP-3040 hard drive (a 40MB SCSI with imbedded controller).
>
> The version of HDFMTPH8.COM that I am using does not have an option for
> formatting an imbedded SCSI drive. If I select the Seagate MFM or RLL
> options the drive formats out to 82080 sectors (20Mb) so I am losing 50%
of
> my drive capacity.
>
> Is there a newer version of HDFMTPHx.COM available? Or does anyone have
any
> advice on items to check?
>
> Thanks in Advance!
> -Brian
>
>
>

# 4067. Re: Fast Squareroot/Multiplication/Division routines

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-19 00:00:00 UTC
From: Brix <brix@plush.DELETETHIS.de>
Message-ID: <MPG.12c6f38fbe4bf37a989a60@news.uni-x.net>
Source record: 47959
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

In article <m3yaarykso.fsf@erols.com>, Greg says...

> The tricky part will decyphering the evil assembly mnemonics and
> adapting them to the 6502. It could be argued that PICs have an
> encrypted native instruction set given the strange properties of the
> processor... ;)

Hehe, strange way to get sourcecodes but I'll check that.

-Wanja-

--
In the 1960s you needed the power of two C64s to get a
rocket to the moon. Now you need a machine which is a vast
number of times more powerful just to run the most popular GUI.

Personal HP: http://www.plush.de/brix

GO64!/Commodore World Magazine:
CSW-Verlag, Goethestr.22, 71364 Winnenden, Deutschland
Tel:/Fax: +49(0)7195/61120, http://www.go64.c64.org
--

# 4068. ATARI 800XL TAPE RECORDER

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-19 00:00:00 UTC
From: evs <evs40@hotmail.com>
Message-ID: <385ce0b0@readers.ip.pt>
Source record: 47960

I have a ATARI 800XL, is a very old computer, but i like very much
of it.
I have many tapes with software for it, but i broke the tape recorder
without repair.
Where i can find a tape recorder for it

send a message for evs40@hotmail.com

# 4069. Re: Journey to the Planets

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-19 00:00:00 UTC
From: Raphael James Espino <rje@co.umist.ac.uk>
Message-ID: <v7yogbnknf4.fsf@co.umist.ac.uk>
Source record: 47961

"Luis P. Baeza Q." <lbaeza@chilesat.net> writes:
> Hi!
> I'm stuck in the part where I have 2 block over my head and if I
> shot'em then they change colors.
> Any idea how can I pass this screen?

Sure =)

The block on the left hand side of the screen controls which objects fall 2 screens to the left (between the landing pad screen and the broken bridge screens). The block on the right controls the colour of these objects. Only shoot the block on the left hand side, not the one on the right.

First shoot the block on the left to make the thing with 1 hook shape at each end fall down (can't remember how many times that is). Once you've got that, take the hook shaped thing to the broken bridge. Stand right on the edge of the brige (careful you don't fall in) and drop the hook. It should extend the broken bridge. Repeat several times until the bridge is complete.

.
.
.
.
.
You can probably figure out the rest of it from here. If so then don't read any further! You'll have more fun that way. If not, then continue reading...
.
.
.
.
.
.
.
.
.

Cross the bridge, pick up the object you find there, and take it back. Then go to the screen with the coloured blocks, and shoot the left one until the treasure chest falls on the other screen. Move the treasure chest to the middle of the screen, and go back to the coloured blocks. Now shoot the left one until the key falls on the other screen.

In order to get hold of the key you need the shiny thing you brought
with you from the other side of the bridge, so pick that up first, and
you also need to catch the key while it is falling, otherwise you
won't be able to pick it up. If the key falls too far to the left of
the screen to catch it, then leave the screen and come back to it
again, until it falls close enough for you to catch. Touch the
treasure chest with the key and it will open. Take the contents of
the treasure chest, and go back to your ship...

--
Raphael Espino - rje@co.umist.ac.uk - | Atari 8bit links pages,
http://www.geocities.com/SiliconValley/Lakes/7953 | Ramdrive 1.0 ramdisk
----------------- Join The Atari 8-bit Computer WebRing at: -----------------
------ http://www.geocities.com/SiliconValley/Lakes/7953/a8ring.html ------

## 4070. Free Atari bags in UK

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-19 00:00:00 UTC
From: ilaskeyremoveme@cix.co.uk
Message-ID: <memo.19991219150651.18691A@ilaskey.compulink.co.uk>
Source record: 47962

Playstation Power Magazine in the UK has a free Atari bag this month.
Black with Orange Atari logo about a foot square with drawstrings for
going over the shoulder.

Iain

# 4071. Re: Need HDFMTPHx.COM

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-19 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <385d5084.133147150@news.ds.centuryinter.net>
Source record: 47963

On Sun, 19 Dec 1999 10:17:48 +0100, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>I have only the ones from the MIO disk. They're at :
>http://home.sol.no/~olavese/atari/a8dl.htm
>
>
>
>Brian J. Furbee <bfurbee@wt.net> wrote in message
>news:385c53fd_5@data.wt.net...
>> Hello All,
>>
>> Well I've finally obtained my MIO and am now working on getting it to
>format
>> my Connor CP-3040 hard drive (a 40MB SCSI with imbedded controller).
>>
>> The version of HDFMTPH8.COM that I am using does not have an option for
>> formatting an imbedded SCSI drive. If I select the Seagate MFM or RLL
>> options the drive formats out to 82080 sectors (20Mb) so I am losing 50%
>of
>> my drive capacity.
>>
>> Is there a newer version of HDFMTPHx.COM available? Or does anyone have
>any
>> advice on items to check?
>>
>> Thanks in Advance!
>> -Brian
>>
>>
>>
>
I have the stuff from the Black Box disk. Would that help?

# 4072. Re: Free Atari bags in UK

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-19 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991219180553.23437.00000307@ng-fx1.aol.com>
Source record: 47964

>Playstation Power Magazine in the UK has a free Atari bag this month.
>Black with Orange Atari logo about a foot square with drawstrings for
>going over the shoulder.
>

Sounds Cool, send me one, please.
-Ron

I started life with nothing, and still have most of it left...

# 4073. FA: Atari 8-bit 400/800 14 game cartridges!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-19 00:00:00 UTC
From: Joe Grand <jgrand@mindspring.com>
Message-ID: <385D825D.8AF64D66@mindspring.com>
Source record: 47965
Cross-posted to:
rec.games.video.marketplace,comp.sys.atari.8bit,rec.games.video.atari,maus.sys.atari.software,maus.sys.atari.hardware

Pictures on eBay.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=222673365

Atari 8-bit (400/800) game cartridges. 14 game software collection! All
of the games have been tested and are guaranteed NOT DOA. All cartridges
and manuals are in good condition (unless otherwise noted). Includes:

() Miner 2049'er (silver label, worn, hard to find!) w/ manual
() Miner 2049'er (black cart w/ blue label)
() Star Raider (first revision label)
() Frogger
() Galaxian
() Basketball
() Centipede w/ manual
() AtariWriter w/ manual
() MasterType w/ manual
() Basic (3)
() Pilot Programming Language
() Logic Levels (Fisher-Price)

Will ship immediately after reception of money order/cashier's check.
Will ship 5-7 days later for personal check to allow time to clear.
Buyer pays actual shipping costs for USPS Priority Mail, should be
approximately $6 unless international. All sales are final.

-joe

# 4074. FA: Atari 8-bit 400/800 1050 Floppy Drive w/ power supply

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-19 00:00:00 UTC
From: Joe Grand <jgrand@mindspring.com>
Message-ID: <385D8477.25F36E5D@mindspring.com>
Source record: 47966
Cross-posted to:
rec.games.video.marketplace,comp.sys.atari.8bit,rec.games.video.atari,maus.sys.atari.software,maus.sys.atari.hardware

Pictures on eBay.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=222690743

Atari 1050 floppy drive for the Atari 8-bit (400, 800, etc.) computer systems. Comes with AC power supply and interface cable (not shown in picture). The drive has been tested and is guaranteed NOT DOA.

Will ship immediately after reception of money order/cashier's check. Will ship 5-7 days later for personal check to allow time to clear. Buyer pays actual shipping costs for USPS Priority Mail, should be approximately $6 unless international. All sales are final.

-joe

# 4075. FA: Atari 8-bit 400/800 850 Interface w/ power supply

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-19 00:00:00 UTC
From: Joe Grand <jgrand@mindspring.com>
Message-ID: <385D86EC.C42F11A5@mindspring.com>
Source record: 47967
Cross-posted to:
rec.games.video.marketplace,comp.sys.atari.8bit,rec.games.video.atari,maus.sys.atari.software,maus.sys.atari.hardware

Pictures on eBay.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=222695380

Atari 850 Interface for the Atari 8-bit (400, 800, etc.) computer
systems. The unit has been tested and is guaranteed NOT DOA. Package
includes the following:

() Atari 850 Interface
() AC power supply (not shown in picture)
() Atari 850 Interface Module manual (xeroxed)
() Standard length interface cable
() Long length interface cable

Will ship immediately after reception of money order/cashier's check.
Will ship 5-7 days later for personal check to allow time to clear.
Buyer pays actual shipping costs for USPS Priority Mail, should be
approximately $6 unless international. All sales are final.

-joe

# 4076. FA: Atari 8-bit 400/800 books, manuals, joystick + tons of other stuff!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-19 00:00:00 UTC
From: Joe Grand <jgrand@mindspring.com>
Message-ID: <385D8B75.F6E4FDBD@mindspring.com>
Source record: 47968
Cross-posted to:
rec.games.video.marketplace,comp.sys.atari.8bit,rec.games.video.atari,maus.sys.atari.software,maus.sys.atari.hardware

Pictures on eBay.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=222708254

This package consists of a HUGE number of loose Atari 8-bit books, manuals, joysticks, software, blank disks, game boxes and other misc. goodies! Great to have as reference material! Tons of stuff is included for all your Atari 8-bit needs! Everything is in good condition. Includes:

() Phoenix: Fall & Rise of Home Videogames (1st edition) by Leonard Herman - The #1 history book for the entire classic video game industry! The 2nd edition of this book sells for $15.96 on amazon.com! Look up ISBN #0964384825 on amazon.com for more information on this excellent book.

() Atari 400/800 Computer Owner's Guide
() Your Atari Computer: A Guide to Atari 400/800 Personal Computers
() Compute! Mapping the Atari
() Magazine table-of-contents (xeroxed): Analog #35-48, Antic vol. 1 #2 - vol. 4 #10, Compute! vol. 3 #1 - vol. 8 #11

() Spectravideo Quickshot Joystick
() Discwasher PointMaster Joystick
() Cassette Recorder Interface Kit (1983)
() TV switchbox (2)

() Synapse SynCalc (w/ box & manual)
() Synapse SynFile+ (w/ box & manual)
() Synapse SynTrend (w/ box & manual)
() Conversational French (6 tape, complete set)
() Shareware and blank floppies w/ large disk box (many)

() Boulder Dash Construction Kit (box only)
() Microprose Top Gunner Collection (box only)
() Murder on the Zinderneuf (box only)
() Hard Hat Mack (box only)

() Energy Czar (manual only)
() Eastern Front (1941, manual only)
() Infocom Hint Books (multiple)
() Misc. docs and classic catalogs (many)

Will ship immediately after reception of money order/cashier's check.
Will ship 5-7 days later for personal check to allow time to clear.

Buyer pays actual shipping costs for USPS Priority Mail, should be
approximately $10 unless international. All sales are final.

-joe

## 4077. 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-19 00:00:00 UTC
From: "M. L. Taylor" <yj223@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.991219182941.21269B-100000@vtn1>
Source record: 47969

How many software companys care if you copy or download ATARI 8bit
software from the web FTP?

(they stopped selling lots of it a while back, is it a big
commercial market to be wary of ? )

# 4078. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-19 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s5rekhp4ee687@corp.supernews.com>
Source record: 47970

M. L. Taylor <yj223@victoria.tc.ca> wrote in message
news:Pine.GSO.3.95.iB1.0.991219182941.21269B-100000@vtn1...
> How many software companys care if you copy or download ATARI 8bit
> software from the web FTP?
Maybe 3 or 4 at best.
>
> (they stopped selling lots of it a while back, is it a big
> commercial market to be wary of ? )
No, but I hear it is still illegal to carry wire cutters in parts of Texas.
Has to do with laws passed during the cattle rustling/open range days.

So while it is clearly illegal, it is not enforced. Not enforced is not the same thing as legal, so it ends up being subjective. You may have no fear at carrying wire cutters around in your back pocket in Texas since the law isn't enforced, or you may take the position that since it is the law, you will not carry wire cutters around when you travel through Texas. Both views have merit, so it is a never ending debate.

There still are a few commercial outfits going. I really don't speak for the group, but if you had a license to run the software at any time, in general people don't care if you have a backup. i.e. you bought a pacman cart in 1982, so now you want to down load a copy that will run on your clone with an emulator. Only way you are going to get support for things like carts that went south is by this method.

But if there are a few titles you want to get that you have never bought, supporting one of the existing outfits that still supports the Atari is golden.

Hasbro now has most of the rights to Atari software/game titles and are marketing updated versions very successfully. Last gamer mag I bought, Hasbro was strongly in the top ten for games companies along with such outfits as 989, EA, and Id. They don't seem to care, but you could ask.
>

# 4079. Re: Desperately Seeking Adventure International (Impossible Mission or Pirate adventure)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-20 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <385fb516.224442185@news.ds.centuryinter.net>
Source record: 47892

On Mon, 20 Dec 1999 17:06:59 GMT, carmel_andrews@my-deja.com wrote:

>Re:A.I's Impossible mission
>
>I think you might be refering to mission impossible, because A.I were
>taken to court over the name impossible mission, so they changed the
>name to mission impossible, I used to have an Atari contact in Putney

Are you sure? Who sued? There was a famous TV show (and later movie)
called "MISSION: Impossible." If there was a conflict in naming you
would think that would be it.

>(London/UK) who had an original (impossible mission) before he quit the
>Atari scene, and sold his entire inventory
>
>Or are you refering to epyx's game of the same name (never released on
>the ATARI
>
>Atari make my Millenium
>
>Carmel
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.

# 4080. Re: Source of PAL 800XL repairs or manuals needed

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-20 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <83mcsc$i7u$1@bob.news.rcn.net>
Source record: 47893

Oh, shucks. I just read the guy's message a little more carefully. He says
that none of the console keys work, so it's possible that he needs the
resistor fix or that those keys were disconnected during the installation of
the RAMBO.

But it would still be helpful for him to have a source of repairs/manuals
for a PAL machine.

TIA

Alan
Alan Sharkis <asharkis@erols.com> wrote in message
news:83ma7r$30g$1@bob.news.rcn.net...
> Hello all,
>
> OHAUG has a new member in India who's probably not on the Internet at all.
> He has sent me several questions, but here's one I can't answer.
>
> The guy has a PAL 800XL that had a RAMBO installed. He has no trouble
> booting a DOS disk, but when he tries to access the built-in BASIC, he
gets
> the self-test instead. He's looking for a place that will repair PAL
800XLs
> or service manuals for it.
>
> Can anyone here help us with this problem?
>
> Thanks
>
> Alan
>
>

# 4081. Re: Atari Paddles on PC's

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-20 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3860b5be.224611068@news.ds.centuryinter.net>
Source record: 47894

On 20 Dec 1999 10:32:03 -0500, dklugh@user.iwaynet.net (Daniel Klugh)
wrote:

>In article <jPo64.593$Nt.3814@typhoon.sonic.net>,
>William Kendrick <nbs@sonic.net> wrote:
>>Anyway... two of my games are based on some 2600 paddle-based games:
>>Kaboom! (my game, "Mad Bomber," is already released for Linux and Windows)
>>and Circus Atari.
>>
>>My question is - sure, mice are suitable for controlling things like the
>>buckets in Kaboom! and other generally paddle-style objects, but >I< want to
>>be able to use _real_ PADDLES.
>>
>>I've seen many hacks to hook up digital Atari 8-bit / 2600 style joysticks
>>to PC's, but I'm at such a loss for any information on paddles.
>>
>>Has it been done? Anyone willing to try it!? :)
>
>I thought that there were adaptors to hook up Apple joysticks to the IBM
>computers.You could use the Apple "hand controllers" paddles maybe.

It's Atari controllers to PC that people in here seem most interested
in. The Apple sticks were analog as are PC sticks. Atari / CBM
sticks are digital (not digital like tokay's digital version of analog
sticks either). Atari sticks are digital in that each 4 cardinal
directions has an open or closed state. A combination of two adjacent
directions being closed simultaneously results in a diagonal being
interpreted.

Atari paddles are analog (aside from the fire switch). Each simply
has a potentiometer of a certain resistance with a certain voltage
applied across it. The resulting voltage is digitized inside the
Atari via crude ADC.

# 4082. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-20 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <3861b7d4.225144589@news.ds.centuryinter.net>
Source record: 47895

On 20 Dec 1999 12:39:24 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy
Van Nisselroy) wrote:

>Howdy
>
>>How many software companys care if you copy or download ATARI 8bit
>>software from the web FTP?
>>
>>(they stopped selling lots of it a while back, is it a big
>>commercial market to be wary of ? )
>
>Well, SEGA througth that Atari would not mind if they used "Atari compatible"
>joystickports. Then Atari sued SEGA, and won.
>
>CU Mathy van Nisselroy
>
>PS just a thought. Might happen again. Probably not.

Strange to, because C64s have the same ports.

# 4083. Re: Atari Paddles on PC's

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-20 00:00:00 UTC
From: "Stormbringer <billo@corecomm.net" <"remove>">
Message-ID: <Muz74.396$ct.30581@news.corecomm.net>
Source record: 47896

Across what pins? When I built the above converter, I assumed that the paddles would work like the trimmers on the circut. However, this is not the case.

Jon Melbo wrote:

> On 20 Dec 1999 10:32:03 -0500, dklugh@user.iwaynet.net (Daniel Klugh)
> wrote:
>
> >In article <jPo64.593$Nt.3814@typhoon.sonic.net>,
> >William Kendrick <nbs@sonic.net> wrote:
> >>Anyway... two of my games are based on some 2600 paddle-based games:
> >>Kaboom! (my game, "Mad Bomber," is already released for Linux and Windows)
> >>and Circus Atari.
> >>
> >>My question is - sure, mice are suitable for controlling things like the
> >>buckets in Kaboom! and other generally paddle-style objects, but >I< want to
> >>be able to use _real_ PADDLES.
> >>
> >>I've seen many hacks to hook up digital Atari 8-bit / 2600 style joysticks
> >>to PC's, but I'm at such a loss for any information on paddles.
> >>
> >>Has it been done? Anyone willing to try it!? :)
> >
> >I thought that there were adaptors to hook up Apple joysticks to the IBM
> >computers.You could use the Apple "hand controllers" paddles maybe.
>
> It's Atari controllers to PC that people in here seem most interested
> in. The Apple sticks were analog as are PC sticks. Atari / CBM
> sticks are digital (not digital like tokay's digital version of analog
> sticks either). Atari sticks are digital in that each 4 cardinal
> directions has an open or closed state. A combination of two adjacent
> directions being closed simultaneously results in a diagonal being
> interpreted.
>
> Atari paddles are analog (aside from the fire switch). Each simply
> has a potentiometer of a certain resistance with a certain voltage
> applied across it. The resulting voltage is digitized inside the
> Atari via crude ADC.

# 4084. Re: please,i need help

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-20 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <11731-385EC469-16@storefull-175.iap.bryant.webtv.net>
Source record: 47897

thanks for the responce,i used 2 different t.v.'s,one a 19",and also a 27",both north american,i also used a amdek montor,it was the same on all 3,i am about to release it as 48k on up,it works on 48k machines,just lousey color/no color on 48k machines,xl/xe looks nice and crisp,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 4085. Re: technical information request

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-20 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <83m2ep$rgi$1@ash.prod.itd.earthlink.net>
Source record: 47898

Hi,

Daniel Klugh <dklugh@user.iwaynet.net> wrote in message
news:833bmh$bed@user.iwaynet.net...
> In article <memo.19991206195249.49991A@ilaskey.compulink.co.uk>,
> Iain Laskey <ilaskeyremoveme@cix.co.uk> wrote:
> >In article <LCO24.57504$435.190238@typhoon2.tampabay.rr.com>,
> >jsmith@j-com.net (Jim Smith) wrote:
> >
> >> 8 bits form a byte, 4 bits form a nibble, 16 bits (or two bytes) form a
> >> word and 32 bits (or four bytes) form a long word.
> >Word length is system dependent and not fixed at 16bits.
>

It's a bit crazy calling a word on the 6502 16 bits. The traditional
meaning of the
term 'word size' is the size of data that a processor can best natively
handle. Thus
the 6502 is an 8 bit 'word' machine. Some 6502 instructions can use a 16
bit
address, but they still operate on a byte sized chunk of data. To prove
this look
at the size of the accumulator, x and y registers, and the size of data that
instructions
operate on.

The 6502 does have a 16 bit address space. But this doesnt make a 'word'
on the
6502 16 bits.

> I always wondered why people refered to a "word" on the Atari as 16-bits
when
> the 6502 is a 8-bit CPU.
> (though,of course,you can add two 8-bit numbers and get a 9-bit result)

## 4086. ULTRA RARE Avalon Hill 2600 games on eBay

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-20 00:00:00 UTC
From: Burke <chrisadcock@rocketmail.com>
Message-ID: <83jppg$157c@mercury.vcu.edu>
Source record: 47971

I have a few Avalon Hill games on eBay. They are Shuttle Orbiter, Death Trap, and London Blitz. If you'd like to check them out, go here:

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=starguurl

# 4087. Re: Atari Paddles on PC's

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-20 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <385d72e6.2759462@news.ind.mh.se>
Source record: 47972

On Sat, 18 Dec 1999 08:17:37 GMT, nbs@sonic.net (William Kendrick) wrote:

>Richard Douwes (rdouwes@hetnet.nl) wrote:
>: OK, That looks great!
>
>Damnit! What about paddles!?!?!? :) :) :)
>
>-bill!

It seems nobody is reading MY posts...
Damn, you CAN easily make an adapter to allow you connect paddles
ro a PC joystick port! All you basicaly have to do is decide which
paddle will map to which joystick axis, and the same for the buttons.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 4088. ANNOUNCE: Atari 8-bit Information Archive - Search Engine

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-20 00:00:00 UTC
From: Tom Hunt <tom_hunt361@my-deja.com>
Message-ID: <83lhf6$s8$1@nnrp1.deja.com>
Source record: 47973

I've just added a search function to my web site that specializes in
Atari 8-bit information. Try it out at the first link at the bottom of
this message.

Find out anything about the Atari 8-bit computer using this
powerful, fast search engine. Every Atari 8-bit text file on
this server been indexed in to this database. More will be added
as time permits. It covers hardware mods, game documentation,
operation manuals, system manuals, etc.

--
http://cth.tzo.com/
http://cth.tzo.com/java.html
telnet://cth.tzo.com
ftp://ftp.spudster.org/pub/Atari/CTH

Sent via Deja.com http://www.deja.com/
Before you buy.

# 4089. Tech: 1050 Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-20 00:00:00 UTC
From: Marshall Walker <mwalker@mc.net>
Message-ID: <83kkrg$njd$1@ffx2nh3.news.uu.net>
Source record: 47974

Hi all you Guru's!

I finally started going through some of the 8-bit stuff I recently purchased, and I knew I bought this drive broke.

When I power up the drive, the Drive light turns on, I hear the motor whirr, and then turn off, and then does it again, over and over, non stop.

I don't hear the grinding of the stepper motor when I flip the drive latch down. I've briefly looked through the Atai Field Service Manual, and the Sams PhotoFacts.. checked some voltages.. They look good, but haven't swapped out the PIA.

Would the PIA be the cause of this? If so, I'll swap it and try it again..

Thanks all!

Merry Christmas!

--
Marshall Walker
mwalker@mc.net

# 4090. Re: Atari Paddles on PC's

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-20 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <OFk74.944$Nt.7451@typhoon.sonic.net>
Source record: 47975

JTKirk (no_me_j.j_t_kirk@geocities.com) wrote:
:
: It seems nobody is reading MY posts...
: Damn, you CAN easily make an adapter to allow you connect paddles
: ro a PC joystick port! All you basicaly have to do is decide which
: paddle will map to which joystick axis, and the same for the buttons.

Sorry Marco. :) The one post I saw from you was in regards to an old
article you wrote about how to hook up PC analog joysticks to an Atari and
read them as paddles.

Is there a chance you can dig it up and repost it, in case I or someone else
wants to try doing the reverse?

Thanks!

-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/bill/

# 4091. Re: Desperately Seeking Adventure International (Impossible Mission or Pirate adventure)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-20 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <83lnng$5i2$1@nnrp1.deja.com>
Source record: 47976

In article <833f26$l4l$1@lure.pipex.net>,
"Gareth" <nospam_soton.ac.uk@gjd398.com> wrote:
>
> <support@eastbaytech.com> wrote in message
> news:NlJ24.25297$f5.252258@news1.frmt1.sfba.home.com...
>
> > Any ideas on where to look?
> > I want the text version not the graphic version.
>
> It may be worth asking Scott Adams directly - do a search for his
website.
>
> Gareth.
>
> Happy Xmas gareth

Re:A.I's Impossible mission

I think you might be refering to mission impossible, because A.I were
taken to court over the name impossible mission, so they changed the
name to mission impossible, I used to have an Atari contact in Putney
(London/UK) who had an original (impossible mission) before he quit the
Atari scene, and sold his entire inventory

Or are you refering to epyx's game of the same name (never released on
the ATARI

Atari make my Millenium

Carmel

Sent via Deja.com http://www.deja.com/
Before you buy.

# 4092. Re: Need HDFMTPHx.COM

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-20 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-1Ho94nK9uT8T@di06-ks.cth.com.au>
Source record: 47977

On Sun, 19 Dec 1999 03:39:40, "Brian J. Furbee" <bfurbee@wt.net>
wrote:

> Hello All,
>
> Well I've finally obtained my MIO and am now working on getting it to format
> my Connor CP-3040 hard drive (a 40MB SCSI with imbedded controller).
>
> The version of HDFMTPH8.COM that I am using does not have an option for
> formatting an imbedded SCSI drive. If I select the Seagate MFM or RLL
> options the drive formats out to 82080 sectors (20Mb) so I am losing 50% of
> my drive capacity.
>
> Is there a newer version of HDFMTPHx.COM available? Or does anyone have any
> advice on items to check?
>
If I recall correctly, 9 is the latest version. And no. the BB format
routines will not work on an MIO.

James B

# 4093. Re: Tech: 1050 Drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-20 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <83l7t8$dgn$1@nets3.rz.RWTH-Aachen.DE>
Source record: 47978

Howdy Marshall

>When I power up the drive, the Drive light turns on, I hear the motor whirr,
>and then turn off, and then does it again, over and over, non stop.

When I had that, the 2793 (the floppy drive controller) was dead.
If that is the case with your, you can get a new one at Best Electronics.

I had the luck of buying two 1050's, so I could swap chips to find out which
one went wrong. Be aware though, that you can not swap EPROMs and ROM's.
(ROM's and ROM's or EPROM's and EPROM's is OK I guess)

CU Mathy van Nisselroy

# 4094. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-20 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <83l81s$dgn$2@nets3.rz.RWTH-Aachen.DE>
Source record: 47979

Howdy

>How many software companys care if you copy or download ATARI 8bit
>software from the web FTP?
>
>(they stopped selling lots of it a while back, is it a big
>commercial market to be wary of ? )

Well, SEGA througth that Atari would not mind if they used "Atari compatible"
joystickports. Then Atari sued SEGA, and won.

CU Mathy van Nisselroy

PS just a thought. Might happen again. Probably not.

# 4095. Re: technical information request

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-20 00:00:00 UTC
From: Eli-E Babila <artcore.eba@flashmail.com>
Message-ID: <385E2967.AA8D9077@flashmail.com>
Source record: 47980

Mis-understood both ways. That's all.

Jon Melbo wrote:

> On Thu, 16 Dec 1999 10:53:37 +0200, Eli-E Babila
> <artcore.eba@flashmail.com> wrote:
>
> >Not always. 16-bit addressing can give more than 64k (Commodore 64,
> >and the XT - which can access 1M using two 8-bit registers).
>
> 16 bits only allows for 65,536 different combinations. That is set in
> stone. Any scheme which uses more uses bank switching, and that bank
> switching is indeed usually controlled by some more bits. So the key
> to my statement was "addressable." That means how much memory the CPU
> can see at any given instant.

# 4096. Re: technical information request

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-20 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <83lgfg$2ta@user.iwaynet.net>
Source record: 47981

In article <3858A891.741117DE@flashmail.com>,
Eli-E Babila <artcore.eba@flashmail.com> wrote:
>Not always. 16-bit addressing can give more than 64k (Commodore 64,
>and the XT - which can access 1M using two 8-bit registers).

er,the IBM PC/XT has two 16-bit registers to access 1MB of RAM.The 8088 CPU
only has 16-bit registers.So 32 bits are used to address 1MB of memory.

# 4097. Re: Atari Paddles on PC's

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-20 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <83li5j$31k@user.iwaynet.net>
Source record: 47982

In article <jPo64.593$Nt.3814@typhoon.sonic.net>,
William Kendrick <nbs@sonic.net> wrote:
>Anyway... two of my games are based on some 2600 paddle-based games:
>Kaboom! (my game, "Mad Bomber," is already released for Linux and Windows)
>and Circus Atari.
>
>My question is - sure, mice are suitable for controlling things like the
>buckets in Kaboom! and other generally paddle-style objects, but >I< want to
>be able to use _real_ PADDLES.
>
>I've seen many hacks to hook up digital Atari 8-bit / 2600 style joysticks
>to PC's, but I'm at such a loss for any information on paddles.
>
>Has it been done? Anyone willing to try it!? :)

I thought that there were adaptors to hook up Apple joysticks to the IBM
computers.You could use the Apple "hand controllers" paddles maybe.

# 4098. Re: -= aTARI sCENE lIVES =-

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-20 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <83lkdd$39l@user.iwaynet.net>
Source record: 47983

In article <385A2663.A7BE02EE@mb1.tu-chemnitz.de>,
Sven Gleich <sven.gleich@mb1.tu-chemnitz.de> wrote:
>thanks everybody for helping me.
>although i can't use ms ie5 at university due security problems i
>installed getright and used their download feature. and it worked
>perfect for me.

Just use Lynx or htget.
(you ARE talking about HTTP downloads?)

# 4099. Re: 830/850/1030/ice-t questions :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-20 00:00:00 UTC
From: doctor@iwaynet.net
Message-ID: <83lm4a$jv5$1@news.iwaynet.net>
Source record: 47984

On 1999-11-01 jeking@NOSPAM.com said:
>Newsgroups: comp.sys.atari.8bit
>By the way your message reads, we have quite a bit in common.
>I use a fairly high-end 130xe serially connected to an NT server
>running a Telnet package called Terminal Server from seattle labs.
>Through that telnet session, I telnet into BBS's (like CTH), or via
>my ISP's shell account access the newsgroups (doing it right now).
>If you're doing same, why use a modem? Just serially connect your
>8bit (get an 850 or PR:C) to your Unix system.

I always wondered why no one set up a termcap file entry for the Atari E:
device so that you could log-in in 40-columns.
(type "man stty" for info about telling UNIX about being 40-columns)
Or,on the other hand,making a Atari VT-102 emulator that supported
40-columns.
(using Kermit-65 in 40-columns won't work because it emulates 80-columns)

You need to get a R: handler for your 1030.T handlers are for MODEMs and R
handlers are for RS232 ports.
(which can have all sorts of devices plug to them besides MODEMs)
The R handler for the 1030 will acept AT commands and translate them into
SIO commands for the MODEM.It will actually emulated a (simple) Hayes MODEM
and emulated tone dialing (1030 only supports pulse) by using the Atari's
sound capability.
(remember that serial comunication and sound are done by the POKEY chip)
And even though the 1030 has no speaker,you'll still hear the
dialing/connection process through your TV speaker.
(thanks to the Atari's "audio in" line)

Net-Tamer V 1.11.2 - Test Drive

# 4100. Re: 830/850/1030/ice-t questions :)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-20 00:00:00 UTC
From: doctor@iwaynet.net
Message-ID: <83lm4j$jv5$2@news.iwaynet.net>
Source record: 47985

On 1999-11-01 jeffryj@primenet.com said:
>Newsgroups: comp.sys.atari.8bit
>Russg <russg@en.com> wrote:
>: Jeffry.
>: The 850 uses a 9v ac ps, I'm almost positive. Of course, you want
>to check : that and the FAQ is the place to do it. Just checked.
>The 850 is 9v ac. : Any of the Atari bricks that have 9v ac output
>should be ok.
>: Right, you need a handler for the 1030 modem to run ice-T. It is
>the
>Where can I get this handler? I got 2 1030's boxed & neither had
>disks in em. Does it go by another name? I have a few files with
>the extension HND but none that say anthing like 1030.HND .. I do
>have 850.HND. I don't see anything about 1030 on the Umich Archive.

Well the T handler is in the 1030 MODEM.Programmes made to for T handlers
(instead of R ones)
will automaticly download the handler.This handler does more than a R:
handler normally would since it must support dialing and other
MODEM-specific functions.You can get a handler for the 1030 that acts like
the R handler from BobTerm.This will emulated a (very simple) Hayes MODEM
pluged into a RS232 port.

Net-Tamer V 1.11.2 - Test Drive

# 4101. Re: APE 1.18 ATR 16mb Drive & Backup from HD

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-20 00:00:00 UTC
From: doctor@iwaynet.net
Message-ID: <83lm53$jv5$3@news.iwaynet.net>
Source record: 47986

On 1999-11-03 rlcolli@ibm.net(RyanCollins) said:
>Newsgroups: comp.sys.atari.8bit
>Russg <russg@en.com> wrote:
>> Jim.
>> I bet you're using Sparta X at high speed. Try turning off the
>>high speed on the X cart. I forget how to do it.
>> Russg
>This sounds right... My 8088 that I'm using with Ape will not allow
>any writes under Sparta Dos Ultraspeed.

You *DO* know that APE ignores write at 57600?
You have to set the speed to 38400 to write.But I don't remember it causing
errors.I thought that it just ignored writes at 57600.

Er,there is no "Sparta Dos Ultraspeed".Ultraspeed is the same for all DOSes
and drives.It merely the serial speed of the drive that's different.
(UltraSpeed uses the "?" SIO command to ask the drive it's speed)

Net-Tamer V 1.11.2 - Test Drive

# 4102. Re: XF551

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-20 00:00:00 UTC
From: doctor@iwaynet.net
Message-ID: <83lm5a$jv5$4@news.iwaynet.net>
Source record: 47987

On 1999-11-06 olavese@online.no said:
>Newsgroups: comp.sys.atari.8bit
>> Re. you little problem with the '551, you must remember that the
>>'551's speed isn't determined by a timing hole like the 1050, the
>>'551s timing comes from the microprocessor itself, you obviously
>>have a death wish or you obviously don't care about your '551, I
>>wish I had bought one when they were available
>> Also re your query about the Atari 800 psu, just ask for a psu
>>for a 1010 1050 or 810, it used the same one

Er,the 1050 doesn't use the timing hole.The XF551 is the only atari drive
that uses the timing hole and then only when formating.That's why you can't
format the back side of a disk in it.

Net-Tamer V 1.11.2 - Test Drive

# 4103. Re: please,i need help

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-20 00:00:00 UTC
From: doctor@iwaynet.net
Message-ID: <83lm5i$jv5$5@news.iwaynet.net>
Source record: 47988

On 1999-11-06 Video61@webtv.net(LanceRingquist) said:
>Newsgroups: comp.sys.atari.8bit
>this is my second post on this,i have dandy on cart,but there is a
>problem,first it does work in 4 player mode on a 800,or 2 player on
>a 64k xl/xe,it comes in in color real nice and fine on a xl/xe,but
>on a 48k 800 it comes in black,and white,why?we managed to get all
>26 levels on board,but not the editor(sorry),we would like to get
>this released,but i need to know if this is a bug,or,is this
>somehow hardware related,i have tried this on 2 dfferent 800's,one
>is a stock 48k machine,the other has a memory upgrade board in it,
>it acts the same way on both,i hope that this is a better
>explanation than i had on my first post,thanks,

Are you using a PAL or NTSC monitor?
Remember that a PAL monitor will ignore the colour signal of a NTSC singal.
You might be using NTSC Ataris.
Net-Tamer V 1.11.2 - Test Drive

# 4104. Re: Bungeling Bay on Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-20 00:00:00 UTC
From: Frank-Oliver Malisch <fom@mchp.siemens.de>
Message-ID: <83m0ur$m08$1@news.mch.sbs.de>
Source record: 47989

Vidar \"Hawk\" Olavesen <olavese@online.no> wrote:
> Are you sure there wasn't an Atari version ? Was it about a chopper that
> flies around a water and shooting planes, boats and such ? I don't quite
> remember, but I am almost certain I had that one.

One "from above view" chopper game for the 8 bit was
"Air Support" from Synapse but that one was far from
being "Raid on Bungeling Bay" ...

--

# 4105. Source of PAL 800XL repairs or manuals needed

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-20 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <83ma7r$30g$1@bob.news.rcn.net>
Source record: 47990

Hello all,

OHAUG has a new member in India who's probably not on the Internet at all.
He has sent me several questions, but here's one I can't answer.

The guy has a PAL 800XL that had a RAMBO installed. He has no trouble
booting a DOS disk, but when he tries to access the built-in BASIC, he gets
the self-test instead. He's looking for a place that will repair PAL 800XLs
or service manuals for it.

Can anyone here help us with this problem?

Thanks

Alan

# 4106. XL Search Updated - Closer To Home Archive freshened

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-21 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <a0E74.1120$Nt.8960@typhoon.sonic.net>
Source record: 47899
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari,alt.games.video.classic

XL Search, the Atari 8-bit file search engine, has been updated to use a (relatively) new index file at spudster's Closer To Home FTP site mirror.

This means fewer broken download links, and it appears that about 1000 new files have been added to the sites XL Search indexes since the last update.

http://www.newbreedsoftware.com/xlsearch/

Enjoy!

If you'd like to add your site to XL Search, let me know!

-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

# 4107. Re: Bungeling Bay on Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-21 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <bfF74.11$sH.39@news1.online.no>
Source record: 47900

Frank-Oliver Malisch <fom@mchp.siemens.de> wrote in message
news:83m0ur$m08$1@news.mch.sbs.de...
> Vidar \"Hawk\" Olavesen <olavese@online.no> wrote:
> > Are you sure there wasn't an Atari version ? Was it about a chopper that
> > flies around a water and shooting planes, boats and such ? I don't quite
> > remember, but I am almost certain I had that one.
>
> One "from above view" chopper game for the 8 bit was
> "Air Support" from Synapse but that one was far from
> being "Raid on Bungeling Bay" ...

That's not the one I mean either, I have that too! I have to see if I find
the time during christmas holidays to find out if I am mistaking it for the
C64, but I do think it's for the Atari.

## 4108. Joystick miscellany

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-21 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <38692174.5335168@news.unired.net.pe>
Source record: 47901

OK, here I'm reposting these, directly form Craig Lisowski's
pages (I haven't made a local copy on my page yet, would you
believe?!?)

From: JTKIRK@urp.edu.pe
Newsgroups: comp.sys.atari.8bit
Subject: ATARI joysticks misc.
Date: Mon, 18 Mar 96 14:37:47 -0800

Joystick miscellany - updated on February 13, 1996
---

1- Analog joysticks
---
Have you ever considered the fact that an IBM-PC-type analog joystick
consists of two potentiometers (one each for the x- and y-axis) and two
pushbuttons, just like a set of ATARI (or Commodore) paddles? Have you
ever thought of connecting such a proportional joystick to your ATARI or
Commodore computer in order to use it with your programs? Well, here's
how to build a 15-pin analog joystick port from 2 9-pin ATARI ports. You
will need a 15-pin and 2 9-pin female connectors and a 15-wire cable.

Internally, the analog joysticks are basically like this:

```
pb1A
|
O
| Y1
pb1B -O--+ | U
| |
GND Z
/->Z Ry Rx=Ry=200-250 K
| Z
/----\ | |
v | \--+ D
X1 ----NNNNN--+----+----- +5V
L Rx R
```

The pin assignmet in the 15-pin IBM-connector is the following:

```
pin _________________________
# function \8 7 6 5 4 3 2 1/
------------ \15_14_13_12_11_10__9/
1 +5V
2 pb1A
3 X1
```

4 GND
6 Y1
7 pb1B
10 pb2A
11 X2
13 Y2
14 pb2B

Similarly, the pin assignment for the DB9 connectors (in the case of paddles) is the following:

pin _____________
# function \5 4 3 2 1/
------------ \9_8_7_6/
3 L button
4 R button
5 R paddle
7 +5V
8 GND
9 L paddle

Well, let's begin with the connections for 1 analog joystick. Take the cable and use it to connect the following pins on the 15-pin connector to the corresponding pins on one 9-pin connector:

15-pin 9-pin
-------------
1 -> 7
2 -> 3
3 -> 9
4 -> 8
6 -> 5
7 -> 4

Now, you can try connecting the 9-pin female to joystick port 1 on your computer and the analog joystick into the 15-pin female connector. Then, write and run a subroutine like this and try moving the joystick and pressing the buttons:

```
0 PRINT PADDLE(0), PADDLE(1), PTRIG(0), PTRIG(1):GOTO 0
```

You could also load any program which uses a touch tablet and test the joystick instead (e.g, ATARI ARTIST).

If you have a dual analog joystick ('dual' in the same way that paddles are connected by pairs to a single port), then you can now make the following additional connections from the 15-pin female to the second 9-pin female:

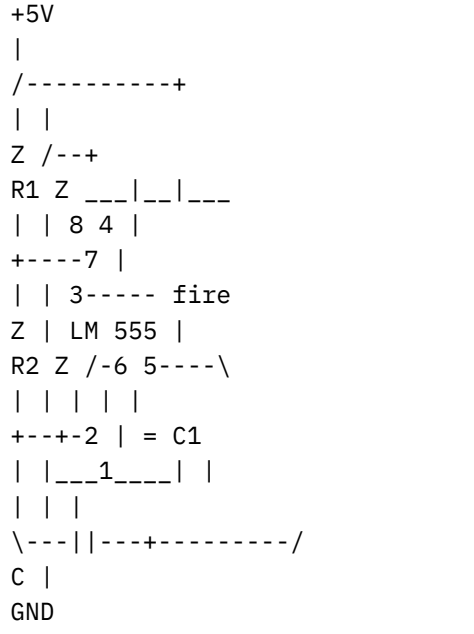
15-pin 9-pin
-------------
10 -> 3
11 -> 9

13 -> 5
14 -> 4

Now connect the second 9-pin female to joystick port 2 on your computer; the second analog joystick should be readable through PADDLE(2), PADDLE( 3), PTRIG(2) and PTRIG(3).

2- Portable autofire
---
This is a solution for those joysticks which don't have a +5V line (red wire typically, connected to pin 7). You will need a 9-pin female and a 9-pin male connector, an LM 555 timer IC, two resistors (R1=R2=10 K), two capacitors (C=100 nF, C1=0,42 nF), a two-position switch and some wire. Since you will need also an appropiate casing, I would recommend you to use a 9-pin null modem adapter (e.g., Radio Shack #26-264), which will provide you already with the casing, wiring and DB9 connectors.

First, build the following autofire circuit in the smallest possible area (less than 0,5"x0,5"):




If you are using the null modem adapter, skip this paragraph and continue with the next. If you aren't and are building the adapter with separate parts, then just connect each pin from the 9-pin female to the same pin on the male connector. Now you've just built what the adapter looks like on the inside.

Now, if you are using the null modem adapter: just open the casing and accomodate the circuit inside. Make sure that all pins on the male are connected to the same pin # on the female (i.e., pin #1 to pin #1, pin #2 to pin #2, etc.) and not cross-connected.

Now for both: Connect the +5V line to pin #7 (either on the male or the female connector, it's the same). Similarly, connect the GND line to

pin #8. Cut the wire from pin #6 just in the middle. Now, proceed to make the following connections on the switch:

```
/
A / B
o o o
to | | | to
male --/ | \-- fire
|
to female
```

Now, make the appropiate holes in the casing for the switch. Fix the switch in place and close the casing. Now the portable autofire is ready for use.

Just connect the portable autofire between the joystick port on the computer and the joystick's plug. With the switch in the A position, you will simply bypass the autofire circuit (autofire disconnected); when it is in the B position, the autofire is connected and the joystick's fire button is disabled. The advantage of this design is that you can connect the portable autofire to any joystick you want, without having to make any permanent modification to it.

3- Tank-style levers
---
Surely you remember BATTLEZONE (tm), don't you? I loved playing that game on the arcades, since it was one of the first games to offer you 3-D graphics and a first-person viewpoint. Then ATARI released it for its 2600 VCS (after many years), with some of the best graphics I've seen on the 2600 VCS. And then came the version for ATARI 8-bit computers... the only one I haven't seen, because somebody stole the last cartridge from the computer fair back in 1989; I assume the controls were like the 2600 VCS version:

```
forward
^
turn left | turn right
rotate \ | /
counterclockwise <----*----> rotate clockwise
/ | \
reverse left | reverse right
v
back
```

The arcade version had real tank-like controls instead:

```
left right
tread tread

forward ^ ^ forward
| |
motionless + + motionless
| |
```

back v v back

The combined motion of both treads gave the same 8 different possible
movements for the tank.
Well, if you (like me) aren't happy with using just the joystick and
want to have a more 'realistic' feeling, here's how to build your
tank levers, including the necessary circuitry to provide the
respective joystick signals for each combination.

Let's compare the switch values for the 9 joystick positions and the
9 tank-lever positions:

joystick tank levers

U X Y
SWITCHES L-+-R | |
D Z W

movement RLDU XYZW
---
motionless 1111 1111

forward 1110 0011
back 1101 1100
counterclockwise 1011 1001
clockwise 0111 0110

turn right 0110 0111
turn left 1010 1011
reverse right 0101 1101
reverse left 1001 1110

The functions which map (X,Y,Z,W) to (R,L,D,U) are:

_ ___
R = Y + X.Z + Z+W _
_ ___ = NOT
L = X + Y.W + Z+W
___ . = AND
D = X.Y + Z.W
___ + = OR
U = X.Y + Z.W

You will need:

- 1 74LS04 IC (6xNOT) (IC1)
- 1 74LS08 IC (4xAND-2) (IC2)
- 2 74LS32 ICs (4xOR-2) (IC3 and IC4)
- 4 14-pin IC sockets (optional)
- 1 2"x3" IC PCBoard (like Radio Shack #276-150A)
- lots of jumper wires
- soldering iron and solder wire
- 1 9-wire cable (as long as you like)
- 1 joystick connector (9-pin, female)

- 4 pushbuttons for the lever switches (X, Y, Z and W)
- as much pushbuttons as you want for firebuttons
- 1 board for mounting the switches
- 2 self-centering levers (inverted T form)
- 1 casing for the whole

Connections:
------------

First, solder all wires of the cable to the 9 pins of the joystick
connector. The free ends of the wires will be referred to as joyN,
where N=1-9 is the corresponding pin number at the connector.

```
___________
\5 4 3 2 1/
\9_8_7_6/
```

Mount all 4 lever switches in their board, properly spaced. Remember
that the levers are supposed to press them once in place.

```
X -O O- Y
| |
+-----+--- GND
| |
Z -O O- W
```

Solder the 4 sockets (or the ICs, directly, if you're cheap) in place
in the PCBoard. Pin # of ICx will be referred to as ICx-#, where x=1-4
and #=1-14.

```
_______________________________
|() ..................... ()|
| .:::::::::::::::::::::::. |
| ::|o_IC2__|:::|o_IC3__|:: |
| :::::::::::::::::::::::::: |
| :::::::::::::::::::::::::: |
| :::::::::::::::::::::::::: |
| :::::::::::::::::::::::::: |
| ::|o_IC1__|:::|o_IC4__|:: |
| :::::::::::::::::::::::::: |
|()_____________________()|
```

Now use the jumper wires to make the following connections:

+5V: joy7, IC1-14, IC2-14, IC3-14, IC4-14
GND: joy8, IC1-7, IC2-7, IC3-7, IC4-7, ground of all pushbuttons
R: joy4, IC4-6
L: joy3, IC4-8
D: joy2, IC3-3
U: joy1, IC3-6
FIRE: joy6, trigger of (all) firebutton(s)
X: switch X, IC1-11, IC2-2, IC2-4
Y: switch Y, IC1-9, IC2-5, IC2-10
Z: switch Z, IC2-1, IC2-12, IC3-12

W: switch W, IC2-9, IC2-13, IC3-13
IC1-1, IC2-6, IC3-4
IC1-2, IC3-2
IC1-3, IC2-11, IC3-1
IC1-4, IC3-5
IC1-8, IC4-1
IC1-10, IC4-13
IC1-12, IC4-5, IC4-9
IC1-13, IC3-11
IC2-3, IC4-2
IC2-8, IC4-12
IC4-3, IC4-4
IC4-10, IC4-11

---

Of course, there is a much simpler -though more expensive- way to build the necessary circuit. If we express R, L, D and U in terms of Maxterms of (X,Y,Z,W), then we have:

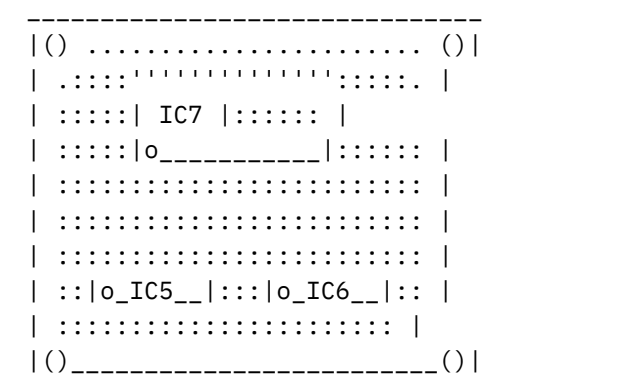
R=M6.M7.M13 L=M9.M11.M14
. = AND
D=M11.M13.M14 U=M3.M7.M11

Look at the table. You will see that the Maxterms correspond to the 4-digit binary numbers XYZW for which the respective variable (R, L, D or U) is 0.

Now, instead of the 4 ICs (and the optional 14-pin IC sockets) you will need:

- 2 74LS11 ICs (3xAND-3) (IC5 and IC6)
- 1 74LS154 IC (4-to-16 decoder) (IC7)
- 2 14-pin and 1 24-pin IC sockets (optional)

Now, solder the sockets (or the ICs) on the PCBoard.




Now, soldering the jumpers, make the following connections:

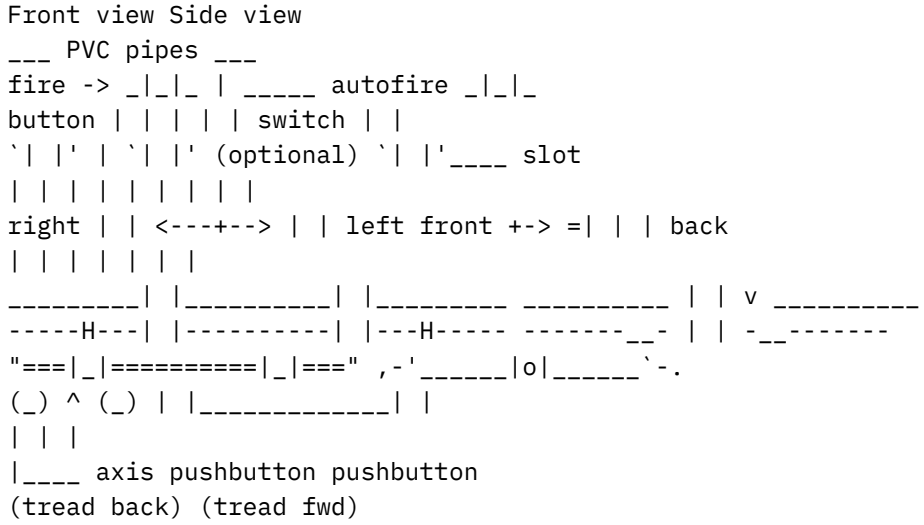
+5V: joy7, IC5-14, IC6-14, IC7-24
GND: joy8, IC5-7, IC6-7, IC7-12, IC7-18, IC7-19, ground of pushbuttons
R: joy4, IC6-12

L: joy3, IC6-6
D: joy2, IC6-8
U: joy1, IC5-8
FIRE: joy6, trigger of (all) firebutton(s)
X: switch X, IC7-20
Y: switch Y, IC7-21
Z: switch Z, IC7-22
W: switch W, IC7-23
M3: IC7-4, IC5-11
M6: IC7-7, IC6-1
M7: IC7-8, IC6-2, IC5-10
M9: IC7-10, IC6-3
M11: IC7-13, IC6-5, IC5-9
M12: IC7-14, IC6-9
M13: IC7-15, IC6-10, IC6-13
M14: IC7-16, IC6-11, IC6-4

---

If you're using sockets, then now you can place the ICs on them.
You can include an autofire switch in the design, if you want. You could
also have the two pots (joy5 and joy9) being used for anything you can
imagine.

For the levers, you can use PVC piping. You could also use wood or metal,
but the PVC pipes have the advantage that they are hollow, which allows
you to pass the wiring through them. I would suggest the following
arrangement:


Front view Side view
___ PVC pipes ___
fire -> _|_|_ | _____ autofire _|_|_
button | | | | | switch | |
`| |' | `| |' (optional) `| |'____ slot
| | | | | | | | |
right | | <---+--> | | left front +-> =| | | back
| | | | | | |
_____| |_____| |_____ _____ | | v _____
-----H---| |-----| |---H----- -------__- | | -__-------
"===|_|=========|_|===" ,-'______|o|______`-.
(_) ^ (_) | |_____| |
| | |
|____ axis pushbutton pushbutton
(tread back) (tread fwd)

Make sure the levers will press the pushbuttons when pushed. You will
have to assemble the whole thing inside the casing, making it fit.
Now you're ready to blast those @&%# enemy Automatons!

Marco Antonio Checa Funcke
Botoneros 270
Lima 33

Peru

reachable at jtkirk@urp.edu.pe

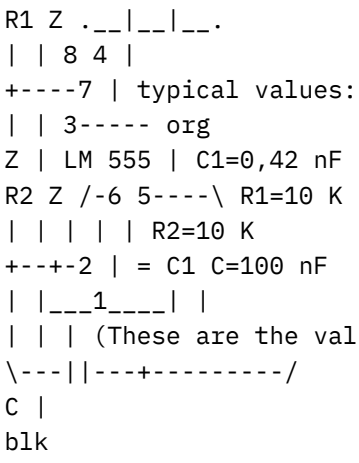
--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

## 4109. ATARI controllers notes

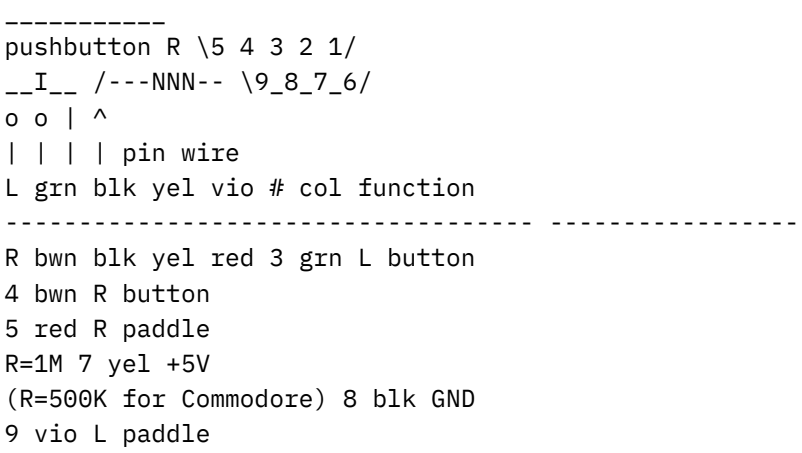
Newsgroup: comp.sys.atari.8bit
Date: 1999-12-21 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <386a2184.5351511@news.unired.net.pe>
Source record: 47902

```
And here's the other article I wrote at that time... this one
is useful too, I analyzed several controllers.

From: JTKIRK@urp.edu.pe
Newsgroups: comp.sys.atari.8bit
Subject: ATARI controllers notes
Date: Mon, 18 Mar 96 14:36:40 -0800

These are my revised notes on different types of ATARI controllers.
Thanks to Ivo van Poorten for pointing out a silly mistake I had made.
I finally took the time to determine the circuital diagram of the STM1 mouse.
I'd have liked to add also the ATARI Light Pen, but unfortunately my nephews
have thrown it away, although I could rescue the ATARIGRAPHICS cartridge.

Joysticks
---------

circuital diagram pin assignments
---------------- ---------------

__________
org blk \5 4 3 2 1/
| | \9_8_7_6/
O-----+
| wht
| | pin wire
+-----O # col function
| -----------------
+-----\ 1 wht ^ (up)
| | 2 blu v (down)
grn -O +-----O- bwn 3 grn < (left)
| 4 bwn > (right)
| 6 org fire
| (7 red +5V) (*)
O 8 blk GND
|
blu (*) only used in joysticks
with autofire switch

autofire circuit
----------------

red firing frequency:
|
/----------+ f=1,44/[(R1+2*R2)*C]
| |
Z /--+ ( T=0,694*(R1+2*R2)*C )
```



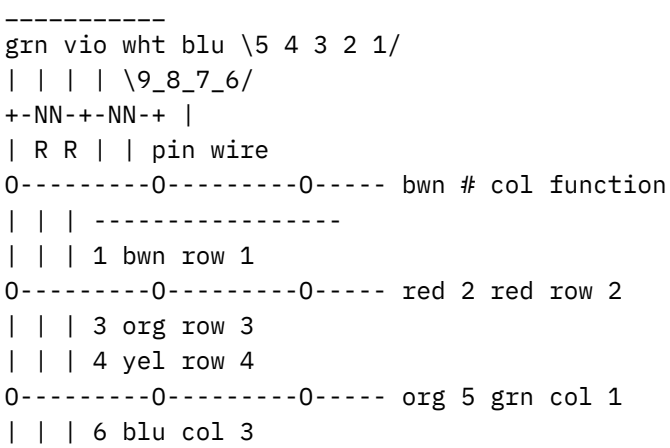

Paddles
-------

circuital diagram pin assignments
---------- ----------


__________
pushbutton R \5 4 3 2 1/
__I__ /---NNN-- \9_8_7_6/
o o | ^
| | | | pin wire
L grn blk yel vio # col function
---------- ----------
R bwn blk yel red 3 grn L button
4 bwn R button
5 red R paddle
R=1M 7 yel +5V
(R=500K for Commodore) 8 blk GND
9 vio L paddle

Keyboard controllers/Video touch pad
----------

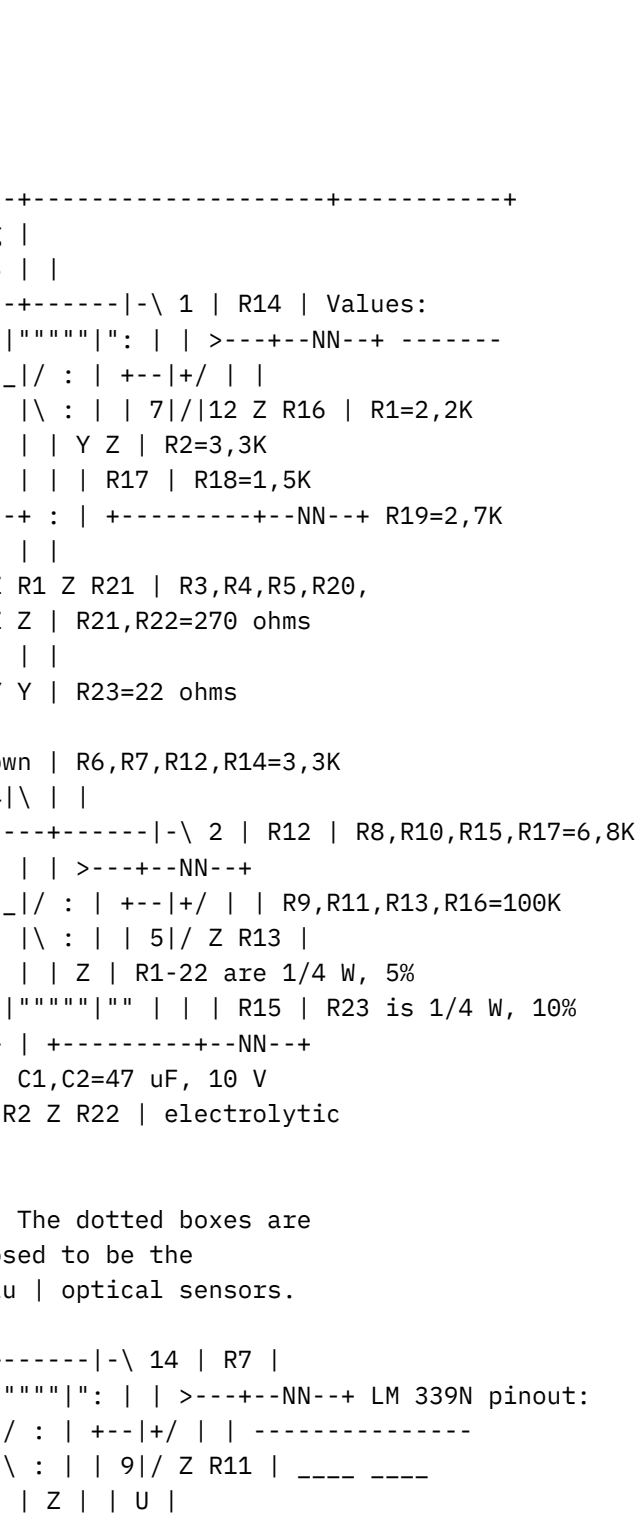
circuital diagram pin assignments
---------- ----------

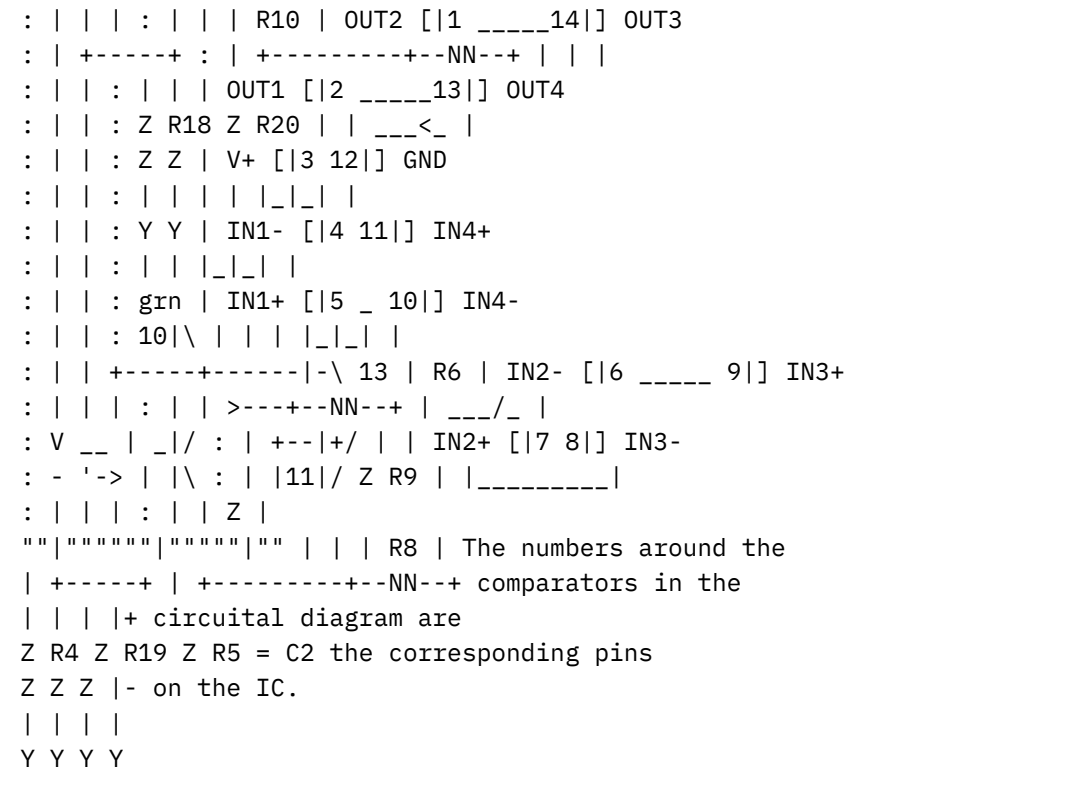

__________
grn vio wht blu \5 4 3 2 1/
| | | | \9_8_7_6/
+-NN-+-NN-+ |
| R R | | pin wire
O---------O---------O----- bwn # col function
| | | ----------
| | | 1 bwn row 1
O---------O---------O----- red 2 red row 2
| | | 3 org row 3
| | | 4 yel row 4
O---------O---------O----- org 5 grn col 1
| | | 6 blu col 3

```
| | | 7 vio +5V
O---------O---------O----- yel 9 wht col 2

R=4,7K

Readings
--------

The following program appeared in COMPUTE!, 2/87, "Readers Feedback"
section, page 30. It allows to read a keyboard controller (or video
touch pad, since they are internally identical) connected to port 1:

1 GRAPHICS 0
10 DIM ROW(3),I$(13),BUTTON$(1)
30 GOSUB 6000
60 POSITION 2,7:PRINT "CONTROLLER # 1:";
80 GOSUB 7000:POSITION 19,7:PRINT BUTTON$;
120 GOTO 80
6000 REM
6010 POKE 54018,48:POKE 54016,255:POKE 54018,52:POKE 54016,221
6030 ROW(0)=238:ROW(1)=221:ROW(2)=187:ROW(3)=119
6040 I$=" 123456789*0#"
6050 RETURN
7000 PORT=54016
7010 P=1:PAD=0
7020 FOR J=0 TO 3
7030 POKE PORT, ROW(J)
7040 FOR I=1 TO 10:NEXT I
7050 IF PADDLE(PAD+1)>10 THEN P=J+J+J+2:GOTO 7090
7060 IF PADDLE(PAD)>10 THEN P=J+J+J+3:GOTO 7090
7070 IF STRIG(0)=0 THEN P=J+J+J+4:GOTO 7090
7080 NEXT J
7090 BUTTON$=I$(P,P)
7100 RETURN

STM1 Mouse
----------

circuital diagram pin assignments
---------------- ---------------

__________
(Are you nuts? It consists of \5 4 3 2 1/
23 resistors, 2 capacitors, \9_8_7_6/
2 movement sensors and an
LM 339N quad-comparator IC!) pin wire
# col function
Well, at least the buttons: -----------------
1 bwn L/R sense
L button R button 2 org L/R reference
__I__ __I__ 3 grn U/D sense
o o o o 4 blu U/D reference
| | | | 6 yel L button
```

yel blk wht blk 7 red +5V
8 blk GND
9 wht R button

Well, here's the rest (at last!):
+5V (red)
[Note: | means GND (blk)] |




: | | | : | | | R10 | OUT2 [|1 _____14|] OUT3
: | +-----+ : | +---------+--NN--+ | | |
: | | : | | | OUT1 [|2 _____13|] OUT4
: | | : Z R18 Z R20 | | ___<_ |
: | | : Z Z | V+ [|3 12|] GND
: | | : | | | | |_|_| |
: | | : Y Y | IN1- [|4 11|] IN4+
: | | : | | |_|_| |
: | | : grn | IN1+ [|5 _ 10|] IN4-
: | | : 10|\ | | | |_|_| |
: | | +-----+------|-\ 13 | R6 | IN2- [|6 _____ 9|] IN3+
: | | | : | | >---+--NN--+ | ___/_ |
: V __ | _|/ : | +--|+/ | | IN2+ [|7 8|] IN3-
: - '-> | |\ : | |11|/ Z R9 | |_________|
: | | | : | | Z |
""|"""""""|""""""|"" | | | R8 | The numbers around the
| +-----+ | +---------+--NN--+ comparators in the
| | | |+ circuital diagram are
Z R4 Z R19 Z R5 = C2 the corresponding pins
Z Z Z |- on the IC.
| | | |
Y Y Y Y

readings
--------

The STM1 Mouse works as an inverted trackball (which is, in fact, what it is). The left button corresponds to the joystick trigger; the right button must be read in more or less the same way as the keyboard controllers, I guess (I had to return the mouse I borrowed before finishing my analysis).

Mouse rolling forwards (up) Mouse rolling backwards (down)

U/D U/D U/D U/D
REF SNS REF SNS
------- -------
0 1 0 0
1 1 <-\ 1 0 <-\
1 0 | 1 1 |
0 0 | 0 1 |
0 1 --/ 0 0 --/
... ...

Mouse rolling left Mouse rolling right

L/R L/R L/R L/R
REF SNS REF SNS
------- -------
0 1 0 0
1 1 <-\ 1 0 <-\
1 0 | 1 1 |

```
0 0 | 0 1 |
0 1 --/ 0 0 --/
... ...
```

I tried to write a resident handler which should convert the mouse readings into joystick values and put them into the shadow register for joystick 2 (remember that on the ATARI XL/XE only joysticks 0 and 1 are in effect, and 2 & 3 just contain repeats of 0 and 1). Then, if you read STICK(2), you would have the translated values; STRIG(2) would give you the status of the right mouse button; and for the left button, you would still use STRIG(0). Unfortunately, the routine got hanged sooner or later, and I had to return the borrowed mouse before I could finish debugging it. Maybe I can borrow another and resume the task...

Light Pen
---

circuital diagram pin assignments
---

```
__________
Sorry, I couldn't dissect the \5 4 3 2 1/
light pen because it was not \9_8_7_6/
mine while it was still in
working order, and it was lost
later. pin wire
What I can say is that the # col function
circuit is different from the -----------------
Commodore light pens, since I 5 ??? ??? (pot B) (*)
tried one with the ATARIGRAPHICS 6 ??? pushbutton
cartridge and it didn't sync 7 ??? +5V
properly. 8 ??? GND
The circuits aren't inside the 9 ??? ??? (pot A) (*)
pen, but inside the little black
box around the connector. (*) pot A, pot B probably
used for H/V sync
```

Marco Antonio Checa Funcke
Botoneros 270
Lima 33
Peru

reachable at jtkirk@urp.edu.pe

--

```
__________ ____---____ Marco Antonio Checa Funcke
\_________D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645
```

remove the "no_me_j." in front of the address when replying

# 4110. Re: Atari Paddles on PC's

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-21 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <386b218b.5358379@news.unired.net.pe>
Source record: 47903

On Mon, 20 Dec 1999 07:12:46 GMT, nbs@sonic.net (William Kendrick) wrote:

>JTKirk (no_me_j.j_t_kirk@geocities.com) wrote:
>:
>: It seems nobody is reading MY posts...
>: Damn, you CAN easily make an adapter to allow you connect paddles
>: ro a PC joystick port! All you basicaly have to do is decide which
>: paddle will map to which joystick axis, and the same for the buttons.
>
>Sorry Marco. :) The one post I saw from you was in regards to an old
>article you wrote about how to hook up PC analog joysticks to an Atari and
>read them as paddles.
>
>Is there a chance you can dig it up and repost it, in case I or someone else
>wants to try doing the reverse?
>
OK, I'm digging it up and re-posting it... Maybe after all these years
I'll come up with a new version of the documents (there was one
about joysticks and another about ATARI controllers, I updated
them several times by then...)

Look for posts titled "Joystick miscellany" and "ATARI controllers notes".

>Thanks!
>
>-bill!
>bill@newbreedsoftware.com
>http://www.newbreedsoftware.com/bill/

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 4111. Re: Atari Paddles on PC's

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-21 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <386d2254.5559504@news.ind.mh.se>
Source record: 47904

On Mon, 20 Dec 1999 07:12:46 GMT, nbs@sonic.net (William Kendrick) wrote:

>JTKirk (no_me_j.j_t_kirk@geocities.com) wrote:
>:
>: It seems nobody is reading MY posts...
>: Damn, you CAN easily make an adapter to allow you connect paddles
>: ro a PC joystick port! All you basicaly have to do is decide which
>: paddle will map to which joystick axis, and the same for the buttons.
>
>Sorry Marco. :) The one post I saw from you was in regards to an old
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>read them as paddles.
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>Is there a chance you can dig it up and repost it, in case I or someone else
>wants to try doing the reverse?
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OK, I'm digging it up and re-posting it... Maybe after all these years
I'll come up with a new version of the documents (there was one
about joysticks and another about ATARI controllers, I updated
them several times by then...)

Look for posts titled "Joystick miscellany" and "ATARI controllers notes".

>Thanks!
>
>-bill!
>bill@newbreedsoftware.com
>http://www.newbreedsoftware.com/bill/

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 4112. Re: APE 1.18 ATR 16mb Drive & Backup from HD

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-21 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <83nhsv$1ro$1@freenet9.carleton.ca>
Source record: 47905

(doctor@iwaynet.net) writes:
> On 1999-11-03 rlcolli@ibm.net(RyanCollins) said:
> >> Russg
> >This sounds right... My 8088 that I'm using with Ape will not allow
> >any writes under Sparta Dos Ultraspeed.
>
> You *DO* know that APE ignores write at 57600?
> You have to set the speed to 38400 to write.

You're well aware that APE does not ignore writes at 56k. Only
the unregistered DOS version has that particular resitriction.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 4113. Bravo Sierra Needs Your Help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-21 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <83nktk$gh6$1@user2.teleport.com>
Source record: 47906
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

e-mail: atari@benjamin.net

(Update: 12/21/99) I'm calling on my regular and repeat customers for
help. This is a slow time of year for me. With the Holiday Season upon
us, my potential customers aren't thinking about buying Atari. Their
busy shopping for Gifts for the season. And this time means slow/no
business for me. Bills go unpaid, I borrow money and I'm unable to buy
Gifts for my friends and family. Hey, I'm not asking for Charity, no
Hand outs. I'm asking for my regular and repeat customers to give me
your Atari Business. And if you haven't bought from me before. Try
making a small order. Kind of like a Trial Run. See if you like it. And
if your unsure about me, these NewsGroups are a good place to start. A
lot of my Customers frequent these NewsGroups. Go ahead and Post here.
Ask them about me, Bravo Sierra (Ben Smith) of Bravo Sierra Computers.
I'm sure everyone has their own opinion.

Click for WebSite!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 4114. Re: Bungeling Bay on Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-21 00:00:00 UTC
From: Paul Irvine <mclane@dellos.freeserve.co.uk>
Message-ID: <HpBfOA8+U=2HFweUVmSK6biJiCNI@4ax.com>
Source record: 47907

The other Day "Vidar \"Hawk\" Olavesen" <olavese@online.no> wrote:

>Frank-Oliver Malisch <fom@mchp.siemens.de> wrote in message

>> One "from above view" chopper game for the 8 bit was
>> "Air Support" from Synapse but that one was far from
>> being "Raid on Bungeling Bay" ...
>
>That's not the one I mean either, I have that too! I have to see if I find
>the time during christmas holidays to find out if I am mistaking it for the
>C64, but I do think it's for the Atari.
>
Depending on the time the stork brings the baby I will also have a look.
--
Paul Irvine

Film Quote

"Anyone got any asprin?...I've got a real bad headache"

## 4115. Wanted to buy

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-21 00:00:00 UTC
From: tommage@aol.com
Message-ID: <19991221103545.22184.00000411@ng-fc1.aol.com>
Source record: 47908

Hi, I am looking to buy these original Ultima games on diskettes only, complete in boxes with everything in nice shape, platform does not matter :) Please email me if you have any for sale or I have some Ultima and other items for trade.

Ultima I for Atari 8-bit by Sierra
UI Origin version (1 Book, 1 RefCard, 4 PaperMaps, Bag with 3 Coins)
UIV (Cloth Map, Ankh, 2 Books)
UVII (Cloth Map, Book, Medallion)
UVII Forge of Virtue
UVII-2 Serpent Isle (Cloth Map, Book)
UVII-2 Silver Seed
UIV ankh

Martian Dreams

Also IBM only versions of UI and/or UII complete :)

Thanks,
Tom

# 4116. FA: Atari 1020 Color Printer - Brand New and Shrink-Wrapped

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-21 00:00:00 UTC
From: Headley Sappleton <hsappleton@sprintmail.com>
Message-ID: <83o7fj$3g5$1@birch.prod.itd.earthlink.net>
Source record: 47909

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=223468932

Auction Ends on: 12/27/99 at 16:03:40 PST

# 4117. Re: Atari Paddles on PC's

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-21 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <UmU74.1285$Nt.9950@typhoon.sonic.net>
Source record: 47910

Jon Melbo (ssilicon@centuryinter.net) wrote:
: I really don't remember. I _think_ there was a +5V supplied by the
: Atari mainboard on one of the pins, and that voltage was routed
: through the pots on the paddles. Each pot output was routed back to a
: pin (one for each of the paddles). These pins then were hooked into
: an ADC circuit (which I believe is on either the POKEY or PIA but
: maybe a separate little chip altogether I dunno). That is where the
: voltage is converted to a numerical value.

I'm guessing POKEY, since the PO in POKEY stood for "POTS" (as in
potentiometers - aka paddles ;) )

-bill!

# 4118. Re: Atari Paddles on PC's

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-21 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <38601093.313413072@news.ds.centuryinter.net>
Source record: 47911

I really don't remember. I _think_ there was a +5V supplied by the
Atari mainboard on one of the pins, and that voltage was routed
through the pots on the paddles. Each pot output was routed back to a
pin (one for each of the paddles). These pins then were hooked into
an ADC circuit (which I believe is on either the POKEY or PIA but
maybe a separate little chip altogether I dunno). That is where the
voltage is converted to a numerical value.

On Mon, 20 Dec 1999 18:10:31 -0600, "Stormbringer <billo@corecomm.net"
<"remove>"> wrote:

>Across what pins? When I built the above converter, I assumed that the paddles
>would work like the trimmers on the circut. However, this is not the case.
>
>Jon Melbo wrote:
>> Atari paddles are analog (aside from the fire switch). Each simply
>> has a potentiometer of a certain resistance with a certain voltage
>> applied across it. The resulting voltage is digitized inside the
>> Atari via crude ADC.

# 4119. Re: 8031

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-21 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s60r4mklrg36@corp.supernews.com>
Source record: 47912

Technically I believe it is is a microcontroller, but made by Intel.

8031's are one of the most used micros around, the XF551 uses its cousin.
They follow the same type of design philosphy as the other Intel micros,
lots of registers, multiply instruction in microcode. If you are using a IBM
clone, chances are the keyboard controller is an 8049 or something close.
8049s<8039?> were also used in an early video game console, Odyssey
LLpwhite <llpwhite@cs.com> wrote in message
news:19991221231524.14950.00000595@ng-fk1.news.cs.com...
> Hi-
> I had a Rana apart and the cpu used
> appears to be an 8031. Never heard of
> this one. Who made it, and is it
> related to any others that might be
> more familiar?
> Larry White

## 4120. 8031

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-22 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <19991221231524.14950.00000595@ng-fk1.news.cs.com>
Source record: 47913

Hi-
I had a Rana apart and the cpu used
appears to be an 8031. Never heard of
this one. Who made it, and is it
related to any others that might be
more familiar?
Larry White

# 4121. Re: Bungeling Bay on Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-22 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <38636f49.8692827@trumpet.uni-mannheim.de>
Source record: 47914

On 20 Dec 1999 19:44:27 GMT, Frank-Oliver Malisch <fom@mchp.siemens.de> wrote:

>Vidar \"Hawk\" Olavesen <olavese@online.no> wrote:
>> Are you sure there wasn't an Atari version ? Was it about a chopper that
>> flies around a water and shooting planes, boats and such ? I don't quite
>> remember, but I am almost certain I had that one.
>
>One "from above view" chopper game for the 8 bit was
>"Air Support" from Synapse but that one was far from
>being "Raid on Bungeling Bay" ...

nah... I've seen one such clone (VERY similar to RoBB).
Let me browse through my disks/files and I'll tell you the
name...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 4122. Re: 8bit controllers

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-22 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <38646f8f.8762368@trumpet.uni-mannheim.de>
Source record: 47915

On 9 Dec 1999 12:42:59 GMT, nisse-ma@reze-1.rz.rwth-aachen.de (Mathy Van Nisselroy) wrote:

>Howdy folks
>
>>>Can the 8bits be programmed to read any of the 2600 controllers? the
>>>kepad, driving control, keyboard etc?
>>>
>>
>>Bound to; they use same hardware as joysticks. Plug them into first port & do
>>something like:
>>
>>10 ? PEEK(632), PEEK(644): GOTO 10
>>
>>move the stick & press button to see what values it generates. Location 624 is
>>paddle # zero for the driving control.
>
>Also try TRIG(0) and TRIG(1) (or is that STRIG) fire joystick
>and PTRIG(0) and PTRIG(1) fire paddle
>plus STICK(0) and STICK(1) direction joystick
>and PADDLE(0), PADDLE(1), PADDLE(2) AND PADDLE(3) direction paddle
>
>CU Mathy van Nisselroy
>
Better yet, read my recent re-posts of articles I wrote some
years ago: "ATARI controller notes" and "Joystick miscellany"

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 4123. Re: 8bit controllers

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-22 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <38656ffe.8873916@trumpet.uni-mannheim.de>
Source record: 47916

On Tue, 14 Dec 1999 14:43:26 +0100, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>
>
>"David A. Paterson" schrieb:
>>
>> The keypads for 2600 Star Raiders are slightly different; as I recall you
>> have to strobe some of the joystick lines to read their input. Anyone with
>> solid code to read them please post it; as I recall they were a real pain to
>> read from BASIC.
>>
>> David P.
>>
>> Mathy Van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
>> news:82o84j$ag8$2@nets3.rz.RWTH-Aachen.DE...
>> > Howdy folks
>> >
>> > >>Can the 8bits be programmed to read any of the 2600 controllers? the
>> > >>kepad, driving control, keyboard etc?
>> > >>
>> > >
>Hello folks,
>as far as I know, the VCS 2600 had many different keypads for different
>games or purposes (gaming purposes, educational purposes, etc.). I do
>not know, if they are/were all the same, but I guess they are/were not.
>Luckiliy, I have a little basic program that works on the A8 and
>supports two VCS2600 keypads (do not know the keypads numbers). One of
>these VCS 2600 keypads came in a bundle (two black keypads that could be
>put together to one bigger keypad), the other one came as a single (but
>with a little silver overlay). Both VCS keypad versions had merely
>numbers from 1-9 (and perhaps 0, * and #) on it...
>
>The A8 basic program shows the number you press, if you connect the VCS
>keypad to the A8 port 1. Unfortunately Atari did not use the standard
>calculator number-form for these VCS keypads, but the A8 basic program
>does... So, anyone interested in this program send me an E-Mail and I
>will send this little basic program to you...
>(By the way, I have collected some driver programs for the A8; the
>drivers are for different uses, like CX85 keypad, standard joystick,
>Atari Touch Tablet, Koala Pad, Trackball, ST-mouse, Amiga-mouse,
>Paddles, Lightpen/Lightgun, etc.) greets - Andreas Magenheimer

Both the Star Raiders keypad and the "traditional" keypads are
internally the same... it's just a cosmetic difference.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 4124. Re: Bungeling Bay on Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-22 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <vL%74.963$sH.4967@news1.online.no>
Source record: 47917

I seem to remember something like Warcopter, could that be it ?

JTKirk <no_me_j.j_t_kirk@geocities.com> wrote in message
news:38636f49.8692827@trumpet.uni-mannheim.de...
> On 20 Dec 1999 19:44:27 GMT, Frank-Oliver Malisch <fom@mchp.siemens.de>
wrote:
>
> >Vidar \"Hawk\" Olavesen <olavese@online.no> wrote:
> >> Are you sure there wasn't an Atari version ? Was it about a chopper
that
> >> flies around a water and shooting planes, boats and such ? I don't
quite
> >> remember, but I am almost certain I had that one.
> >>
> >One "from above view" chopper game for the 8 bit was
> >"Air Support" from Synapse but that one was far from
> >being "Raid on Bungeling Bay" ...
>
> nah... I've seen one such clone (VERY similar to RoBB).
> Let me browse through my disks/files and I'll tell you the
> name...
>
> --
> __________ ____---____ Marco Antonio Checa Funcke
> _________D /-/---_----' mailto:mcheca@li.urp.edu.pe,
> _H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
> '-_____|( http://www.GeoCities.com/Hollywood/2645
>
> remove the "no_me_j." in front of the address when replying

# 4125. Help! Need Happy ROM for 810

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-22 00:00:00 UTC
From: Harry Hofmann <Harry.Hofmann@gmx.de>
Message-ID: <83qcao$jv3$1@rznews.rrze.uni-erlangen.de>
Source record: 47918

Recently, my 810 Happy Drive failed to work. After some hours of testing I found out that the 810 Happy EPROM (2732) is faulty. When read out with a EPROM programmer, the content is 00 in every cell. A friend of mine has a very old 810 happy drive with EPROM version "work copy 1.1-not for sale", but that eprom doesn't work in my drive. Can anybody help and mail me the image of a working 810 happy eprom (mine was rev.7).

Thanks in advance.

Harry

Harry.Hofmann@e-technik.stud.uni-erlangen.de

## 4126. Top $$ for Zeppelin or Survivor

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-22 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <Y2784.2320$qJ.31583@typhoon2.tampabay.rr.com>
Source record: 47919

I need Carts (not disks), please email with your price. *More* paid if Manual included also.

# 4127. FS:USA: ICD MULTI I/O 1 Meg Version

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-22 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <386127e0@athene.hdm-stuttgart.de>
Source record: 47920

Greetings Atari 8-bitters:

I have for sale a nice ICD MULTI I/O (MIO) 1 Meg Ram Version.
It comes with the following....
Power Supply
Reference Manual
RS232 Modem Cable
Printer Cable
130XE Adaptor (2 cartridge ports)
Original MIO disk software

Very few 1 Meg versions of the MIO where made. Some MIO's do not
have a Video port.
This MIO does have a full 1 Meg of Memory and the VIDEO Port.
AFAIK, the VIDEO Port was intended for some type of 80 column video
card. This card was never released by ICD AFAIK. The VIDEO Port is
located right next to the RS232 Port. Not sure if one can use the
VIDEO Port as a extra RS232 connection or not. I've never tried that.

The RS232 port does support 19200 BAUD. I've used it many times with
a ZOOM 14.4 Fax Modem with excellent results. However I think you
need to Disable the Flow Control in your Modem Settings to use it,
which is not hard to do. It's just a modem software setting that needs
changed.

The 1 Meg of Ram can be split up into Several RamDisks or RamDrives, or
you can setup just one Large RamDisk. Also the size of the Printer
Spooler can be set as large as you want.

Programs, Games and etc can be loaded into the RamDisk(s) and run from
Memory! This is a very nice and Fast way to run software.
One of my Favorite things to do with the RAM DISKs was to ARChive/UNarchive
programs in Memory. Much faster to do it that way instead of on floppy
disks. Also Games such as the INFOCOM Text adventures which access the
Floppy Disks alot can be loaded into Memory and setup to run from Memory
without all those disk accesses. :)

More than one Printer can be used on your 8-bit system. You can use
a standard Atari Brand printer connected thru your Disk drive(s) and
a NON-Atari printer connected to the MIO.

The MIO Memory is Reset Proof! Any thing you have in MIO Memory will still
be there even if you have to turn off your Atari Computer and Reboot!!

The MIO has a built in Setup Menu that you use to configure your
RamDisks, Ports such as the HardDisk, Modem, Printer, Floppy Drives and
etc. You can even switch around your Atari Floppy Drives thru the

MIO setup Menu. Drive A can be switched to be Drive B and etc. COOL!

This Multi I/O is in excellent working condition. I've used it with a 130XE for a 2 hard drive system, also had a working BBS setup on it at one time.

This is a pretty Rare piece of Atari 8-bit Hardware, really hate to part with it but I've not used it much in the past few years and just don't have the time or space for it anymore.
Would like to see it go to someone who will take good care of it and appreciate what its capable of.

Price for it all is $200 US Dollars FIRM.
Buyer pays shipping charges.
I'd like to sell it to someone in the USA, but will sell it to someone overseas if no one in the USA wants it.
Now if more than one person wants to buy it, then I will accept offers over $200 US Dollars. And it will be sold to the Highest Offer.

If you need more info on the MIO then e-mail me your questions and I'll try to answer as best as I can.

Only Seriously interested persons please!
I've had many people promise to buy something from me and then never send payment. That is bad business and the guilty ones have been noted!

Thanks and Best Wishes,
phantomm@kih.net

# 4128. Cherche site XL in NEW-ZEELAND

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-22 00:00:00 UTC
From: Alain Touati <toalain@free.fr>
Message-ID: <Vga84.21$JH.233599@nnrp2.proxad.net>
Source record: 47921

MERCI SI VOUS AVEZ L'ADRESSE
Alain
France

## 4129. definitive 2600 list?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-22 00:00:00 UTC
From: chard31@pipeline.com
Message-ID: <38683e2a.13388572@news.pipeline.com>
Source record: 47922

Greetings,
I have collected and saved hundreds of 2600 carts over the last 20 so years... The question I have that I'm hoping someone here can answer is:
Is there somewhere out there in cyberspace, a definitive 2600 cart list that has how rare it is and also an estimated price for the carts? I'ld like to start to sell these on ebay but I'm not going to waste time and energy trying to sell, say, Pacman...
Please email me because I'm not going to come back to this newsgroup again...
Thanks...
chard31@bigfoot.com

# 4130. Re: 8031

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-22 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <83rutm$j6n$1@gxsn.com>
Source record: 47923

Hi Larry,

> I had a Rana apart and the cpu used
>appears to be an 8031. Never heard of
>this one....

The 8031 is a microcontroller (CPU with on board I/O, RAM etc) manufactured by Intel.

It comes in two basic variants the 8031 and the 8051; AFAIR from when I used to use them some 10 years ago the difference is that the 8051 is a ROMless device whereas the 8031 contains a mask programmed ROM.

Of course there are a large number of sub-variants of both devices, differing mainly in terms of what I/O devices are integrated into the processor - for example the 80152 had an ethernet compatible UART in addition to the standard I/O devices.

One particularly nice feature of these processors is that although they have a single 16-bit address bus they provide two separate 64K address ranges for program code and data, so you can have 64K of ROM AND 64K of RAM.

Being microcontrollers (emphasis on "controller") the instruction set is tailored to this function; in comparison with conventional 8-bit processors they're a major PITA to program....for example you can only access RAM indirectly via a pointer register. Nothing new for Intel CPUs though (being a PITA to program I mean). ;-)

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 4131. FA: Antic mags 1984 MN (8)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-23 00:00:00 UTC
From: bsturk@news.rcn.com
Message-ID: <83s1do$7un$1@bob.news.rcn.net>
Source record: 47924

Hi...

I've got some extra Antic mags from 1984 on auction at eBay.

Mar,Jun,Jul,Aug,Sep,Oct,Nov,Dec. All in excellent condition.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=222349983

Thanks for looking.

--
B r i a n S t u r k E.E. / Software Eng / 8-bit Computer Geek
http://www.nh.ultranet.com/~bsturk

"Whatever happened to Pong ??!" Frank Black
"HOL, The Hardware Obstruction Layer" The NTChrist

## 4132. Hi guys...

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-23 00:00:00 UTC
From: Tomasz Cichon <tonc@home.com>
Message-ID: <wlk84.20286$ZT5.4921151@news1.rdc1.on.wave.home.com>
Source record: 47925

Hi everybody!!

I don't know what happened, but all of a sudden I started to feel this URGE to play some of the amazing Atari classics. Is there anyone out there who could upload some games for me here? I'm looking for these ones:

Mission Shark (Misja)
Saper
Lasermania
Robbo
Fred

And anything by L.K. Avalon.

Any help will be greatly appreciated!!! Thanks a lot!!

Tomasz Cichon

# 4133. GCC for 65C02

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-23 00:00:00 UTC
From: Fabrice Frances <frances@ensica.NOSPAM.fr>
Message-ID: <83stmt$f06$1@news.cict.fr>
Source record: 47926
Cross-posted to: comp.sys.oric,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

I've uploaded GCC for the 65C02 in the Software section of
my Oric site ( http://members.xoom.com/oric2000 ).
This is a great work done by Dave MacWherter, but his company
has unfortunately stopped using the 6502 in their electronic devices,
so it is not maintained anymore.
I was willing to maintain it, but has not enough time, so I'm uploading
two packages in the hope some people do some work for it :

- there's the original source distribution from Dave : it's a great
code generator, but unfortunately it generates the newer 65C02
instructions instead of only the genuine NMos 65xx instructions.
It would be great if someone adds a switch allowing to choose
between 6502 or 65C02 code generation.

- there's a minimal binary distribution I compiled for Linux (you
might have problems compiling it yourself), including a small
awk script that translates the assembly output : the code generator
currently generates an assembly output intended for Franklin
Electronic Publishers' proprietary assembler.
I took the quick and dirty path and added a small awk script in
order to convert the assembly syntax to Archie Cobbs' Apple2
assembler, but it would be better to modify the code generator
itself. This work is rather related to the first one : it means
modifying the output like above, so it would be better if the
same guy does both works 8-)

Regards,

Fabrice

# 4134. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-23 00:00:00 UTC
From: nisse-ma@reze-1.rz.rwth-aachen.de
Message-ID: <83t19d$7mh$1@nets3.rz.RWTH-Aachen.DE>
Source record: 47927

Howdy Jon, folks

>Strange to, because C64s have the same ports.

Maybe they payed ATARI a lot of money. Or maybe Atari owed them some money.

BTW if someboy tries to use SEGA controllers and they have the connectors that fit: Be carefull. Some buttons (Rapid fire or something like that) might short pins 7 and 8 (+ and - or vice versa). The SEGA is build to handle this, the Atari might not be!!!!

CU Mathy van Nisselroy

# 4135. Re: definitive 2600 list?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-23 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <gq346sklj18l9id3hmmf2js29nv73i1qdv@4ax.com>
Source record: 47928

On Wed, 22 Dec 1999 21:10:22 GMT, chard31@pipeline.com (chard31)
drooled an embarassing wet spot in his lap as he typed:

>Greetings,
> I have collected and saved hundreds of 2600 carts over the last 20
>so years... The question I have that I'm hoping someone here can
>answer is:
>Is there somewhere out there in cyberspace, a definitive 2600 cart
>list that has how rare it is and also an estimated price for the
>carts? I'ld like to start to sell these on ebay but I'm not going to
>waste time and energy trying to sell, say, Pacman...
>Please email me because I'm not going to come back to this
>newsgroup again...
>Thanks...
>chard31@bigfoot.com

Run StellaX with a sizable ROM collection... it will tell you whether
or not a game is common, uncommon, rare, extremely rare or
unbelievably rare. It won't recognise recent dumps, but it'll give
you the specs on about 650 games or so.

# 4136. Re: 8031

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-23 00:00:00 UTC
From: Greg Menke <menkesjg@erols.com>
Message-ID: <s64amquerg3185@corp.supernews.com>
Source record: 47929

> 
> The 8031 is a microcontroller (CPU with on board I/O, RAM etc)
manufactured
> by Intel.
> 
> It comes in two basic variants the 8031 and the 8051; AFAIR from when I
used
> to use them some 10 years ago the difference is that the 8051 is a ROMless
> device whereas the 8031 contains a mask programmed ROM.
> 
> Of course there are a large number of sub-variants of both devices,
> differing mainly in terms of what I/O devices are integrated into the
> processor - for example the 80152 had an ethernet compatible UART in
> addition to the standard I/O devices.
> 
> One particularly nice feature of these processors is that although they
have
> a single 16-bit address bus they provide two separate 64K address ranges
for
> program code and data, so you can have 64K of ROM AND 64K of RAM.
> 
> Being microcontrollers (emphasis on "controller") the instruction set is
> tailored to this function; in comparison with conventional 8-bit
processors
> they're a major PITA to program....for example you can only access RAM
> indirectly via a pointer register. Nothing new for Intel CPUs though
(being
> a PITA to program I mean). ;-)

The instruction set is a bit clumsy- it has 2 general 8 bit registers A and B. They are not equivalent as many instructions only work with A. There are several banks of 8 "general" registers, named R0 thru R7. The particular bank being used is selected via another cpu config register. One of the shortcomings with the architecture is the lack of orgthagonality- many instructions have a limited set of registers they can work with; if you use the 16 bit data pointer register to read a byte of memory, it can only be read into A. This means programs are always shuffling data around to open up registers for the next steps in the algorithm. Not that this is so hard, but it increases the complexity (and size) of a routine.

Several other companies sell 80x1 clones, Dallas Semi, Philips, TI, Siemens (AMD also, I think) and some have enhanced the cpu core, adding additional registers; ie some of the Dallas parts have a second 16 bit data pointer, which vastly simplifies (and speeds up) memory transfers.

All in all, its not a bad processor for assembly work, but the design does show its age. The semantics of the assembly are pretty nice, but the x86 is a step forward.

Gregm

# 4137. Clearance of On-Line Garage Sale

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-23 00:00:00 UTC
From: atari@spam-not.ehrich.com
Message-ID: <vqr84.2$Re.976@news2.voicenet.com>
Source record: 47930

Atari Hardware and Software for sale

http://www.voicenet.com/~generic On-Line Computer Garage Sale

We are retiring and moving south in the early spring and really need to clear out most of what we have. I would rather ship it to you than move it to the new house. Drastic price reductions have been taken on almost everything in our On-Line Garage Sale. In addition there is a quantity discount in effect until the end of January if you spend over $50 (not counting shipping). Discounts as high as 55 percent. See my web page for details. While you are there play some games, try some trivia and look at our wedding picture.

http://www.voicenet.com/~generic
gene@ehrich.com
generic3@home.com

## 4138. Crypt of the Undead, by Epyx

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-23 00:00:00 UTC
From: Pokey <pokey@netsetter.net>
Message-ID: <83trt8$n5t$1@news.iwaynet.net>
Source record: 47931

Does anyone have Crypt of the Undead, by Epyx? I played the game for
NUMEROUS hours when I was young, and finally beat it. I would like to try
it again...Can someone email the .ATR image to me?
Thanks so much!
Steve.

# 4139. Re: Fast Squareroot/Multiplication/Division routines

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-23 00:00:00 UTC
From: karolj_nadj@web.de
Message-ID: <38629161.6861382@news.s-direktnet.de>
Source record: 47932
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

On Fri, 17 Dec 1999 16:21:09 +0100, Brix <Brix@Plush.DELETETHIS.de>
wrote:

>In article <83c37q$3h4eq$4@fu-berlin.de>, Spiro Trikaliotis says...
>>
>> Brix wrote:
>>
>> >What I need the most is a good, lightning fast routine to calculate
>> >squareroots.
>> >I would be glad if someone here could post a sourcecode.
>>
>> Look at message from John Iannetta, on December 1st, 1999,
>
>Thanks, I searched dejanews for it, but found nothing I can use.
>I need a complete sourcecode in assembler to cut and paste.
>Hm, maybe some other guy can help?
>
>-Wanja-

heja guys from plush...

mann, mann... some c64 guys who dont know THE c64-source???

take a look or search for "the fridge" and get all c=hacking
ascii-issues... there are all infos you need... i can not remember the
url...

f.e. the really fastes mul-trick...

;=)

papa, heaven

ps. ich habe die c64-sources here auf meiner festplatte...

http://www.s-direktnet.de/homepages/k_nadj/main.html

# 4140. FS:USA: Atari 8-bit Grab Bag 1

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-23 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <3862a5b3@athene.hdm-stuttgart.de>
Source record: 47933

Greetings Atari 8-bitters,

Found a box of some assorted Atari 8-bit items the other day
and wanted to see if anyone wants these items.

1. SynFile + Original Disk, Manual and Box. Uses all the 128K in the 130XE.

2. ICD Manuals: US Doubler, P:R: Connection, and R-Time8 SDCS Supplement.
Original Manuals only.

3. Atari 8-bit cartridges: 6 in all, Carts only, no manuals or boxes.
Centipede
Star Raiders
Q-Bert
Submarine Commander
Pac-Man
Pilot Programming Language

Asking $15.00 US Dollars for it all.
Buyer pays shipping which will be $5.00 for US Postal Priority Mail.
If interested contact me at:
phantomm@kih.net

# 4141. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-23 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <20411-3862BC40-64@storefull-173.iap.bryant.webtv.net>
Source record: 47934

speaking of copy writes,does any one know if mastertronics is still
around? i would love to port over there games onto carts,and does any
one have pal versions of games released in euro land that were not
released in atari starved north america?,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 4142. Re: GCC for 65C02

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-23 00:00:00 UTC
From: Chris Schumann <whizkid@no.spam.dwave.net>
Message-ID: <85C84.761$2O6.57231@ptah.visi.com>
Source record: 47935
Cross-posted to: comp.sys.oric,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

Fabrice Frances <frances@ensica.NOSPAM.fr> wrote in message
news:83stmt$f06$1@news.cict.fr...
> I've uploaded GCC for the 65C02 in the Software section of

> It would be great if someone adds a switch allowing to choose
> between 6502 or 65C02 code generation.

That's a nice idea, but...

1 - The 65C02 has the non-indexed addressing modes, which leave
a register (X) available for use. Removing these could make the
code a lot bigger. And that means even more in the limited memory
space of a 16-bit address bus.

2 - All the Apple emulators will emulate a 65C02, right?

3 - Even if you have a real Apple ][ you can still put a 'c02 in it.

4 - If someone might want to make a new device with a 6502, they
would probably use a C02.

5 - It's likely to be a pretty big effort.

> - there's a minimal binary distribution I compiled for Linux (you
> might have problems compiling it yourself), including a small
> awk script that translates the assembly output : the code generator
> currently generates an assembly output intended for Franklin
> Electronic Publishers' proprietary assembler.
> I took the quick and dirty path and added a small awk script in
> order to convert the assembly syntax to Archie Cobbs' Apple2
> assembler, but it would be better to modify the code generator
> itself. This work is rather related to the first one : it means
> modifying the output like above, so it would be better if the
> same guy does both works 8-)

Wow. That's cool. But yes, the compiler should generate assembler
or straight machine language itself.

Chris

# 4143. More Atari! Inventory Growing! FREE Atari Computer Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-23 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <83ur8t$li9$1@user2.teleport.com>
Source record: 47936
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

(Update: 12/23/99) I've just bought a bunch of ST Software titles from a distributor. Almost ALL of these copies are Brand New copies. By +NEW I mean either Factory Packaging, ShrinkWrapped, UnOpened or UnUsed. I must of received over 60 new Titles. Most of these titles I only have 1 or 2 copies of each. Many of which my competitors don't have. First come, First serve. I've included in this NewsGroup posting the List of ST Software I've added to my catalog. This list is down below past all the rest of the text. In my Software catalogs, NEW Software (As opposed to used.) I have in it's listing "+NEW".

(Update: 12/17/99) I'm calling on my regular and repeat customers for help. This is a slow time of year for me. I've had customers start on orders and either cancel or postpone their order because they needed to use their Money for the Holiday. Regardless, I have bills that are being neglected & debts to pay. That's why I'm counting on my Customers to help me make a living. Currently I have a bunch of new ST Software come in. Both New and used. I just need time to process the new inventory. So keep an eye on my Catalogs to find what's new.

e-mail: atari@benjamin.net

I invite you to call me for better service. My hours are different from most people. You can can call me anytime to leave a message, but if you want to speak to me directly, my hours are (usually) from 6 P.M.-5 A.M. Pacific Standard Time. Also I'm available from 10 P.M. Sunday Night-3 A.M. Early Tuesday Morning. To sell to a Customer, He/She must be able to E-Mail me. Still, I believe a phone call can do the work of 100 E-Mails. Especially if things get bogged down. If you call and I'm not their, please leave a message stating what you want and a phone number that I can call you back at the hours listed above. Pacific Standard Time. Call (503)256-9974, and if you can't call me Today, Call me Tomorrow.

Click for WebSite!

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. In Fact, check it regularly as my Catalogs are updated regularly. Customer's are served, first come, first serve! I have 6 different Catalogs, and my SoftWare Catalogs are my largest. They have

the biggest Byte Count. You should see my inventory! I have TruckLoads of HardWare, Boxes & Boxes of Software & Libraries of Books & Reference Material for the Classic Atari 8 Bit & Atari ST! And remember, if you can't come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

***FREE*** Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. Now we've moved our meeting to a new night. Same Bat Time! Same Bat Channel! We meet the 2nd Thursday of each Month. Our Next meeting will be Thursday, January 13th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. We're trying to rebuild our club so we're looking for Atarians who wan't to get involved in supporting other Atarians. If your interested, call Ben at (503)256-9974 and by all means, come to our meetings on the 2nd Thursday of the Month. For more info, surf the Web@

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!

You should know I regularly add more Atari stock items to my catalogs and this weekend is no exception. A list of my new ST Software I just added to my Catalog are listed below. In case your wondering why my Catalogs (below) are formatted to 38 Columns. They are made to be compatible with the lowest common denominator. Also known as the Atari 8 Bit. Once the Classic Atari User converts the Carriage Returns to Atari 8 Bit.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

(Update: 12/23/99)

Bravo Sierra Computers
ST SoftWare Catalogs!

Title; Maker; Description/Features
(Optional); Inventory; Price.

Accolade's Mean 18 FAMOUS COURSE DISK
Volume II; Accolade;
Disk & Box.....$10.00 U.S.

A-Copier; MegaSoft;
Disk, Copy List & Box.....$10.00 U.S.

Action Fighter; SEGA Arcade Hits/
Mindscape;+NEW.....$10.00 U.S.

Alien Syndrome; Mindscape;
+NEW.....$10.00 U.S.

All Aboard-The Microgauge Train Set;
Terrific Software;+NEW....$10.00 U.S.

The Animator; MichTron;
+NEW.....$10.00 U.S.

Annals of Rome-A game of Empire
Building; PSS; WarGamers Series;
+NEW.....$10.00 U.S.

Art & Film Director; Epyx-Designer
Series;+NEW.....$10.00 U.S.

Atari ST Internals Vol.2; Abacus;Disk
for the book; Disk & Box...$7.50 U.S.

BBS Express ST; ICD;
+NEW.....$10.00 U.S.

Biology volume 2; Atari Scholastic
Series;+NEW.....$10.00 U.S.

Bismarck-The North Sea Chase-A
Battleship Simulation/War Strategy
Game.; Datasoft;+NEW.....$10.00 U.S.

California Games; Epyx; Winner "Best
Sports Game" of 1988-Quantum Link;
+NEW.....$10.00 U.S.

The Colonel's Bequest-a Laura Bow
Mystery; Sierra;Requires 1 Meg of RAM
& Double Sided Floppy Drive. Works on
MonoChrome or Color Monitor. Optional
MIDI support for Roland MT-32 & Casio

CZ-101.;+NEW.....$10.00 U.S.

Combat Zone; KeyPunch SoftWare;
+NEW.....$10.00 U.S.

The Crimson Crown-Further Adventures
in Transylvania; PolarWare; Requires
512K RAM and Color Monitor. A spine-
tingling illustrated interactive
novel. Over 100 beautifully-detailed
graphics.+NEW.....$10.00 U.S.

Dive Bomber; U.S. Gold; Your Mission,
Sink the Bismarck!;+NEW...$10.00 U.S.

Easy-Draw; MiGraph;
Disk, Manual & Box.....$10.00 U.S.

Easy-Tools; MiGraph; To be used with
Easy-Draw version 2.26 or Higher. One
MegaByte of RAM.Color or MonoChrome.;
Disk, Manual & Box.....$10.00 U.S.

Exolon; HEWSON;
+NEW.....$10.00 U.S.

F-15 Strike Eagle; MicroPROSE;
+NEW.....$10.00 U.S.

F-16 Combat Pilot; Digital
Integration; Undoubtedly has the best
armament screen of any flight simula-
tor I've seen. Lets you arm your F-16
any way you want with a vast array of
armaments. (2) Disks, Flight Manual,
Quick Reference & Box.....$10.00 U.S.

The Games-Winter Edition; EPYX;
+NEW.....$10.00 U.S.

GATO-WW II GATO Class Submarine
Simulation; Spectrum HoloByte;
+NEW.....$10.00 U.S.

Global Commander; Datasoft/Electronic
Arts;Interactive game play/Full Color
world map and flags/Icon driven
interface/Multi-screen layout.;
+NEW.....$10.00 U.S.

Harrier Combat Simulator; Mindscape;
+NEW.....$10.00 U.S.

Into the Eagle's Nest; Mindscape;
+NEW.....$10.00 U.S.

Leviathan-A classic space shoot-em-
up!; Thunder Mountain; Like Zaxxon
only better. You can turn around.;
Disk, Docs & Box.....$10.00 U.S.

Mercenary-The Second City; Datasoft;
Mercenary Game Disk Required. Like an
extra missions disk.;+NEW.$10.00 U.S.

Nether World; Hewson;+NEW.$10.00 U.S.

North & South; Data East;
You to can rewrite History!Experience
the Civil War like never before! Play
in either Arcade or Strategy mode.One
or Two player Mode!;+NEW..$10.00 U.S.

Plutos; MindScape;+NEW....$10.00 U.S.

Police Quest 2-The Vengeance; Sierra;
A 3-D Animated Adventure Game. 512K.
MonoChrome or Color monitor. Optional
MIDI support for Roland MT-32 & Casio
CZ-101.;+NEW.....$10.00 U.S.

President Elect-1988 Edition; SSI;
After Reagan, who'll be next in '88?
Relive History or Rewrite History?;
+NEW.....$10.00 U.S.

Q*Ball; MindScape; A pool game inside
a cube. Imagine being able to line up
shots in three dimensions. Imagine no
gravity, eight pockets & the ability
to rotate the table in 3 dimensions
in real time while you make your
shot. 1 or 2 players.+NEW.$10.00 U.S.

Quadralien; Logotron;+NEW.$10.00 U.S.

Quink; Thunder Mountain; The Game of
Quick Thinking for Sharp Minds and
Nimble Fingers! Education/Entertain-
ment-Ages 10 and up.;+NEW.$10.00 U.S.

Risk-The World Conquest Game; Virgin;
Classic game of world domination. A
must for libraries of war strategists
and gamers alike!;+NEW....$10.00 U.S.

Road Raider;Mindscape;+NEW$10.00 U.S.

Rogue; Epyx; Explore 26 Levels before you reach the Amulet of Yendor. 26 types of unpredictable Monsters.Fast-Play option included.; Disk, Manual & Box.....$10.00 U.S.

RVF Honda; MicroPlay;+NEW.$10.00 U.S.

Shanghai; Activision; Mah Jongg.; Disk, Player's Guide & Box$10.00 U.S.

Silent Service; MicroPROSE;MonoChrome or Color Monitor.;+NEW....$10.00 U.S.

SkyFox; Electronic Arts; +NEW.....$10.00 U.S.

Sub Battle Simulator; Epyx; +NEW.....$10.00 U.S.

Tales from the Arabian Nights; Unicorn;+NEW.....$10.00 U.S.

Tass Times in ToneTown; Activision; A bizzare adventure into an alternate reality.;+NEW.....$10.00 U.S.

Tau Ceti-The Lost Star Colony;Thunder Mountain; Strategy/Adventure. 360-degree scanner, 4-way view screen and infrared night sights for night battles.;+NEW.....$10.00 U.S.

Team Yankee; Empire Simulation; Tank Simulator.;+NEW.....$10.00 U.S.

Techno Cop; Epyx;+NEW.....$10.00 U.S.

Tower Toppler; Epyx;+NEW..$10.00 U.S.

Transylvania; Polarware;Requires 512K RAM and Color Monitor.A new, enhanced edition of the classic graphic adven-ture. Beautifully detailed, award-winning graphics.;+NEW....$10.00 U.S.

Treasure Island; Windham Classics; +NEW.....$10.00 U.S.

Uridium; Hewson; High-speed, arcade-style action. Exciting, colorful graphics. Original music and sound effects. 1 & 2-player options. 15 challenging levels.;+NEW..$10.00 U.S.

Willow; Mindscape;+NEW....$10.00 U.S.

Winter Challenge; Thunder Mountain;
World Class Competition.Sports/Action
-Ages 10 and up.;+NEW.....$10.00 U.S.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
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Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 4144. HELP! Bravo Sierra Needs Your Help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-23 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <83us0j$nt3$1@user2.teleport.com>
Source record: 47937
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

e-mail: atari@benjamin.net

I'm calling on my regular and repeat customers for help! This is a slow time of year for Atari sales and I. With the Holiday Season upon us, my potential customers aren't thinking about buying Atari. Their busy shopping for Gifts for the season. And this time means slow/no business for me. Bills go unpaid, I borrow money and I'm unable to buy Gifts for my friends and family. Hey, I'm not asking for Charity, no Hand outs. I'm asking for my regular and repeat customers to give me your Atari Business. And if you haven't bought from me before. Try making a small order. Kind of like a Trial Run. See if you like it. And if your unsure about me, these NewsGroups are a good place to start. A lot of my Customers frequent these NewsGroups. So Go ahead & Post here. Ask them about me, Bravo Sierra (Ben Smith) of Bravo Sierra Computers. I'm sure everyone has their own opinion. And those of you with nothing nice to say, well I can't stop you. Also, you can use search engines like Deja News. I don't remember the exact spelling of the Web address. I do remember when I want to get to Deja News, I go through search engine http://www.search.com for a large collection of search engines. When you get to Deja News, search the NewsGroups for Bravo Sierra or Ben Smith and set it so it's farther back than recent. Going back at least a year. You'll find a lot of people have a favourable opinion of me. Some down right loyal. My repeat customers. And for those who have a negative opinion of me? Well everyone is entitled to their opinion.

www.search.com

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+NEW.....$10.00 U.S.

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+NEW.....$10.00 U.S.

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tingling illustrated interactive
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Disk, Manual & Box.....$10.00 U.S.

Easy-Tools; MiGraph; To be used with
Easy-Draw version 2.26 or Higher. One
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Disk, Manual & Box.....$10.00 U.S.

Exolon; HEWSON;
+NEW.....$10.00 U.S.

F-15 Strike Eagle; MicroPROSE;
+NEW.....$10.00 U.S.

F-16 Combat Pilot; Digital
Integration; Undoubtedly has the best
armament screen of any flight simula-
tor I've seen. Lets you arm your F-16
any way you want with a vast array of
armaments. (2) Disks, Flight Manual,
Quick Reference & Box.....$10.00 U.S.

The Games-Winter Edition; EPYX;
+NEW.....$10.00 U.S.

GATO-WW II GATO Class Submarine
Simulation; Spectrum HoloByte;
+NEW.....$10.00 U.S.

Global Commander; Datasoft/Electronic
Arts;Interactive game play/Full Color
world map and flags/Icon driven
interface/Multi-screen layout.;
+NEW.....$10.00 U.S.

Harrier Combat Simulator; Mindscape;
+NEW.....$10.00 U.S.

Into the Eagle's Nest; Mindscape;
+NEW.....$10.00 U.S.

Leviathan-A classic space shoot-em-
up!; Thunder Mountain; Like Zaxxon
only better. You can turn around.;
Disk, Docs & Box.....$10.00 U.S.

Mercenary-The Second City; Datasoft;
Mercenary Game Disk Required. Like an
extra missions disk.;+NEW.$10.00 U.S.

Nether World; Hewson;+NEW.$10.00 U.S.

North & South; Data East;
You to can rewrite History!Experience
the Civil War like never before! Play
in either Arcade or Strategy mode.One
or Two player Mode!;+NEW..$10.00 U.S.

Plutos; MindScape;+NEW....$10.00 U.S.

Police Quest 2-The Vengeance; Sierra;
A 3-D Animated Adventure Game. 512K.
MonoChrome or Color monitor. Optional
MIDI support for Roland MT-32 & Casio
CZ-101.;+NEW.....$10.00 U.S.

President Elect-1988 Edition; SSI;
After Reagan, who'll be next in '88?
Relive History or Rewrite History?;
+NEW.....$10.00 U.S.

Q*Ball; MindScape; A pool game inside
a cube. Imagine being able to line up
shots in three dimensions. Imagine no
gravity, eight pockets & the ability
to rotate the table in 3 dimensions
in real time while you make your
shot. 1 or 2 players.+NEW.$10.00 U.S.

Quadralien; Logotron;+NEW.$10.00 U.S.

Quink; Thunder Mountain; The Game of
Quick Thinking for Sharp Minds and
Nimble Fingers! Education/Entertain-
ment-Ages 10 and up.;+NEW.$10.00 U.S.

Risk-The World Conquest Game; Virgin;
Classic game of world domination. A
must for libraries of war strategists
and gamers alike!;+NEW....$10.00 U.S.

Road Raider;Mindscape;+NEW$10.00 U.S.

Rogue; Epyx; Explore 26 Levels before you reach the Amulet of Yendor. 26 types of unpredictable Monsters.Fast-Play option included.; Disk, Manual & Box.....$10.00 U.S.

RVF Honda; MicroPlay;+NEW.$10.00 U.S.

Shanghai; Activision; Mah Jongg.; Disk, Player's Guide & Box$10.00 U.S.

Silent Service; MicroPROSE;MonoChrome or Color Monitor.;+NEW....$10.00 U.S.

SkyFox; Electronic Arts; +NEW.....$10.00 U.S.

Sub Battle Simulator; Epyx; +NEW.....$10.00 U.S.

Tales from the Arabian Nights; Unicorn;+NEW.....$10.00 U.S.

Tass Times in ToneTown; Activision; A bizzare adventure into an alternate reality.;+NEW.....$10.00 U.S.

Tau Ceti-The Lost Star Colony;Thunder Mountain; Strategy/Adventure. 360-degree scanner, 4-way view screen and infrared night sights for night battles.;+NEW.....$10.00 U.S.

Team Yankee; Empire Simulation; Tank Simulator.;+NEW.....$10.00 U.S.

Techno Cop; Epyx;+NEW.....$10.00 U.S.

Tower Toppler; Epyx;+NEW..$10.00 U.S.

Transylvania; Polarware;Requires 512K RAM and Color Monitor.A new, enhanced edition of the classic graphic adventure. Beautifully detailed, award-winning graphics.;+NEW....$10.00 U.S.

Treasure Island; Windham Classics; +NEW.....$10.00 U.S.

Uridium; Hewson; High-speed, arcade-style action. Exciting, colorful graphics. Original music and sound effects. 1 & 2-player options. 15 challenging levels.;+NEW..$10.00 U.S.

Willow; Mindscape;+NEW....$10.00 U.S.

Winter Challenge; Thunder Mountain;
World Class Competition.Sports/Action
-Ages 10 and up.;+NEW.....$10.00 U.S.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 4145. NEW Meeting Night! Atari Club Meeting in Portland, Oregon. USA!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-23 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <83urqg$n4c$1@user2.teleport.com>
Source record: 47938
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,
Body handling: HTML body converted to readable text

Please direct all replies through E-Mail at bensmith@teleport.com or atari@benjamin.net instead of NewsGroups as I don't regularly check NewsGroups.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. Now we've moved our meeting to a new night. Same Bat Time! Same Bat Channel! We meet the 2nd Thursday of each Month. Our Next meeting will be Thursday, January 13th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop or Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974 DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST! http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 4146. Wanted: Atari xf551 Disk Drives!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-23 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <83urtd$nau$1@user2.teleport.com>
Source record: 47939
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. If you have what I'm looking for, my E-Mail address is above
and below.

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 4147. Re: HELP! Bravo Sierra Needs Your Help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-23 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.GSO.4.10.9912232123330.2295-100000@user2.teleport.com>
Source record: 47940
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Thank You, Mark.

==Thanx==
===Ben===

On Fri, 24 Dec 1999, bowling wrote:

>
> I'll vouch for Ben!!!
> I'm a "repeat" customer of his, and he's always sold me Top-Quality stuff at
> great prices!
> --Mark B.
>
>
>
>

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DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 4148. FA: Lots of ATARI cartridges and more?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-23 00:00:00 UTC
From: --==VoRTeX==-- <jonart.no@spam.earthlink.net>
Message-ID: <TOv84.1471$GF1.70725@newsread1.prod.itd.earthlink.net>
Source record: 47941

Hi everyone,

Just trying to clean my house so I can see my carpet... Ha! Anyways, see if something interests you. I will be posting abit of 8 bit hardware, software, and books in the coming week, so keep an eye out if these things interest you. Either way Thanks for your time.

Atari XE Game System Light Gun
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=224791000

Berzerk Arcade Cartridge for ATARI 2600
http://auctions.yahoo.com/auction/14129063

The Empire Strikes Back Cartridge for ATARI 2600
http://auctions.yahoo.com/auction/14129752

Joust Arcade Cartridge for ATARI 2600
http://auctions.yahoo.com/auction/14129817

Donkey Kong Junior Cartridge for ATARI 2600
http://auctions.yahoo.com/auction/14129682

Pole Position Cartridge for ATARI 2600
http://auctions.yahoo.com/auction/14129927

Star Voyager Cartridge for ATARI 2600
http://auctions.yahoo.com/auction/14130038

Demon Attack Cartridge for ATARI 2600
http://auctions.yahoo.com/auction/14129539

Laser Blast Cartridge for ATARI 2600
http://auctions.yahoo.com/auction/14129856

Q*bert Arcade Cartridge for ATARI 2600
http://auctions.yahoo.com/auction/14129970

Seaquest Cartridge for ATARI 2600
http://auctions.yahoo.com/auction/14130008

Space Invaders Cartridge for ATARI 5200
http://auctions.yahoo.com/auction/14130227

Countermeasure Arcade Cartridge for ATARI 5200
http://auctions.yahoo.com/auction/14130129

Galaxian Arcade Cartridge for ATARI 5200
http://auctions.yahoo.com/auction/14130186

MS. Pac-Man Cartridge for ATARI 5200
http://auctions.yahoo.com/auction/14130332

Pac Man Cartridge for ATARI 5200
http://auctions.yahoo.com/auction/14130486

QIX Arcade Cartridge for ATARI 5200
http://auctions.yahoo.com/auction/14130589

Take a moment to check out some of my other Vintage Computer and Video game items up for sale here:
http://auctions.yahoo.com/booth/mr_commdore
and here:
http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=stealthy-one&include=0&since=-1&sort=2&rows=25

Thanks all. Happy Holidays.

Jon

# 4149. Re: Fast Squareroot/Multiplication/Division routines

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-24 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <83ugas$ga0$4@flood.xnet.com>
Source record: 47842
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

In comp.sys.cbm karolj_nadj@web.de wrote:

: mann, mann... some c64 guys who dont know THE c64-source???

: take a look or search for "the fridge" and get all c=hacking
: ascii-issues... there are all infos you need... i can not remember the
: url...

There's a longer URL, but if you just remember www.ffd2.com (and how could
you forget?) you'll be in good shape.

--
Jason Compton jcompton@xnet.com

# 4150. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-24 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <83uj9r$hnm$1@flood.xnet.com>
Source record: 47843

```
Lance Ringquist <Video61@webtv.net> wrote:
: speaking of copy writes,does any one know if mastertronics is still
: around? i would love to port over there games onto carts,and does any

Mastertronic is owned by media giant Virgin.

--
Jason Compton jcompton@xnet.com
```

# 4151. Re: HELP! Bravo Sierra Needs Your Help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-24 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <xHC84.281$kG2.5056@typhoon2.tampabay.rr.com>
Source record: 47844
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

I'll vouch for Ben!!!
I'm a "repeat" customer of his, and he's always sold me Top-Quality stuff at great prices!
--Mark B.

# 4152. Re: GCC for 65C02

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-24 00:00:00 UTC
From: Fabrice Frances <frances@ensica.NOSPAM.fr>
Message-ID: <83v936$l6f$1@news.cict.fr>
Source record: 47845
Cross-posted to: comp.sys.oric,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

>> It would be great if someone adds a switch allowing to choose
>> between 6502 or 65C02 code generation.
>That's a nice idea, but...
>1 - The 65C02 has the non-indexed addressing modes, which leave
>a register (X) available for use. Removing these could make the
>code a lot bigger. And that means even more in the limited memory
>space of a 16-bit address bus.
>2 - All the Apple emulators will emulate a 65C02, right?
>3 - Even if you have a real Apple ][ you can still put a 'c02 in it.
>4 - If someone might want to make a new device with a 6502, they
>would probably use a C02.

Absolutely right, and that's why it was developed for the 65C02 only
(electronic dictionaries and translators). But, imagine you develop
a very cool Apple2/Atari/BBC/C64/Oric... software with it, then the people
who still run real computers won't always been able to run it (hey,
there are computers where the 65xx is soldered on the board).
I don't want the nice indirect addressing mode to be removed, I would
just like you could say -b6502 or -b65C02 in order to select the type
of output.

>5 - It's likely to be a pretty big effort.
Sure, Dave MacWherter has produced something like 300kB of source
code, most of it has to be read... but hey, we can't have anything without
some effort... 8-)

# 4153. Atari 8-bit Emulation on PCs

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-24 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <3863306c@athene.hdm-stuttgart.de>
Source record: 47846

Greetings Atari 8-bitters,

I understand that some folks use Atari 8-bit emulators on PCs.
One thing I'm not clear on, Do folks who use these emulators mainly
play Atari 8-bit games on there PCs?

Or do you all setup stuff like SpartaDos as well?

Not sure if any of the emulators out there will run the disk based
SpartaDos or any Sparta Utilities and etc.
Can someone fill me in on this.

Also, anyone have a estimate on how many folks are running a
Atari 8-bit emulator on a PC?

Any help is much appreciated,
phantomm@kih.net

# 4154. 1050's on STs

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-24 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <386332ed@athene.hdm-stuttgart.de>
Source record: 47847

When using the software that allows a Atari 1050 to be connected to
a Atari ST for transfering Atari 8-bit files to the ST. Does it matter
if the 1050 disk drive is Stock?

Anyone know if a Happy 1050 and/or a US Doubler 1050 can be used also?

Since both of these drives are faster than a stock 1050, I'm not sure
if timing is important when setting up a 1050 to be used on a ST.

And is there any danger of damaging either the 1050 or the ST when doing
this?

Any tips on setting this up correctly is much appreciated.
URLs for the current software and Pin outs for the cable would also be helpful.

phantomm@kih.net

# 4155. Re: Bungeling Bay on Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-24 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <38643424.14242037@freenews.netfront.net>
Source record: 47848

On Wed, 22 Dec 1999 09:13:49 +0100, "Vidar \"Hawk\" Olavesen"
<olavese@online.no> wrote:

>I seem to remember something like Warcopter, could that be it ?
>
Yes, that may be the one...

>JTKirk <no_me_j.j_t_kirk@geocities.com> wrote in message
>news:38636f49.8692827@trumpet.uni-mannheim.de...
>> On 20 Dec 1999 19:44:27 GMT, Frank-Oliver Malisch <fom@mchp.siemens.de>
>wrote:
>>
>> >Vidar \"Hawk\" Olavesen <olavese@online.no> wrote:
>> >> Are you sure there wasn't an Atari version ? Was it about a chopper
>that
>> >> flies around a water and shooting planes, boats and such ? I don't
>quite
>> >> remember, but I am almost certain I had that one.
>> >>
>> >One "from above view" chopper game for the 8 bit was
>> >"Air Support" from Synapse but that one was far from
>> >being "Raid on Bungeling Bay" ...
>>
>> nah... I've seen one such clone (VERY similar to RoBB).
>> Let me browse through my disks/files and I'll tell you the
>> name...
>>
>> --
>> _____ ____---____ Marco Antonio Checa Funcke
>> _________D /-/---_----' mailto:mcheca@li.urp.edu.pe,
>> _H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
>> '-_____|( http://www.GeoCities.com/Hollywood/2645
>>
>> remove the "no_me_j." in front of the address when replying
>

--
_____ ____---____ Marco Antonio Checa Funcke
_________D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying
------
Posted via news://freenews.netfront.net

Complaints to news@netfront.net

# 4156. Re: HELP! Bravo Sierra Needs Your Help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-24 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Yf5QIIA5S2Y4Ew79@steverosie.demon.co.uk>
Source record: 47849
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Hi all

I've had dealings with Bravo Sierra several times, and wouldn't hesitate dealing with them again.

ATB for Christmas and the New Year:)

Steve

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 18116827
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

# 4157. Re: Atari 8-bit Emulation on PCs

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-24 00:00:00 UTC
From: Cabell Clarke <cabell@richmSPAMNOond.infi.net>
Message-ID: <83vuog$egt$1@nw001t.infi.net>
Source record: 47850

Phantomm <phantomm@kih.net> wrote in message
news:3863306c@athene.hdm-stuttgart.de...
> Greetings Atari 8-bitters,
>
> I understand that some folks use Atari 8-bit emulators on PCs.
> One thing I'm not clear on, Do folks who use these emulators mainly
> play Atari 8-bit games on there PCs?
>
I haven't played the first game on mine. I have mainly been messing with my
old BBS program trying to get it to run through the Internet using Tom
Hunt's version of the emulator - works pretty good so far. Right now it is
only up sporadically but I hope to get more regular hours with it soon.
When I do, I'll announce the telnet URL in this ng.

# 4158. Re: Atari 8-bit Emulation on PCs

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-24 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991224094139.13509.00000310@ng-fv1.aol.com>
Source record: 47851

>Not sure if any of the emulators out there will run the disk based
>SpartaDos or any Sparta Utilities and etc.
>Can someone fill me in on this.
>

After you convert them to ATR's or XFD's they run just fine; there are some
8-bit DOS images on line as well.

I started life with nothing, and still have most of it left...

# 4159. Re: Atari 8-bit Emulation on PCs

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-24 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <8402dm$f7l$1@bob.news.rcn.net>
Source record: 47852

I've been messing with emulators for a while. The latest ones are pretty good. Recently I had to give up my Atari hardware, software, and documentation because I'm pursuing something that requires that space and the time I spent as OHAUG Newsletter editor. Emulators make it possible for me to continue as a member of the club and to read their disk newsletters. The new editor simply Discomms the disks, sends them to me via modem, and I have software to convert the .DCMs to .ATRs.

While I was editor, I was able to preview a lot of what was on Pool Disk Too before transferring it to the newsletter by using emulators.

Yes, I sometimes played games too, although I was never really a game-player.

Phantomm <phantomm@kih.net> wrote in message news:3863306c@athene.hdm-stuttgart.de...
> Greetings Atari 8-bitters,
>
> I understand that some folks use Atari 8-bit emulators on PCs.
> One thing I'm not clear on, Do folks who use these emulators mainly
> play Atari 8-bit games on there PCs?
>
> Or do you all setup stuff like SpartaDos as well?
>
> Not sure if any of the emulators out there will run the disk based
> SpartaDos or any Sparta Utilities and etc.
> Can someone fill me in on this.
>
> Also, anyone have a estimate on how many folks are running a
> Atari 8-bit emulator on a PC?
>
> Any help is much appreciated,
> phantomm@kih.net

# 4160. Re: HELP! Bravo Sierra Needs Your Help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-24 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <386395D5.10C2@volcano.net>
Source record: 47853
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Benjamin Smith wrote:
>
> if your unsure about me, these NewsGroups are a good place to start. A
> lot of my Customers frequent these NewsGroups. So Go ahead & Post here.
> Ask them about me, Bravo Sierra (Ben Smith) of Bravo Sierra Computers.
[snip]
> My repeat customers. And for those who have
> a negative opinion of me? Well everyone is entitled to their opinion.

These negative opinions wouldn't have anything to do with the fact that
you spam the newsgroups with the exact same *three* sequential posts
every week? Oh, sorry, this week must have been a Christmas special as
there were *five*... ;-)

the Mav

--
> This web page will self destruct in 5 seconds:
http://www.brainiac.com/micro/sfgg/index.html
> This web page will self destruct in 2 seconds:
http://www.brainiac.com/micro/index.html
> This web page has already self destructed!
http://maverick.brainiac.com/mwwg/index.html

# 4161. Re: Atari 8-bit Emulation on PCs

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-24 00:00:00 UTC
From: karolj_nadj@web.de
Message-ID: <3863a1ea.495574@news.s-direktnet.de>
Source record: 47854

most of all in our crew use atari-emulators for developing software
because its easier and faster and more confortable... ;)
not to mention the monitor compared to tv-set...

i dont use the emulators for games...

papa, heaven

http://www.s-direktnet.de/homepages/k_nadj/main.html

## 4162. 65816-emulation

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-24 00:00:00 UTC
From: karolj_nadj@web.de
Message-ID: <3863a2d9.734487@news.s-direktnet.de>
Source record: 47855

as i just posted a answer conc. emulation...

is it hard to include a fast 65816-core into atari800(win)??? that
would be cool if someone could do it...

as there are a lot of snes-emulators out there we could install their
cpu-core instead of build our own... what do you think?

so i could try some real atari 16-bit demos... ;) and i havent to buy
a 400 dm-expencive turbo-board...

papa, hve

# 4163. Re: Fast Squareroot/Multiplication/Division routines

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-24 00:00:00 UTC
From: karolj_nadj@web.de
Message-ID: <3863a760.1893464@news.s-direktnet.de>
Source record: 47856
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

On 24 Dec 1999 00:55:56 GMT, Jason Compton <jcompton@xnet.com> wrote:

>In comp.sys.cbm karolj_nadj@web.de wrote:
>
>: mann, mann... some c64 guys who dont know THE c64-source???
>
>: take a look or search for "the fridge" and get all c=hacking
>: ascii-issues... there are all infos you need... i can not remember the
>: url...
>
>There's a longer URL, but if you just remember www.ffd2.com (and how could
>you forget?) you'll be in good shape.
>
>--
>Jason Compton jcompton@xnet.com

ok... now i can remember it...

www.ffd2.com/fridge/

papa, hve

# 4164. Help! New XE Problem (Green/Red screens)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-24 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <840fsl$c75$1@news.xmission.com>
Source record: 47857

After replacing Pokey and Pia a few days ago, my XE started
exhibiting strange boot-up and operational strangeness.

Examples:

Upon power on, the screen would be solid red or green, then lock up.

During usage, the screen will flicker a little, then get worse, then
display garbage characters and become locked up.

Do I have another IC crapping out?

Any help appreciated.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 4165. Re: APE 1.18 ATR 16mb Drive & Backup from HD

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-24 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <840fu7$nu3$1@news.iwaynet.net>
Source record: 47858

On 1999-12-21 ai123@FreeNet.Carleton.CA(StevenJ.Tucker) said:
>Newsgroups: comp.sys.atari.8bit
>(doctor@iwaynet.net) writes:
>> On 1999-11-03 rlcolli@ibm.net(RyanCollins) said:
>> >> Russg
>> >This sounds right... My 8088 that I'm using with Ape will not
>>allow >any writes under Sparta Dos Ultraspeed.
>> You *DO* know that APE ignores write at 57600?
>> You have to set the speed to 38400 to write.
>You're well aware that APE does not ignore writes at 56k. Only
>the unregistered DOS version has that particular resitriction.

Well the fact that a 8088 (rated at 5Mhz) couldn't handle a measly 57,600bps
is harder to believe than the fact that they are simply using the normal
version of APE.

(But then,if they're using that awful 8250 chip...)
Net-Tamer V 1.11.2 - Test Drive

# 4166. Re: BOULDER DASH clone

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-24 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <840fue$nu3$2@news.iwaynet.net>
Source record: 47859

On 1999-12-15 mbowlin1@tampabay.rr.com said:
>Newsgroups: comp.sys.atari.8bit
>An easy-to-find solution is to buy a copy of Boulder Dash for
>Nintendo off of eBay, and play it on your NES.

IF it's anything like the NES Lode Runner then you're better off with the
Atari (or Commodore or Apple) version.And NES doesn't support 320x200.
It uses 256x200 over-scanned to 320x240.
(not sure about the 240 part but there's definitly a problem seeing the top
and bottom of the picture)
In Lode Runner (on the NES) you can only see half of the screen.It
horizontaly scrolls as you move which usually results in you running right
into a bad guy.
Net-Tamer V 1.11.2 - Test Drive

# 4167. Re: To Atari 8-bit programmers/users

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-24 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <840fum$nu3$3@news.iwaynet.net>
Source record: 47860

On 1999-12-15 support@celebritybase.net said:
>Newsgroups: comp.sys.atari.8bit
>Hi,
>I just want to let you know that I have just posted an example
>formula in BASIC on reading SpartaDOS 3 and X disk bitmaps.
>I want to start attracting users to the message boards at
>http://community.celebritybase.net
>The current Atari message boards are:
<list deleted>
>There are no limits to the posts, and past posts can be used as
>reference.
>So come on over with your programming Qs and As. Help me get the
>community started!

As I've always said,FTP (and HTTP) sites are really just archives for old USENET articles and files so we don't have to keep posting them.I've always found HTTP buletin boards rather redunant and difficult to use.

Net-Tamer V 1.11.2 - Test Drive

## 4168. Keyboard problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-24 00:00:00 UTC
From: hajjej@aol.comnospam
Message-ID: <19991224152044.03238.00001442@ng-fv1.aol.com>
Source record: 47861

I have an Atari 1200XL. When I pulled it out the other night to play some of my old games from Antic, I noticed that several of the keys don't work. IS there anything I can do to fix this?

just another john

" I'd rather spend my time looking at the sky than listening to Whitney Houston." Robert Smith

# 4169. Re: Help! New XE Problem (Green/Red screens)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-24 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s67oqhgmh4536@corp.supernews.com>
Source record: 47862

<jeking@NOSPAM.com> wrote in message news:840fsl$c75$1@news.xmission.com...
> After replacing Pokey and Pia a few days ago, my XE started
> exhibiting strange boot-up and operational strangeness.
>
> Examples:
>
> Upon power on, the screen would be solid red or green, then lock up.
>
> During usage, the screen will flicker a little, then get worse, then
> display garbage characters and become locked up.
>
> Do I have another IC crapping out?
>
> Any help appreciated.
Have you tried replacing the RAM chips yet? The fact you get a screen at all
means GTIA is probably working right. Only other thing that comes to mind is
check your processor and make sure it isn't "Rockwell, Made in Mexico".

# 4170. Re: Help! New XE Problem (Green/Red screens)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-24 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <840sor$gon$1@news.xmission.com>
Source record: 47863

Richard Cortese <ricortes@netmagic.net> wrote:
> Have you tried replacing the RAM chips yet? The fact you get a screen at all
> means GTIA is probably working right. Only other thing that comes to mind is
> check your processor and make sure it isn't "Rockwell, Made in Mexico".

Replaced the Pokey again, and so far - all appears to be well.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 4171. Re: 8031

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-24 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <840vgk$89i$1@gxsn.com>
Source record: 47864

Hi Greg,

> The instruction set is a bit clumsy- it has 2 general 8 bit
>registers A and B.....

Absolutely, I worked with these devices for about two years and I think "clumsy" sums up their instruction set nicely....I know they're optimised for control applications but I think they went a bit too far (I was using '152s in an ethernet application and moving data blocks around in RAM was a pain).

>....The semantics of the assembly are pretty nice, but the x86
>is a step forward.

Personally I've never liked the x86 family at all. I first came across them in '82('83?) when Apricot launched their (IBM incompatible) machines over here - they were essentially based on the Victor Sirius. I spent about six months playing with assembly language on a borrowed machine, then didn't touch x86 again until '91....and haven't since....

It's quite strange, I'm mainly an assembly language programmer and of all the processor families I've programmed over the years the only one I *REALLY* dislike is the x86 line. Conversely the i860 is one of my favourites.

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

## 4172. 8-bit and Atari SC1435 monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-24 00:00:00 UTC
From: fletch@fast.net
Message-ID: <fletch-2412991842440001@ras01-82-phl.fast.net>
Source record: 47865

Does anyone know if there is a way to hook an atari 8-bit to an Atari SC1435 monitor? The monitor has both a standard ST connector and a 9-pin rgb port. Any help is appreciated.

Pete

# 4173. Re: Help! New XE Problem (Green/Red screens)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-24 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <38642aef$0$84815@news.voyager.net>
Source record: 47866

James, and everybody.
The fact the last Pokey lasted only a few days indicates to me that there is something causing the Pokey to go bad. I suspect the new one will crap out before long. You have a highly upgraded XE. Perhaps the power supply is getting weak. All that RAM takes a fair amount of power. Sorry to see you still have problems.
Russg

# 4174. Re: Fast Squareroot/Multiplication/Division routines

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-24 00:00:00 UTC
From: Peter Laing <snailboy1@earthlink.net>
Message-ID: <841lhf$b73$1@fir.prod.itd.earthlink.net>
Source record: 47867

```
Hi Brix, everyone else

I've looked into this a little (fast mult/divide on 6502).

A really helpful person sent me a post with
this algorithim and some source, It helped
lots, so here's hoping it will be good for you
too.

fast multiplication function:

f(x)=x*x/4
a*b=f(a+b)-f(a-b)

This allows you to use lookup tables and then
just perform additions and subtractions.

6502 source code to perform this can be found
at Stephen Judd's 'The Fridge' website.

http://ffd2.com/fridge/

Stephen also has some excellent articles
in c=hacking which you should read.
#14 rings a bell but I may be wrong.

Fast division:

For division I use the equivalent multiply.
A divide is really a multiply by 1/x.

This isnt too useful, but I generate a table
of 1024/x. I keep the result and remainder
in two bytes. The point of this is that you
can quickly re-scale back to useful values
with shifts.

Heres some HLL pascal unit source code I hacked
to test the theory: It uses 16 bit sized words. You
may need to play about to get the right sort of accuracy,
lots of optimizations can be made in the move to assembler
too but it should give you somewhere to start thinking.

unit tdiv2;

interface

procedure initdiv2;
function divide2(dividend:word;divisor:byte):word;
```

```
implementation
var
qtable : array[2..1024] of word;
rtable : array[2..1024] of word;

procedure initdiv2;
var
i : integer;
begin
for i:=2 to 1024 do
begin
qtable[i]:=(1024 div i);
rtable[i]:=(1024 mod i);
end; { for }
end; { initdiv }

function divide2(dividend:word;divisor:byte):word;
var
dividendh,dividendl : byte;
q,r : word;
thousands,hundreds1,hundreds2,ones : longint;
result1 : word; { 32 bit signed int }
result2 : longint;
begin
{ dividend is 16 bits }
{ divisor is 8 bits }

q:=qtable[divisor]; { q is byte sized }
r:=rtable[divisor]; { r is byte sized }

dividendh:=dividend shr 8; { We are calculating the }
dividendl:=dividend AND 255; { }

thousands:=q*dividendh; { 65536 }
hundreds1:=r*dividendh; { 256 }
hundreds2:=q*dividendl; { 256 }
ones :=dividendl*r; { 1 }

{ Full accuracy }
{ bit 31..23..15..7..0 }
result1 :=thousands+ { 31..23..15 }
(hundreds1 shr 8) { 23..15..7 }
+(hundreds2 shr 8) { 23..15..7 }
+(ones shr 16); { 15..7..0 }

result2 := (ones shr 8);
result2 := (result2+hundreds2);
result2 := (result2+hundreds1);
result2 := result2+(thousands shl 8);

divide2:=word(result2 shr 10); { div 1024 }
end; { function divide2 }
```

```
begin
end.
```

If you need help you can email me at:

snailboy1ATearthlinkDOTnet (change AT and DOT to @ and . )

# 4175. Re: HELP! Bravo Sierra Needs Your Help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-24 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <386412D3.27AEAAA1@jps.net>
Source record: 47868
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Well, I haven't seen Ben's posts for a long time. In fact I was
wondering if he was still around.

The Maverick wrote:
>
> Benjamin Smith wrote:
> >
> > if your unsure about me, these NewsGroups are a good place to start. A
> > lot of my Customers frequent these NewsGroups. So Go ahead & Post here.
> > Ask them about me, Bravo Sierra (Ben Smith) of Bravo Sierra Computers.
> [snip]
> > My repeat customers. And for those who have
> > a negative opinion of me? Well everyone is entitled to their opinion.
>
> These negative opinions wouldn't have anything to do with the fact that
> you spam the newsgroups with the exact same *three* sequential posts
> every week? Oh, sorry, this week must have been a Christmas special as
> there were *five*... ;-)
>
> the Mav
>
> --
> > This web page will self destruct in 5 seconds:
> http://www.brainiac.com/micro/sfgg/index.html
> > This web page will self destruct in 2 seconds:
> http://www.brainiac.com/micro/index.html
> > This web page has already self destructed!
> http://maverick.brainiac.com/mwwg/index.html

# 4176. SpartaDos online?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-25 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <3863ffd7@athene.hdm-stuttgart.de>
Source record: 47869

Was wondering if there is a Web or FTP site that has any
SpartaDos Files and Utilities?

If so, I could use the URLs please.

Also, Wasn't there a new disk based version of SpartaDos after
3.2D? Something like 3.2g?

Any help is appreciated.
phantomm@kih.net

# 4177. USA:FS: Atari Grab Bag 2.

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-25 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <386402bc@athene.hdm-stuttgart.de>
Source record: 47870

Found another assorted box of Atari 8-bit items.

1. DROPZONE (game) Original disk, box, and manual.

2. ROUND ABOUT (game) Original disk, box, and manual.

3. SILENT SERVICE (game) Original disk, box, and manual.

4. CARDWARE (disk card maker) Original disk, and folder box.

5. JINGLE DISK (HoliDay disk card maker) Original disk, and folder box.

6. MENU WRITER (Make your own Menus) Original disk, box, and manual.

Price for all 6 items is $15.00
Shipping is $5.00 for US Postal Priority Mail.

Interested? then contact me at:
phantomm@kih.net

## 4178. Re: SpartaDos online?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-25 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991224203045.01151.00000558@ng-ft1.aol.com>
Source record: 47871

>Was wondering if there is a Web or FTP site that has any
>SpartaDos Files and Utilities?
>

one:
ftp://ftp.spudster.org/pub/Atari/CTH/Utilities/Utilities_Files/COPY

index to it:
http://www.newbreedsoftware.com/xlsearch/

I started life with nothing, and still have most of it left...

# 4179. Atari 130XE and 1050 with US Doubler for sale, UK PAL system

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-25 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <84243a$rkk$1@barcode.tesco.net>
Source record: 47872

Having a clearout to make space, take a look if you are interested on Ebay,
item 225455622

Thanks

Richard

# 4180. Re: 8031

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-25 00:00:00 UTC
From: Greg <nospam@erols.com>
Message-ID: <m3k8m33xa8.fsf@erols.com>
Source record: 47873

> Hi Greg,
>
> > The instruction set is a bit clumsy- it has 2 general 8 bit
> >registers A and B.....
>
> Absolutely, I worked with these devices for about two years and I think
> "clumsy" sums up their instruction set nicely....I know they're optimised
> for control applications but I think they went a bit too far (I was using
> '152s in an ethernet application and moving data blocks around in RAM was a
> pain).

The bit set/clear instructions are quite handy. I used a 8052 for an observatory controller, it stored an audit log in an unused 16k bank- and the pain involved in maintaining the array of variable size records was astonishing. The biggest problem was the lack of a 2nd dptr...

>
> It's quite strange, I'm mainly an assembly language programmer and of all
> the processor families I've programmed over the years the only one I
> *REALLY* dislike is the x86 line. Conversely the i860 is one of my
> favourites.
>

I guess its ultimately a question of personal preference- I've always enjoyed the x86- although maybe I just have poor taste...

I'd love to try a 860 sometime- I spent a while reading its datasheets and it as I recall, it sounded cool. Have you ever worked with a 29K?

Unfortunately, I don't get much chance to do assembly these days...

Gregm

# 4181. Re: APE 1.18 ATR 16mb Drive & Backup from HD

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-25 00:00:00 UTC
From: rlcolli@ibm.net
Message-ID: <1e39rob.wqqk3h1o7c28iN%rlcolli@ibm.net>
Source record: 47874

Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote:

> (doctor@iwaynet.net) writes:
> > On 1999-11-03 rlcolli@ibm.net(RyanCollins) said:
> > >> Russg
> > >This sounds right... My 8088 that I'm using with Ape will not allow
> > >any writes under Sparta Dos Ultraspeed.
> >
> > You *DO* know that APE ignores write at 57600?
> > You have to set the speed to 38400 to write.
>
> You're well aware that APE does not ignore writes at 56k. Only
> the unregistered DOS version has that particular resitriction.

Apparently my soldering skills suck as bad as I thought they did,
because after I went back over my Ape interface, making sure the
connections were good, it now works at 3x writes!

--
Ryan 'Gozar' Collins
Check out http://www.collinsoft.com/?usenet for Web News and Information
rlcolli@ibm.net

# 4182. Re: Help! New XE Problem (Green/Red screens)

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-25 00:00:00 UTC
From: jeking@NOSPAM.com
Message-ID: <84344m$dig$1@news.xmission.com>
Source record: 47875

Russg <russg@en.com> wrote:
> James, and everybody.
> The fact the last Pokey lasted only a few days indicates to me that there
> is something causing the Pokey to go bad. I suspect the new one will
> crap out before long. You have a highly upgraded XE. Perhaps the
> power supply is getting weak. All that RAM takes a fair amount of

Could be.. As for the power supply, I'm pulling power off a PC power supply (actually, its my HP SureStoreTape 12000e (6 tape DAT changer) case. I have a Syquest44 and a Syquest EZ135 removable drives mounted in there (use them through my BB).

I'll have to wait and see if Pokey goes bad again. I put the old Pokey in (must 've been the PIA that ate my SIO port)..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - Atari Fanatic! @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
To send me mail, replace "NOSPAM.COM" with "kingtechsvcs.com"

# 4183. Re: HELP! Bravo Sierra Needs Your Help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-26 00:00:00 UTC
From: bond@clark.net
Message-ID: <cyv94.19224$W2.156316@iad-read.news.verio.net>
Source record: 47876
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

In article <386412D3.27AEAAA1@jps.net>, John Kolak <jkolak@jps.net> wrote:
>Well, I haven't seen Ben's posts for a long time. In fact I was
>wondering if he was still around.

Congrats!! Your newsreader has gone sentient and auto-added him to your killfile!

The posts are relentless, just like Mav said. Multiple copies, x-posted, per week. If you have not been seeing them, your ISP's Usenet feed may be lacking!
--
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Desmond Llewelyn, 1914-1999 [] PGP pub key @ http://pgp5.ai.mit.edu

# 4184. HELP/WTB: schematics for 800xl memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-27 00:00:00 UTC
From: Jason Worley <jasonworley@home.com>
Message-ID: <%Ez94.6889$fH.240544@news1.rdc2.tx.home.com>
Source record: 47877

I posted several months ago asking for instructions/schematics on performing a 256k upgrade on an 800xl. I received a variety of email feedback (thanks for those who replied!), but to no avail. Many replies gave hints of where to find upgrade kits, or schematics, but all proved fruitless. All places I contacted with kits for sale were sold out or "we've got one coming next year", and the online schematics/instructions were either unclear or referenced an article or other drawing that wasn't provided.

So, again, I am BEGGING for anyone with the schematics, plans, instructions or a working circuit to please contact me ! I will buy whatever you have, I am dying to upgrade my 800xl ! My ideal purchase would be a Newell or Rambo upgrade kit or complete instructions on how to build one. I've got most/all of the chips necessary to build one (from what I could find out before), but I need some more specific schematics and instructions. I've built a bunch of SIO2PC interfaces and am competent reading schematics and building simple to intermediate circuits.

Any help you can provide (or sell me something !) would be GREATLY appreciated. I have lots of Atari software and hardware to trade for your help, or I can pay you.

Thanks in advance !
-Jason
jasonworley@home.com

# 4185. Re: HELP/WTB: schematics for 800xl memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-27 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <8475jo$sab$1@freenet9.carleton.ca>
Source record: 47878

"Jason Worley" (jasonworley@home.com) writes:
> I posted several months ago asking for instructions/schematics on performing
> a 256k upgrade on an 800xl. I received a variety of email feedback (thanks
> for those who replied!), but to no avail. Many replies gave hints of where

Here are working plans for a 800XL 256k upgrade. I have used
these plans many times. These are from the Cleveland Free-Net
Historical Archive at http://thefutureis.penguinpowered.com

-

Article #29 (75 is last):
From: aa853@cleveland.Freenet.Edu (Craig Lisowski)
Newsgroups: freenet.sci.comp.atari.prog.8bit.resource
Subject: UPGRADE: 800XL -> 256K Memory (130XE Compatible)
Reply-To: aa853@cleveland.Freenet.Edu (Craig Lisowski)
Posted-By: xx004 (aa853 - Craig Lisowski)
Date: Wed Jan 5 02:38:43 1994

130XE-COMPATIBLE 800XL 256K UPGRADE

by Claus Buchholz

I designed the 256K upgrade described in my article, "The Quarter-Meg
Atari" (BYTE, September, 1985), in December, 1984. Since this pre-dated the
130XE, there was no precedent for extended memory on the XL's, I felt free
to implement a system of eight 32K banks. The major reason was to keep the
add-on circuit as simple as possible.

The 130XE, introduced in early 1985, set a different standard for
bank-select memory. It uses 16K banks and makes them separately available
to both the CPU and the video controller (ANTIC). The XE has 128K total
memory. The 64K extended RAM is split into four 16K banks. A 256K 800XL has
192K extended RAM, which requires 12 16K banks.

I have designed a new upgrade for the 800XL that implements such a
scheme. Its similarity to the 130XE's scheme allows use of software for the
XE on a 256K 800XL.

To select one of four banks, the XE uses two bits, #2 and #3, in the
memory control register (port B of the 6520 PIA, addressed at $D301 or 54017
decimal). Zeroing bit #4 makes the selected bank appear at addresses
$4000-$7FFF (16384 to 32767 decimal), as seen by the CPU. Zeroing bit #5
makes it appear there as seen by ANTIC.

In my upgrade, bits #2, #3, #5 and #6 select one of the twelve banks.
Zeroing bit #4 makes the selected bank appear at $4000-$7FFF to both the CPU

and ANTIC. So, any program for the XE that uses the extended RAM for CPU storage will work on an 800XL with this mod. Those programs won't use the additional 128K though. Programs that use the video banking feature of the XE might run on the modified XL, but the screen display will be wrong.

The procedure for this upgrade is basically the same as in the article, except for the following points. If your ANTIC (U7) part number is CO21697, use the circuit described by the first connection list below. If it is CO12296, include the circuit in the second list. The circuit requires five connections to the PIA (U23). So, pins 12 through 16 must be bent up and connected to the circuit. The rest of the procedure is the same. Notice that this circuit has one more chip than the article's circuit. This is the price of compatibility.

With the 256K dynamic RAMs in your XL, be sure to wait at least ten seconds after turning the computer off. Otherwise it may not coldstart properly when you turn it back on.

I ask one thing in return for this information, Please pass it around to all your interested friends. Put it in your club's library or on your favorite BBS. Encouraging software support of 256K will result in many interesting uses for it.

Thank you and enjoy!

Disclaimer:

The Author and This BBS claim No responsibility for any type damages incurred by doing this modification.

MEMORY CONTROL REG. $D301 (54017)

XL MOD 130XE
Bit: Bit:
7 6 5 4 3 2 1 0 7 6 5 4 3 2 1 0
D a b E c d B R D V C x y B R

D=0 Enables D=0 Enables
Diagnostics Diagnostics

B=0 Enables BASIC B=0 Enables BASIC
R=1 Enables OS R=1 Enables OS

E=0 Enables V=0 Enables Extended RAM
Extended Ram for abcd is 4-bit Video
Extended RAM Bank# Ranges from 4-15

C=0 Enables Banks 12-15 are Extended Ram for Equivalent to XE's CPU.
xy is 2 Bit Banks
0-3 Extended Ram Bank Number. Ranges From 0-3.

PARTS LIST:

8 41256 256K RAMs (200ns or less)
1 74LS153 Dual 4-to-1 Mux. (IC2)

1 74LS139 Dual 2-to-4 Decoder (IC3)
1 33 ohm, 1/4 watt Resistor

ADDITIONAL PARTS FOR ANTIC #CO12296

1 74LS158 Quad inv. 2-to-1 Mux. (IC4)
1 74LS393 Dual 4-bit counter (IC5)

LIST OF CONNECTIONS FOR THE CIRCUIT

Instead of a drawing of the upgrade circuit, below is a list of
connections. Each entry in the list begins with the name of the signal
followed by all the IC pins that connect together and share the signal.
IC3-13 means pin 13 of IC3. The IC numbers appear in the parts list above.
IC1 is the 74LS158 chip from socket U27 on the XL motherboard.
DIP is the DIP header to be plugged into socket U27.
U23-xx refers to the pins you bend up on the PIA chip at U23 on the
motherboard.

Vcc : DIP-16, IC1-16, IC2-16, IC3-16, IC3-13

Vss : DIP-8, IC1-8, IC2-8, IC2-1, IC2-15, IC3-8

*A7*: DIP-11, IC2-10, IC2-11
A15 : DIP-10, IC2-13, IC3-3
A6 : DIP-14, IC2-6, IC2-5
A14 : DIP-13, IC2-3, IC3-2
MUX : DIP-1, IC1-1, IC2-2
A4 : DIP-2, IC1-2
A12 : DIP-3, IC1-3
RA4 : IC1-4, DIP-4
A5 : DIP-5, IC1-5
A13 : DIP-6, IC1-6
RA5 : IC1-7, DIP-7
-E : DIP-15, IC1-15
RA7 : IC2-9, DIP-9
RA6 : IC2-7, DIP-12
PB2 : U23-12, IC2-4
PB3 : U23-13, IC2-12
PB4 : U23-14, IC3-1
PB5 : U23-15, IC1-10
PB6 : U23-16, IC1-11
-Zd : IC1-9, IC3-14
-O1a: IC3-5, IC3-15, IC2-14
-O2b: IC3-10, One side of resistor
RA8 : Other side of resistor, Pin 1 of all RAMs

If your U7 part number is CO12296, DO NOT connect signal *A7* above, and
make the following additional connections. The connection to U7 is to a
trace on the motherboard that runs from pin 8 of U7.

Vcc : DIP-16, IC4-16, IC5-14, IC4-3
Vss : DIP-8, IC4-8, IC4-2, IC4-15, IC5-7, IC5-2, IC5-12

A7 : DIP-11, IC4-6
-REF: U7-8, IC4-1
REF : IC4-4, IC5-1
A7' : IC4-7, IC2-10, IC2-11
Q7 : IC5-8, IC4-5
Q3 : IC5-6, IC5-13

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 4186. Laser Printers for A8

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-27 00:00:00 UTC
From: llpwhite@cs.com
Message-ID: <19991227100227.04215.00001950@ng-fa1.news.cs.com>
Source record: 47879

We had a couple of threads on this and ink jet
printers a few weeks back. FWIW, I did a lot
of research, and ended up buying a NEC
SuperScript 870 personal laser printer. It
was $350 with a $50 rebate (expires 01-02-2000).
It supports various flavors of Windows and Dos,
and it prints text files fine with my A8 using the
Black Box interface. It has a 2 year repair/replacement
warranty, 8 pages/minute. It is really fast compared
to my DeskJet 500. The only oddity that I see is
that it will not eject the last (partial) page from the
Atari. I have to press the "Operator Panel Button"
to eject the final page. I also only get the stock "Courier
10" typeface when using the A8, but I may figure out
how to get some others since it has Dos drivers.
I thought about this long and hard, since I wanted
at least minimal printing for my Atari. So far, this
is a great printer. :-)
Larry White

# 4187. Re: Atari Paddles on PC's

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-27 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <38661fd0.4914760@client-151-201-69-235.libcom.com>
Source record: 47880

On Mon, 20 Dec 1999 07:12:46 GMT, nbs@sonic.net (William Kendrick) wrote:

>JTKirk (no_me_j.j_t_kirk@geocities.com) wrote:
>:
>: It seems nobody is reading MY posts...
>: Damn, you CAN easily make an adapter to allow you connect paddles
>: ro a PC joystick port! All you basicaly have to do is decide which
>: paddle will map to which joystick axis, and the same for the buttons.
>
>Sorry Marco. :) The one post I saw from you was in regards to an old
>article you wrote about how to hook up PC analog joysticks to an Atari and
>read them as paddles.
>
>Is there a chance you can dig it up and repost it, in case I or someone else
>wants to try doing the reverse?
>
OK, I'm digging it up and re-posting it... Maybe after all these years
I'll come up with a new version of the documents (there was one
about joysticks and another about ATARI controllers, I updated
them several times by then...)

Look for posts titled "Joystick miscellany" and "ATARI controllers notes".

>Thanks!
>
>-bill!
>bill@newbreedsoftware.com
>http://www.newbreedsoftware.com/bill/

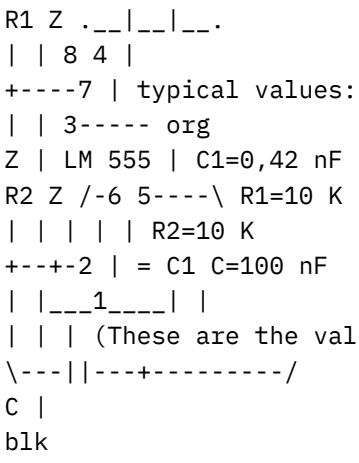
--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 4188. ATARI controllers notes

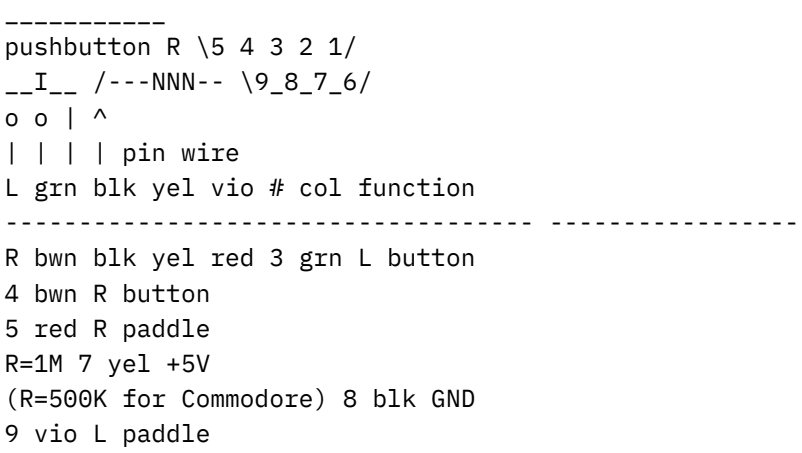
Newsgroup: comp.sys.atari.8bit
Date: 1999-12-27 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <38671fda.4925500@client-151-201-69-235.libcom.com>
Source record: 47881

```
And here's the other article I wrote at that time... this one
is useful too, I analyzed several controllers.

From: JTKIRK@urp.edu.pe
Newsgroups: comp.sys.atari.8bit
Subject: ATARI controllers notes
Date: Mon, 18 Mar 96 14:36:40 -0800

These are my revised notes on different types of ATARI controllers.
Thanks to Ivo van Poorten for pointing out a silly mistake I had made.
I finally took the time to determine the circuital diagram of the STM1 mouse.
I'd have liked to add also the ATARI Light Pen, but unfortunately my nephews
have thrown it away, although I could rescue the ATARIGRAPHICS cartridge.

Joysticks
---------

circuital diagram pin assignments
---------------- ---------------

__________
org blk \5 4 3 2 1/
| | \9_8_7_6/
O-----+
| wht
| | pin wire
+-----O # col function
| -----------------
+-----\ 1 wht ^ (up)
| | 2 blu v (down)
grn -O +-----O- bwn 3 grn < (left)
| 4 bwn > (right)
| 6 org fire
| (7 red +5V) (*)
O 8 blk GND
|
blu (*) only used in joysticks
with autofire switch

autofire circuit
----------------

red firing frequency:
|
/----------+ f=1,44/[(R1+2*R2)*C]
| |
Z /--+ ( T=0,694*(R1+2*R2)*C )
```



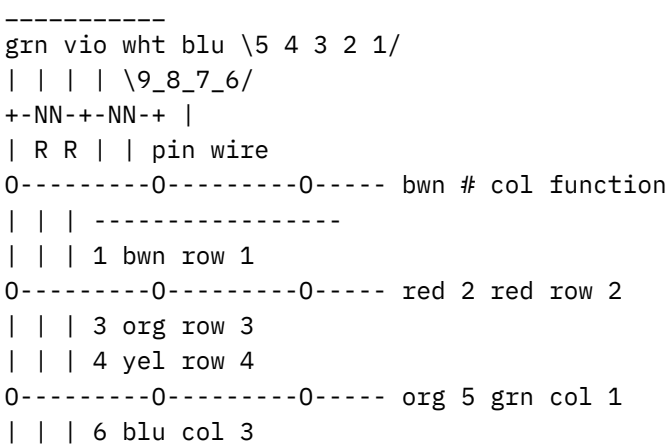

Paddles
-------

circuital diagram pin assignments
---------- ----------


__________
pushbutton R \5 4 3 2 1/
__I__ /---NNN-- \9_8_7_6/
o o | ^
| | | | pin wire
L grn blk yel vio # col function
---------- ----------
R bwn blk yel red 3 grn L button
4 bwn R button
5 red R paddle
R=1M 7 yel +5V
(R=500K for Commodore) 8 blk GND
9 vio L paddle

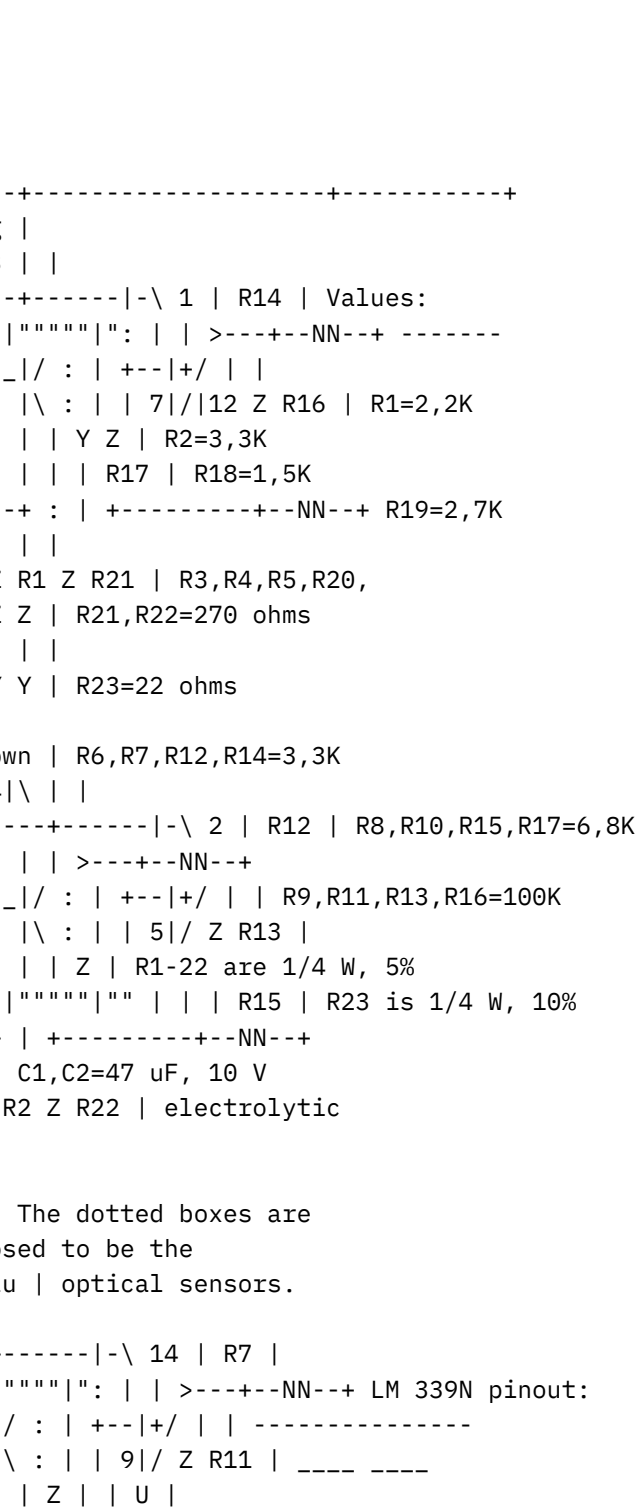
Keyboard controllers/Video touch pad
----------

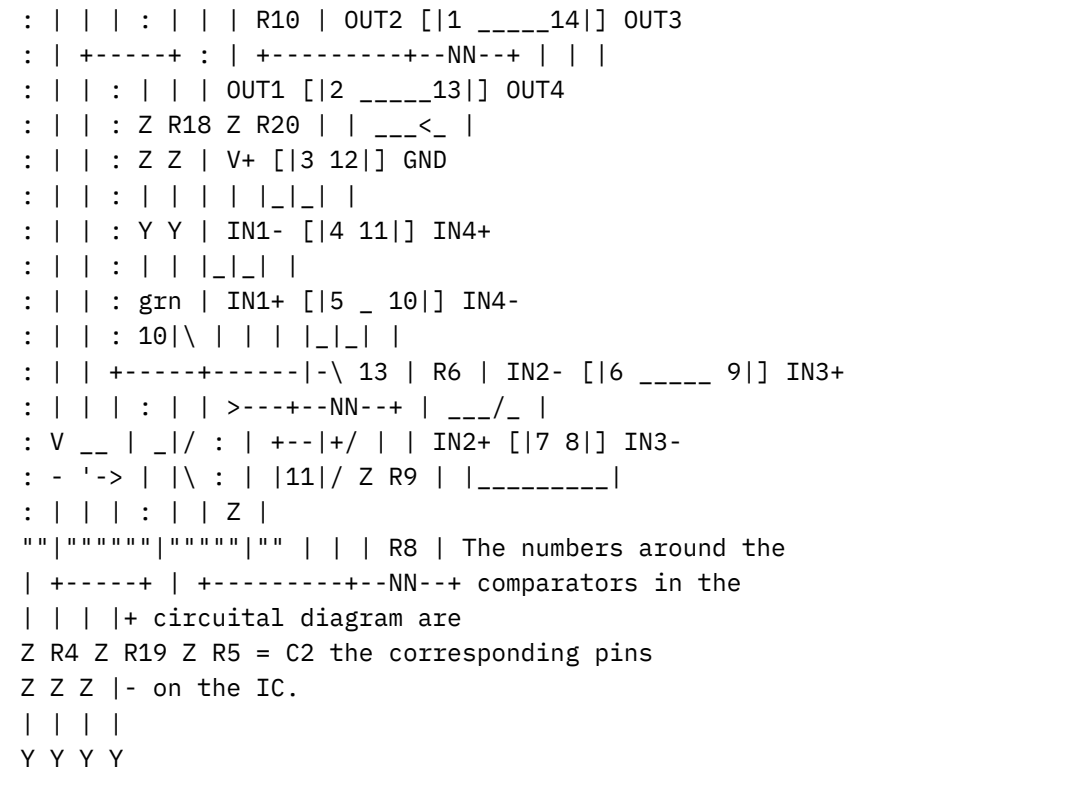
circuital diagram pin assignments
---------- ----------


__________
grn vio wht blu \5 4 3 2 1/
| | | | \9_8_7_6/
+-NN-+-NN-+ |
| R R | | pin wire
O---------O---------O----- bwn # col function
| | | ----------
| | | 1 bwn row 1
O---------O---------O----- red 2 red row 2
| | | 3 org row 3
| | | 4 yel row 4
O---------O---------O----- org 5 grn col 1
| | | 6 blu col 3

```
| | | 7 vio +5V
O---------O---------O----- yel 9 wht col 2

R=4,7K

Readings
--------

The following program appeared in COMPUTE!, 2/87, "Readers Feedback"
section, page 30. It allows to read a keyboard controller (or video
touch pad, since they are internally identical) connected to port 1:

1 GRAPHICS 0
10 DIM ROW(3),I$(13),BUTTON$(1)
30 GOSUB 6000
60 POSITION 2,7:PRINT "CONTROLLER # 1:";
80 GOSUB 7000:POSITION 19,7:PRINT BUTTON$;
120 GOTO 80
6000 REM
6010 POKE 54018,48:POKE 54016,255:POKE 54018,52:POKE 54016,221
6030 ROW(0)=238:ROW(1)=221:ROW(2)=187:ROW(3)=119
6040 I$=" 123456789*0#"
6050 RETURN
7000 PORT=54016
7010 P=1:PAD=0
7020 FOR J=0 TO 3
7030 POKE PORT, ROW(J)
7040 FOR I=1 TO 10:NEXT I
7050 IF PADDLE(PAD+1)>10 THEN P=J+J+J+2:GOTO 7090
7060 IF PADDLE(PAD)>10 THEN P=J+J+J+3:GOTO 7090
7070 IF STRIG(0)=0 THEN P=J+J+J+4:GOTO 7090
7080 NEXT J
7090 BUTTON$=I$(P,P)
7100 RETURN

STM1 Mouse
----------

circuital diagram pin assignments
---------------- ---------------

__________
(Are you nuts? It consists of \5 4 3 2 1/
23 resistors, 2 capacitors, \9_8_7_6/
2 movement sensors and an
LM 339N quad-comparator IC!) pin wire
# col function
Well, at least the buttons: -----------------
1 bwn L/R sense
L button R button 2 org L/R reference
__I__ __I__ 3 grn U/D sense
o o o o 4 blu U/D reference
| | | | 6 yel L button
```

yel blk wht blk 7 red +5V
8 blk GND
9 wht R button

Well, here's the rest (at last!):
+5V (red)
[Note: | means GND (blk)] |



: | | | : | | | R10 | OUT2 [|1 _____14|] OUT3
: | +-----+ : | +---------+--NN--+ | | |
: | | : | | | OUT1 [|2 _____13|] OUT4
: | | : Z R18 Z R20 | | ___<_ |
: | | : Z Z | V+ [|3 12|] GND
: | | : | | | | |_|_| |
: | | : Y Y | IN1- [|4 11|] IN4+
: | | : | | |_|_| |
: | | : grn | IN1+ [|5 _ 10|] IN4-
: | | : 10|\ | | | |_|_| |
: | | +-----+------|-\ 13 | R6 | IN2- [|6 _____ 9|] IN3+
: | | | : | | >---+--NN--+ | ___/_ |
: V __ | _|/ : | +--|+/ | | IN2+ [|7 8|] IN3-
: - '-> | |\ : | |11|/ Z R9 | |_________|
: | | | : | | Z |
""|"""""""|""""""|"" | | | R8 | The numbers around the
| +-----+ | +---------+--NN--+ comparators in the
| | | |+ circuital diagram are
Z R4 Z R19 Z R5 = C2 the corresponding pins
Z Z Z |- on the IC.
| | | |
Y Y Y Y

readings
--------

The STM1 Mouse works as an inverted trackball (which is, in fact, what it is). The left button corresponds to the joystick trigger; the right button must be read in more or less the same way as the keyboard controllers, I guess (I had to return the mouse I borrowed before finishing my analysis).

Mouse rolling forwards (up) Mouse rolling backwards (down)

U/D U/D U/D U/D
REF SNS REF SNS
------- -------
0 1 0 0
1 1 <-\ 1 0 <-\
1 0 | 1 1 |
0 0 | 0 1 |
0 1 --/ 0 0 --/
... ...

Mouse rolling left Mouse rolling right

L/R L/R L/R L/R
REF SNS REF SNS
------- -------
0 1 0 0
1 1 <-\ 1 0 <-\
1 0 | 1 1 |

```
0 0 | 0 1 |
0 1 --/ 0 0 --/
... ...
```

I tried to write a resident handler which should convert the mouse readings into joystick values and put them into the shadow register for joystick 2 (remember that on the ATARI XL/XE only joysticks 0 and 1 are in effect, and 2 & 3 just contain repeats of 0 and 1). Then, if you read STICK(2), you would have the translated values; STRIG(2) would give you the status of the right mouse button; and for the left button, you would still use STRIG(0). Unfortunately, the routine got hanged sooner or later, and I had to return the borrowed mouse before I could finish debugging it. Maybe I can borrow another and resume the task...

Light Pen
---

circuital diagram pin assignments
---

```
__________
Sorry, I couldn't dissect the \5 4 3 2 1/
light pen because it was not \9_8_7_6/
mine while it was still in
working order, and it was lost
later. pin wire
What I can say is that the # col function
circuit is different from the -----------------
Commodore light pens, since I 5 ??? ??? (pot B) (*)
tried one with the ATARIGRAPHICS 6 ??? pushbutton
cartridge and it didn't sync 7 ??? +5V
properly. 8 ??? GND
The circuits aren't inside the 9 ??? ??? (pot A) (*)
pen, but inside the little black
box around the connector. (*) pot A, pot B probably
used for H/V sync
```

Marco Antonio Checa Funcke
Botoneros 270
Lima 33
Peru

reachable at jtkirk@urp.edu.pe

--

```
__________ ____---____ Marco Antonio Checa Funcke
\_________D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645
```

remove the "no_me_j." in front of the address when replying

## 4189. Joystick miscellany

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-27 00:00:00 UTC
From: no_me_j.j_t_kirk@geocities.com
Message-ID: <38681fe2.4933699@client-151-201-69-235.libcom.com>
Source record: 47882

OK, here I'm reposting these, directly form Craig Lisowski's
pages (I haven't made a local copy on my page yet, would you
believe?!?)

From: JTKIRK@urp.edu.pe
Newsgroups: comp.sys.atari.8bit
Subject: ATARI joysticks misc.
Date: Mon, 18 Mar 96 14:37:47 -0800

Joystick miscellany - updated on February 13, 1996
---

1- Analog joysticks
---
Have you ever considered the fact that an IBM-PC-type analog joystick
consists of two potentiometers (one each for the x- and y-axis) and two
pushbuttons, just like a set of ATARI (or Commodore) paddles? Have you
ever thought of connecting such a proportional joystick to your ATARI or
Commodore computer in order to use it with your programs? Well, here's
how to build a 15-pin analog joystick port from 2 9-pin ATARI ports. You
will need a 15-pin and 2 9-pin female connectors and a 15-wire cable.

Internally, the analog joysticks are basically like this:

```
pb1A
|
O
| Y1
pb1B -O--+ | U
| |
GND Z
/->Z Ry Rx=Ry=200-250 K
| Z
/----\ | |
v | \--+ D
X1 ----NNNNN--+----+----- +5V
L Rx R
```

The pin assignmet in the 15-pin IBM-connector is the following:

```
pin _________________________
# function \8 7 6 5 4 3 2 1/
------------ \15_14_13_12_11_10__9/
1 +5V
2 pb1A
3 X1
```

4 GND
6 Y1
7 pb1B
10 pb2A
11 X2
13 Y2
14 pb2B

Similarly, the pin assignment for the DB9 connectors (in the case of paddles) is the following:

pin ___________
# function \5 4 3 2 1/
------------ \9_8_7_6/
3 L button
4 R button
5 R paddle
7 +5V
8 GND
9 L paddle

Well, let's begin with the connections for 1 analog joystick. Take the cable and use it to connect the following pins on the 15-pin connector to the corresponding pins on one 9-pin connector:

15-pin 9-pin
-------------
1 -> 7
2 -> 3
3 -> 9
4 -> 8
6 -> 5
7 -> 4

Now, you can try connecting the 9-pin female to joystick port 1 on your computer and the analog joystick into the 15-pin female connector. Then, write and run a subroutine like this and try moving the joystick and pressing the buttons:

```
0 PRINT PADDLE(0), PADDLE(1), PTRIG(0), PTRIG(1):GOTO 0
```

You could also load any program which uses a touch tablet and test the joystick instead (e.g, ATARI ARTIST).

If you have a dual analog joystick ('dual' in the same way that paddles are connected by pairs to a single port), then you can now make the following additional connections from the 15-pin female to the second 9-pin female:

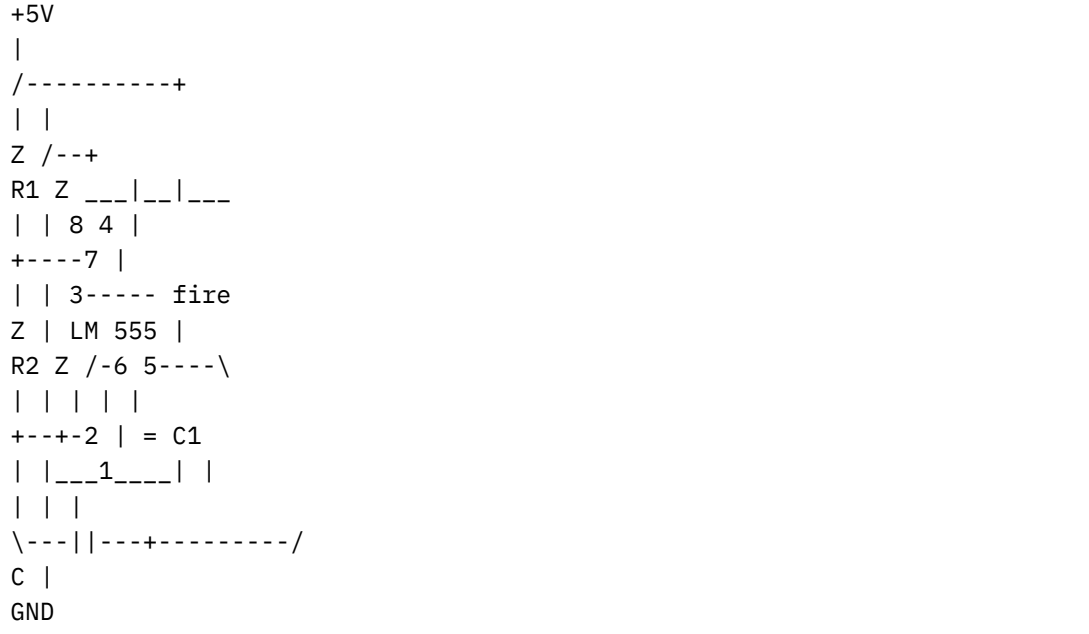
15-pin 9-pin
-------------
10 -> 3
11 -> 9

13 -> 5
14 -> 4

Now connect the second 9-pin female to joystick port 2 on your computer; the second analog joystick should be readable through PADDLE(2), PADDLE(3), PTRIG(2) and PTRIG(3).

2- Portable autofire
---
This is a solution for those joysticks which don't have a +5V line (red wire typically, connected to pin 7). You will need a 9-pin female and a 9-pin male connector, an LM 555 timer IC, two resistors (R1=R2=10 K), two capacitors (C=100 nF, C1=0,42 nF), a two-position switch and some wire. Since you will need also an appropiate casing, I would recommend you to use a 9-pin null modem adapter (e.g., Radio Shack #26-264), which will provide you already with the casing, wiring and DB9 connectors.

First, build the following autofire circuit in the smallest possible area (less than 0,5"x0,5"):




If you are using the null modem adapter, skip this paragraph and continue with the next. If you aren't and are building the adapter with separate parts, then just connect each pin from the 9-pin female to the same pin on the male connector. Now you've just built what the adapter looks like on the inside.

Now, if you are using the null modem adapter: just open the casing and accomodate the circuit inside. Make sure that all pins on the male are connected to the same pin # on the female (i.e., pin #1 to pin #1, pin #2 to pin #2, etc.) and not cross-connected.

Now for both: Connect the +5V line to pin #7 (either on the male or the female connector, it's the same). Similarly, connect the GND line to

pin #8. Cut the wire from pin #6 just in the middle. Now, proceed to make the following connections on the switch:

```
/
A / B
o o o
to | | | to
male --/ | \-- fire
|
to female
```

Now, make the appropiate holes in the casing for the switch. Fix the switch in place and close the casing. Now the portable autofire is ready for use.

Just connect the portable autofire between the joystick port on the computer and the joystick's plug. With the switch in the A position, you will simply bypass the autofire circuit (autofire disconnected); when it is in the B position, the autofire is connected and the joystick's fire button is disabled. The advantage of this design is that you can connect the portable autofire to any joystick you want, without having to make any permanent modification to it.

3- Tank-style levers
---
Surely you remember BATTLEZONE (tm), don't you? I loved playing that game on the arcades, since it was one of the first games to offer you 3-D graphics and a first-person viewpoint. Then ATARI released it for its 2600 VCS (after many years), with some of the best graphics I've seen on the 2600 VCS. And then came the version for ATARI 8-bit computers... the only one I haven't seen, because somebody stole the last cartridge from the computer fair back in 1989; I assume the controls were like the 2600 VCS version:

```
forward
^
turn left | turn right
rotate \ | /
counterclockwise <----*----> rotate clockwise
/ | \
reverse left | reverse right
v
back
```

The arcade version had real tank-like controls instead:

```
left right
tread tread

forward ^ ^ forward
| |
motionless + + motionless
| |
```

back v v back

The combined motion of both treads gave the same 8 different possible
movements for the tank.
Well, if you (like me) aren't happy with using just the joystick and
want to have a more 'realistic' feeling, here's how to build your
tank levers, including the necessary circuitry to provide the
respective joystick signals for each combination.

Let's compare the switch values for the 9 joystick positions and the
9 tank-lever positions:

joystick tank levers

U X Y
SWITCHES L-+-R | |
D Z W

movement RLDU XYZW
---
motionless 1111 1111

forward 1110 0011
back 1101 1100
counterclockwise 1011 1001
clockwise 0111 0110

turn right 0110 0111
turn left 1010 1011
reverse right 0101 1101
reverse left 1001 1110

The functions which map (X,Y,Z,W) to (R,L,D,U) are:

_ ___
R = Y + X.Z + Z+W _
_ ___ = NOT
L = X + Y.W + Z+W
___ . = AND
D = X.Y + Z.W
___ + = OR
U = X.Y + Z.W

You will need:

- 1 74LS04 IC (6xNOT) (IC1)
- 1 74LS08 IC (4xAND-2) (IC2)
- 2 74LS32 ICs (4xOR-2) (IC3 and IC4)
- 4 14-pin IC sockets (optional)
- 1 2"x3" IC PCBoard (like Radio Shack #276-150A)
- lots of jumper wires
- soldering iron and solder wire
- 1 9-wire cable (as long as you like)
- 1 joystick connector (9-pin, female)

- 4 pushbuttons for the lever switches (X, Y, Z and W)
- as much pushbuttons as you want for firebuttons
- 1 board for mounting the switches
- 2 self-centering levers (inverted T form)
- 1 casing for the whole

Connections:
------------

First, solder all wires of the cable to the 9 pins of the joystick connector. The free ends of the wires will be referred to as joyN, where N=1-9 is the corresponding pin number at the connector.

```
___________
\5 4 3 2 1/
\9_8_7_6/
```

Mount all 4 lever switches in their board, properly spaced. Remember that the levers are supposed to press them once in place.

```
X -O O- Y
| |
+-----+--- GND
| |
Z -O O- W
```

Solder the 4 sockets (or the ICs, directly, if you're cheap) in place in the PCBoard. Pin # of ICx will be referred to as ICx-#, where x=1-4 and #=1-14.

```
_______________________________
|() ..................... ()|
| .:::::::::::::::::::::::. |
| ::|o_IC2__|:::|o_IC3__|:: |
| :::::::::::::::::::::::::: |
| :::::::::::::::::::::::::: |
| :::::::::::::::::::::::::: |
| :::::::::::::::::::::::::: |
| ::|o_IC1__|:::|o_IC4__|:: |
| :::::::::::::::::::::::::: |
|()_____________________()|
```

Now use the jumper wires to make the following connections:

+5V: joy7, IC1-14, IC2-14, IC3-14, IC4-14
GND: joy8, IC1-7, IC2-7, IC3-7, IC4-7, ground of all pushbuttons
R: joy4, IC4-6
L: joy3, IC4-8
D: joy2, IC3-3
U: joy1, IC3-6
FIRE: joy6, trigger of (all) firebutton(s)
X: switch X, IC1-11, IC2-2, IC2-4
Y: switch Y, IC1-9, IC2-5, IC2-10
Z: switch Z, IC2-1, IC2-12, IC3-12

W: switch W, IC2-9, IC2-13, IC3-13
IC1-1, IC2-6, IC3-4
IC1-2, IC3-2
IC1-3, IC2-11, IC3-1
IC1-4, IC3-5
IC1-8, IC4-1
IC1-10, IC4-13
IC1-12, IC4-5, IC4-9
IC1-13, IC3-11
IC2-3, IC4-2
IC2-8, IC4-12
IC4-3, IC4-4
IC4-10, IC4-11

---

Of course, there is a much simpler -though more expensive- way to build the necessary circuit. If we express R, L, D and U in terms of Maxterms of (X,Y,Z,W), then we have:

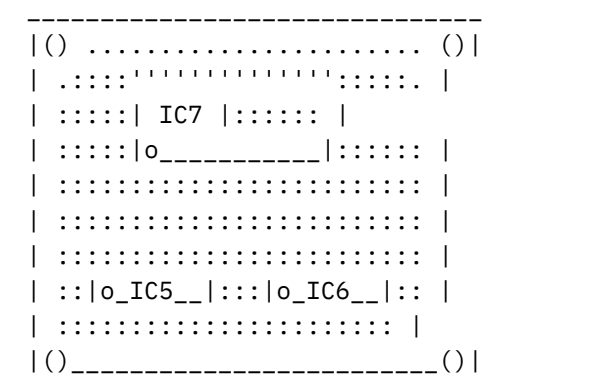
R=M6.M7.M13 L=M9.M11.M14
. = AND
D=M11.M13.M14 U=M3.M7.M11

Look at the table. You will see that the Maxterms correspond to the 4-digit binary numbers XYZW for which the respective variable (R, L, D or U) is 0.

Now, instead of the 4 ICs (and the optional 14-pin IC sockets) you will need:

- 2 74LS11 ICs (3xAND-3) (IC5 and IC6)
- 1 74LS154 IC (4-to-16 decoder) (IC7)
- 2 14-pin and 1 24-pin IC sockets (optional)

Now, solder the sockets (or the ICs) on the PCBoard.




Now, soldering the jumpers, make the following connections:

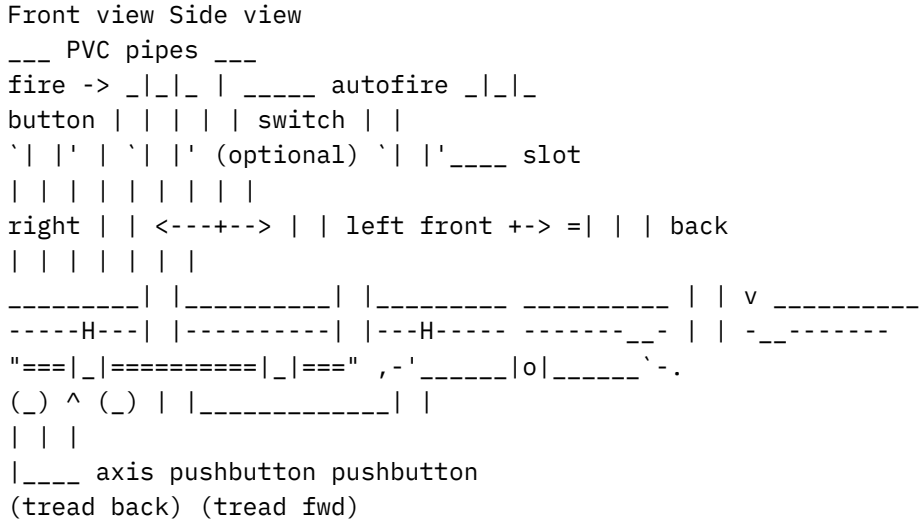
+5V: joy7, IC5-14, IC6-14, IC7-24
GND: joy8, IC5-7, IC6-7, IC7-12, IC7-18, IC7-19, ground of pushbuttons
R: joy4, IC6-12

L: joy3, IC6-6
D: joy2, IC6-8
U: joy1, IC5-8
FIRE: joy6, trigger of (all) firebutton(s)
X: switch X, IC7-20
Y: switch Y, IC7-21
Z: switch Z, IC7-22
W: switch W, IC7-23
M3: IC7-4, IC5-11
M6: IC7-7, IC6-1
M7: IC7-8, IC6-2, IC5-10
M9: IC7-10, IC6-3
M11: IC7-13, IC6-5, IC5-9
M12: IC7-14, IC6-9
M13: IC7-15, IC6-10, IC6-13
M14: IC7-16, IC6-11, IC6-4

---

If you're using sockets, then now you can place the ICs on them.
You can include an autofire switch in the design, if you want. You could
also have the two pots (joy5 and joy9) being used for anything you can
imagine.

For the levers, you can use PVC piping. You could also use wood or metal,
but the PVC pipes have the advantage that they are hollow, which allows
you to pass the wiring through them. I would suggest the following
arrangement:


Front view Side view
___ PVC pipes ___
fire -> _|_|_ | _____ autofire _|_|_
button | | | | | switch | |
`| |' | `| |' (optional) `| |'____ slot
| | | | | | | | |
right | | <---+--> | | left front +-> =| | | back
| | | | | | |
_____| |_____| |_____ _____ | | v _____
-----H---| |-----| |---H----- -------__- | | -__-------
"===|_|=========|_|===" ,-'______|o|______`-.
(_) ^ (_) | |_____| |
| | |
|____ axis pushbutton pushbutton
(tread back) (tread fwd)

Make sure the levers will press the pushbuttons when pushed. You will
have to assemble the whole thing inside the casing, making it fit.
Now you're ready to blast those @&%# enemy Automatons!

Marco Antonio Checa Funcke
Botoneros 270
Lima 33

Peru

reachable at jtkirk@urp.edu.pe

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' mailto:mcheca@li.urp.edu.pe,
_H__/_/ jtkirk@usa.net,JTKirk@HoTMaiL.com
'-_____|( http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

# 4190. Re: Laser Printers for A8

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-27 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <3867E7F8.FEBF437D@worldnet.att.net>
Source record: 47883

Larry,

You'll find controlling a laser printer not to be much different then using a dot matrix. What you'll need to do is create some esc code sequences so that you can change fonts, go from landscape and portrait and also do an end of page code to push out the last page from the buffer.

There used to be a huge amount of printer driver packages out and I'm certain if you check the Univ of Mich archives you'll find some, then you just have to customize one of them to your new NEC 870 and you're all set.

I remember when I used to have to create all sorts of printer settings in Lotus 1-2-3 on DOS 3.21 PC's to use the old HP LaserJet 1's, so I'm sure you'll have fun!

Curt

LLpwhite wrote:

> We had a couple of threads on this and ink jet
> printers a few weeks back. FWIW, I did a lot
> of research, and ended up buying a NEC
> SuperScript 870 personal laser printer. It
> was $350 with a $50 rebate (expires 01-02-2000).
> It supports various flavors of Windows and Dos,
> and it prints text files fine with my A8 using the
> Black Box interface. It has a 2 year repair/replacement
> warranty, 8 pages/minute. It is really fast compared
> to my DeskJet 500. The only oddity that I see is
> that it will not eject the last (partial) page from the
> Atari. I have to press the "Operator Panel Button"
> to eject the final page. I also only get the stock "Courier
> 10" typeface when using the A8, but I may figure out
> how to get some others since it has Dos drivers.
> I thought about this long and hard, since I wanted
> at least minimal printing for my Atari. So far, this
> is a great printer. :-)
> Larry White

# 4191. Re: HELP/WTB: schematics for 800xl memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-28 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <84b03a$ae0$1@nnrp1.deja.com>
Source record: 47792

By the way...

"Programs that use the video banking feature of the XE might run on the
modified XL, but the screen display will be wrong."

what programs use this feature? And for that matter what is this
feature? I've never heard the term "video banking" before.

Sent via Deja.com http://www.deja.com/
Before you buy.

# 4192. Re: Laser Printers for A8

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-28 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <3868fb1d@news.iglou.com>
Source record: 47793

```
On 1999-12-27 llpwhite@cs.com(LLpwhite) said:
>to my DeskJet 500. The only oddity that I see is
>that it will not eject the last (partial) page from the
>Atari. I have to press the "Operator Panel Button"
>to eject the final page.
Try sending a form feed (chr$(12) or control-L) after the last page.

Net-Tamer V 1.08X - Test Drive
```

# 4193. Re: Atari 8-bit Emulation on PCs

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-28 00:00:00 UTC
From: mr_maddog@my-deja.com
Message-ID: <84b6bt$f0i$1@nnrp1.deja.com>
Source record: 47794

I play games on my 8-bit emu from time to time. But I'm getting into assembly programming as well. With Atari800Win, cross assembler, and Notepad I can have a complete intergrated enviroment that makes things faster and easier. I'm also have plans for adding an APE interface so I can use my 130XE as well.

Don't think I use any applications since I never did on my 8-bit, except for Mighty Lister from Antic :) but I would love to run Diamond OS on an emulator with mouse support.

Eric Noss
a.k.a
Mr. Maddog

Sent via Deja.com http://www.deja.com/
Before you buy.

# 4194. 1050 IS Plate mod

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-28 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <84b3rq$sf9$1@epos.tesco.net>
Source record: 47795

Still looking for a set of docs to go with this 1050 drive mod. Made in England, marketed by CHIPS in worthing, willing to pay. swap, trade, anything to get a set of the docs.

Richard

## 4195. Crypt of the Undead

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-28 00:00:00 UTC
From: leaver@netinfo.com.au
Message-ID: <84b7m0$4jc$1@bomb.dynamite.com.au>
Source record: 47796

I have a copy of this somewhere, on the original disk, but I'm not certain that the program is strictly original.

Something nasty happened to the disk and I had to reconstruct it. As the game was written in Atari Basic this was not too hard to do, but I'm talking ancient history.

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

# 4196. FS: FA: atari power supply.

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-28 00:00:00 UTC
From: "Keatah@worldnet.att.net" <Keatah@worldnet.att.net>
Message-ID: <38692EC8.E45A0708@worldnet.att.net>
Source record: 47797

I haven't a clue as to what this supply goes to other than that its for atari hardware. I also don't know what to price it at as. if its too high, complaints are welcome :-)

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=226263039

# 4197. How do I load an ATR file into the emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-28 00:00:00 UTC
From: Denis Voitenko <denis@o3m.com>
Message-ID: <4Aaa4.6854$Mz6.1361104@news1.rdc2.pa.home.com>
Source record: 47798

Hello,

I've had an 130XE for a while, when I was a kid. Now I found an emulator at emulators.com and can run it pretty well on my machine. Now, how do I load a game in an ATR format into the emulator? I used to remember that but no longer :-( Please help.

--
Denis Voitenko
denis@o3m.com

# 4198. Re: Atari 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-28 00:00:00 UTC
From: Atari Bob <rwoolley@pacbell.net>
Message-ID: <g2ca4.302$CY1.36757@nntp1-sf.pbi.net>
Source record: 47799

yeah, well.... if it were so easy, I could help you better.

I have seen this problem caused by just about everything in there. Wish I could be more help. Maybe the most likely is the 20 pin chip in U14 or a memory chip.

If you have a scope, look at all the pins of the CPU - check them for legal levels at some point in time, not necessarily all the time. You may see one that does not quite get down below 1.0 volts or above 2.4 volts. This may be your problem, but it does not tell you where it is getting whacked.

Even if you know exactly how the A8 works, if yours is broken, it will do you no good. You need to know where and when it went wrong - a tough row to hoe.

That's why I have 50 spare 1200XL boards..... :)

Bob

Russg wrote in message <385baf80$0$84816@news.voyager.net>...
>('Green Screen 1200 XL).
>What I do/did was have a complete set of LSI, five I think. And swap all
>them with known good ones. Then I guess you could even start swapping
>the little chips if the big ones don't fix it, again from a working,
>socketed
>board. If that doesn't work, then I use a logic probe and compare two
>computer boards of the same type, 1200 XL in your case, point by point
>and try to locate a difference. I have an oscilloscope, but Bob Woolley
>hasn't posted what to look for with it, so I haven't faintest how to use
it.
>Bob Klass probably could give some ideas also. I've had some success
>this way. I fixed a 800 doing this logic probe compare stuff and found a
>faulty networked resistor.
>Of course it helps if you know what you're doing, which I pretty much
don't.
>If Bob Woolley or Bob Klass would publish a repair manual, like how the
>A8 works, it would be of great interst to a lot of A8 fans. I have the
>Sam's PhotoFact manuals for the 800 XL, 130 XE and ST. It's fun to
>look at the schematics, and Sam's has somewhat of a procedure to follow.
>Russg, rambling on
>
>

# 4199. Re: Keyboard problem

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-28 00:00:00 UTC
From: Atari Bob <rwoolley@pacbell.net>
Message-ID: <fqca4.307$CY1.39040@nntp1-sf.pbi.net>
Source record: 47800

the keys on the right side mostly??

we can fix that...

remove all the little tiny screws from the back of the keyboard - carefully.

remove the back of the keyboard itself - carefully.

see how they connect to the film? it's just uses the pressure from the back cover to make contact with the film contacts themselves.

clean the contacts with a little, tiny bit of alcohol - pure alcohol, not some drugstore stuff. if you can't get pure (91%) alcohol try RadioShack for tape head cleaner or some such. this is NOT mandatory, so don't use something that will make it worse - just wipe it off with a Q-tip.

peel off the film - very, very carefully. make a note of how it goes back on here....

see the plastic body mold? look at it where the contacts meet - this supplies the normal contact force for the "connector". It is a straight bar right accross the contact area. you must add a little tape just to this area, nowhere else, to increase the normal force. I use #33 Scotch electrical tape - ONE layer. cut it to fit just on the bar. This is about .007" of tape I believe.

put it all back they way you found it - carefully.

works perfect now.

Bob

(I have 50 spare keyboards, too.... :) they go bad just sitting in the original shipping crate)

just another john wrote in message <19991224152044.03238.00001442@ng-fv1.aol.com>...
>I have an Atari 1200XL. When I pulled it out the other night to play some of my
>old games from Antic, I noticed that several of the keys don't work. IS there
>anything I can do to fix this?
>
>just another john
>
> " I'd rather spend my time looking at the sky than listening to Whitney
>Houston." Robert Smith

# 4200. Re: Laser Printers for A8

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-28 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3868A67F.ED48A95A@ix.netcom.com>
Source record: 47801

LLpwhite wrote:
>
> We had a couple of threads on this and ink jet
> printers a few weeks back. FWIW, I did a lot
> of research, and ended up buying a NEC
> SuperScript 870 personal laser printer. It
> was $350 with a $50 rebate (expires 01-02-2000).
> It supports various flavors of Windows and Dos,
> and it prints text files fine with my A8 using the
> Black Box interface. It has a 2 year repair/replacement
> warranty, 8 pages/minute. It is really fast compared
> to my DeskJet 500. The only oddity that I see is
> that it will not eject the last (partial) page from the
> Atari. I have to press the "Operator Panel Button"
> to eject the final page. I also only get the stock "Courier
> 10" typeface when using the A8, but I may figure out
> how to get some others since it has Dos drivers.
> I thought about this long and hard, since I wanted
> at least minimal printing for my Atari. So far, this
> is a great printer. :-)
> Larry White

Larry,
I use to have that problem in Win3.1x. I simply mad a text file with a form feed character in it and a batch file that would copy FF.ASC to LPT1:. The batch tile was called f1.bat so all I had to do was type f1 [return] and it would feed the page. That was with an HP LJ III. Of course, that character could be placed at the end of a document that you are printing and should work the same way.
--
Robert S Ely - BICSI Registered Cabling Technician - Communications Systems Technician
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

# 4201. Re: HELP/WTB: schematics for 800xl memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-28 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s6irnoi95k2168@corp.supernews.com>
Source record: 47802

<danver@halcyon.com> wrote in message news:84b03a$ae0$1@nnrp1.deja.com...
> By the way...
>
> "Programs that use the video banking feature of the XE might run on the
> modified XL, but the screen display will be wrong."
>
> what programs use this feature? And for that matter what is this
> feature? I've never heard the term "video banking" before.
Envision from Antic was one. IIRC, it just forced the display such that
switching between ram banks for user programs and display memory would be
automatic.

# 4202. Re: Atari tech request

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-28 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38697F30.4EA0E1A1@worldnet.att.net>
Source record: 47803

Hi Eli,

I have the full technical documentation and schematics of most of the
Atari 8-bit chipset in the articles section of the Atari Archives on the
Atari Historical Society website:

http://www.atari-history.com/articles.html

Curt

Eli-E Babila wrote:

> Hi there,
> I'm looking for information about how the atari 800xl (and variants)
> display system works in details (the C/TGIA and ANTIC chips).
> Any help would be appreciated.
>
> cheers,
> Eli

# 4203. Re: HELP/WTB: schematics for 800xl memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-28 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <38698077.3E934831@worldnet.att.net>
Source record: 47804

I just faxed a complete set of instructions on doing both an 800XL memory upgrade with schematics and 1200XL upgrade to Jason Worley, I will fax it over to 1 or 2 more people if you'd like, I don't have time right now to make a PDF or do an OCR and correct it, so if someone else will please do this and post it onto a website or up onto the uMich archives then please do so. Email me and I'll pop the pages into the fax and shoot them off to a few more people.

Curt

danver@halcyon.com wrote:

> I've seen this mod posted before and considered wiring it up myself,
> but my machine is a 1200XL...
> Steve, or anyone out there, do you know what you have to change in this
> document for it to work on a 1200XL? Please respond with specific
> changes to the document Steve posted,
> Thanks for the help
> Dan
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

# 4204. Atari 2600-5200-7800 Sega Master System & More For Auction

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-28 00:00:00 UTC
From: "Mr. Lee" <mrlee@ok.freei.net>
Message-ID: <qcU94.22904$xC4.136923@newshog.newsread.com>
Source record: 47884
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,alt.atari-jaguar.discussion,alt.games.apogee,alt.games.video.classic,comp.sys.atari.8bit

http://auctions.yahoo.com/user/sega_master_system

## 4205. Atari tech request

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-28 00:00:00 UTC
From: Eli-E Babila <artcore.eba@flashmail.com>
Message-ID: <3868783C.7D10E9F2@flashmail.com>
Source record: 47885

Hi there,
I'm looking for information about how the atari 800xl (and variants)
display system works in details (the C/TGIA and ANTIC chips).
Any help would be appreciated.

cheers,
Eli

# 4206. Re: Laser Printers for A8

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-28 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.991228010005.10772B-100000@vtn1>
Source record: 47886

On 27 Dec 1999, LLpwhite wrote:

> .... The only oddity that I see is that it will not eject
> the last (partial) page from the Atari. I have to press
> the "Operator Panel Button"....

I hope this isn't being too obvious but have you ensured that your text
ends with a form feed character (12)?

> .... I also only get the stock "Courier 10" typeface....

Try some of the DeskJet font selection sequences. A large percentage of
lasers are compatible with HP's PCL.

jkp

# 4207. Re: Atari tech request

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-28 00:00:00 UTC
From: karolj_nadj@web.de
Message-ID: <38689287.2799486@news.s-direktnet.de>
Source record: 47887

take a look onto my site, maybe there are some infos you could need:

http://www.s-direktnet.de/homepages/k_nadj/main.html

and please give me a feedback in the guestbook...

thanx!

papa, heaven/taquart

On Tue, 28 Dec 1999 10:43:40 +0200, Eli-E Babila
<artcore.eba@flashmail.com> wrote:

>
>Hi there,
>I'm looking for information about how the atari 800xl (and variants)
>display system works in details (the C/TGIA and ANTIC chips).
>Any help would be appreciated.
>
>cheers,
>Eli
>

## 4208. Why Atari is still the best

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-28 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <84aa1m$qnc$1@nnrp1.deja.com>
Source record: 47888

The interesting thing I wish to mention, Is that the PC/games console fraternity
(unfortunately I now count myself as one of them, as I also own a playstation and an Amd K6/2 400 64meg, shitty windoze 95 (Atari o/s and TOS are much better,
and I still use and own to this day and that the PC/playstation will never replace
my love fo Atari, PC is too obsolete itself) anyway this PC/games console fraternity
is constantly putting down the Atari format, but what they forget is that a large amnount of the technology the games sonsoles/PC currently uses can
actually be traced back to technology that Atari pioneered, created or were inovators/inventors of, for example, the concept of the 'Plug in and Play' PC, is actually based on the design concept of the original a800/a400 systems
In that these first atari systems featured a removable CPU board/card (a bit like replacing a pentium with a P2 or 3) , a removable personality board/card which contained either a c/gtia and antic and pokey chip (a bit like upgrading existing graphics/sound cards in today's pc's), crappy o/s (windoze) which is almost as old as the original a800/a400 systems, as windoze/mac os and variants (workbench and tos incl.) are all based on smalltalk from xerox, an o/s or language designed in 1980 by alan kay (ex atari)
PC memory bank switching, originally invented by Atari (according to IBM's patent website)
USB- the latest, hottest, in thing in todays PC scene, isn't just based on the Atari SIO protocol's, but from what I was told was actually patented and designed by the same person (JOE DECUIR- who also designed pokey and the greatest video game ever- and you can forget that crap about sonic, supermario tomb raider or quake they are mere pretenders, I'm talking real computers games like STAR RAIDERS)
Then we have the concept of the removable memory module (also refered to as the 'plug in' memory module) also called simms,dimms and sipps , again this is based on 2 atari inventions the removable ram cartridge for the vcs, and the modular design of the A800 and A400 memory system, as the a800's plug in memory modules are actually based on the concept from various reserch and development projects from the vcs technology (both the concept of plug in/removable cartriges and prgrammable cartridges and initial stages of research/development into plug in memory modules all came out of Atari's vcs technology, including atari's concept of the custom made chip ie shifter/glue/antic c/gtia/tia pokey, and the technology behind the Jag, Panther and lynx/falcon
I would infact go as far as saying that if it wasn't for Atari, most if

not all of modern
computer and video games hardware technologies would not exist, infact companies like IBM, DELL, COMPAQ, SONY, SEGA and NINTENDO and the rest own a substancial ammount of their success to Atari
I would actually go further and say the if your'e buying sega's, nintendo's, sony's, dell's, compaq's hardware, all your'e actually buying is Atari's technology, or Atari designed technology, manufactured by someone else in someone elses electronic box.. unless you beg to differ

Anyway I can only hope that come the millenium, come's the second coming, Atari that is, and not the late JC
In saying that while atari are still under the ownsership of the crap they call hasbro, you got more chances of seeing the next millenium (1.1.3000), winning the UK national lottery (est. at 14-16 million to one) or seeing humans travel at the speed of light within the next 150 years (186k m/sec), then you have of seeing that crap they call hasbro doing anything positive with atari, Atari a software company, yeah just like Sega manuf's. jeans of nintendo makes soap powder and unilever make tv's... Wake up Hasbro and smell the coffee

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# 4209. Re: Atari tech request

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-28 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3868A7FD.567210A9@ix.netcom.com>
Source record: 47889

Eli-E Babila wrote:
>
> Hi there,
> I'm looking for information about how the atari 800xl (and variants)
> display system works in details (the C/TGIA and ANTIC chips).
> Any help would be appreciated.
>
> cheers,
> Eli

Eli,
Pretty much everything you need to know about C/GTIA would be found in
De Re Atari and the Hardware manuals for the particular machine. I
believe some of this is available on-line somewhere and is definitely
available for purchase at http://www.myatari.com.
--
Robert S Ely - BICSI Registered Cabling Technician - Communications
Systems Technician
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

# 4210. Re: Fast Squareroot/Multiplication/Division routines

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-28 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.946387898@math.tu-berlin.de>
Source record: 47890
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.cbm,de.comp.sys.atari,t-netz.c64,t-netz.rechner.atari.8bit,t-netz.rechner.c64+c128.diskussion,t-netz.rechner.c64+c128.quellen

Brix <Brix@Plush.DELETETHIS.de> writes:

>Thanks, I searched dejanews for it, but found nothing I can use.
>I need a complete sourcecode in assembler to cut and paste.
>Hm, maybe some other guy can help?

Here's a integer square root algorithm for the MC68K. Shouldn't be too hard
to port it to the 6502, I'd say. In case something's not clear about it,
feel free to ask.

```
;****************************************
;** SqrtInt: Fast Algorithm for calc. **
;** the square root **
;** here for 32 bit integers **
;****************************************
Start: ;this is for testing purposes only
move.l #$f4237842,d0
bsr SqrtInt
move.l #$734b8229,d0
bsr SqrtInt
move.l #$14ac9,d0
bsr SqrtInt
rts
SqrtInt:
saveregs d2-d5

moveq #0,d2 ;Q=0 -> kept as Wï¿½
moveq #0,d3 ;Z=0 -> new approximant
moveq #1,d4 ;W=0 -> final root (almost)

for.l #16,d1
lsl.l #2,d2
add.l d4,d4
subq.l #1,d4

add.l d0,d0 ;I to the left
roxl.l #1,d3 ;shift carry into Z
add.l d0,d0
roxl.l #1,d3

move.l d2,d5
add.l d4,d5
cmp.l d3,d5
bhi.s .nothing
```

```
addq.l #2,d4
move.l d5,d2
.nothing:
next d1

subq.l #1,d4
move.l d4,d0
lsr.l #1,d0
loadregs
rts
```

Registers d0 to d7 are data registers and hold 32 bits of integer.
"for" is a loop, here for 16 iterations (the number of bits in the result).
"move" moves the left operand to the right one. "lsr" is "logical shift right",
shifts the LSB into the carry, but does not shift in the carry into the
number, but a zero. "lsl" shifts leftwards, the amount given in implicit
addressing. Again, the MSB goes into the carry, the LSB will be blanked.

"cmp" compares two operands, the right one with the left one, sets carry
accordingly (and just the other way round compared to the strange 6502 carry
logic). "bhi" means "branch if higher than". "add" and "addq" are addition
commands, adds the left operand to the right one, NOT including the carry, but
setting the carry. "roxl" shifts leftwards, thru the carry like the 6502
rol does, except that it is 32 bit. "subq" and "sub" subtract the left
operand from the right one, again ignoring the carry, but setting it.

Nice exercise to think about how this algorithm works. I leave this as an
exercise to the reader. ((-;

Greetings, Happy New Year,

Thomas


```
_____________don't_cut_here,_it_could_damage_your_terminal_____________________
_______ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____________________________________________________________________________
```

# 4211. Re: HELP/WTB: schematics for 800xl memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-28 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <84autf$9i3$1@nnrp1.deja.com>
Source record: 47891

I've seen this mod posted before and considered wiring it up myself,
but my machine is a 1200XL...
Steve, or anyone out there, do you know what you have to change in this
document for it to work on a 1200XL? Please respond with specific
changes to the document Steve posted,
Thanks for the help
Dan

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## 4212. ROM?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-29 00:00:00 UTC
From: Denis Voitenko <denis@o3m.com>
Message-ID: <jfia4.6966$Mz6.1368273@news1.rdc2.pa.home.com>
Source record: 47805

Can someone supply ROM images for 130XE? I have the original machine so I do not think it'd be illegal to do. Send them to the email below, please.

--
Denis Voitenko
denis@o3m.com

# 4213. Cambridge, UK: Old Commodore and Atari bits

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-29 00:00:00 UTC
From: Mark Carroll <markc@chiark.greenend.org.uk>
Message-ID: <MJC*lgNgo@news.chiark.greenend.org.uk>
Source record: 47806
Cross-posted to: comp.sys.cbm,alt.c64,comp.sys.atari.8bit

In article <946409131.15926.0.nnrp-13.9e98ea3a@news.demon.co.uk>,
Brian Watson <misc@spheroid.demon.co.uk> wrote:
>
>Mark Carroll <markc@chiark.greenend.org.uk> wrote in message
>news:e7x*h3Igo@news.chiark.greenend.org.uk...
>> We have a Commodore 64 and a CBM 8250 dual disk drive (interesting
>> thing with twin processors that share memory) that may work, and a
>> classic Atari videogame console with games and NTSC output. They will

(and a probably-working Brother daisywheel printer)

>> be disposed of if no-one can collect them from Rock Road on the

(in Cambridge, UK)

>> afternoons or evenings of the 30th or 31st. If you're interested, call
>> us on (01223) 502932. Of course, they're free.

(We don't have time to deliver or mail; you must collect.)

>Suggest you cross-post this to comp.sys.cbm and alt.c64, both of which have
>readers from the Cambridge area.

Sure - thanks.

-- Mark

# 4214. Re: HELP/WTB: schematics for 800xl memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-29 00:00:00 UTC
From: Andre Bullock <avb6567@worldnet.att.net>
Message-ID: <3869C9E6.3AFF8628@worldnet.att.net>
Source record: 47807

Also remember he (Jason) will need a modification for his system DOS to see the extra memory; I recall there was one written to AtariDos 2.5 that presented the extra memory as devices D7: and D8:, two single density ramdrives. I used to run ACTION! on my Rambo'ed 800XL back in the mid / late 80's.

Maybe one of the later versions of SpartaDos also supported memory upgrades above the 128K of an Atari 130XE, I just cant remember now.

I don't know if I could find a diskette to help out, but someone should.

AB

Curt Vendel wrote:

> I just faxed a complete set of instructions on doing both an 800XL memory
> upgrade with schematics and 1200XL upgrade to Jason Worley, I will fax it
> over to 1 or 2 more people if you'd like, I don't have time right now to
> make a PDF or do an OCR and correct it, so if someone else will please do
> this and post it onto a website or up onto the uMich archives then please
> do so. Email me and I'll pop the pages into the fax and shoot them off
> to a few more people.
>
> Curt
>
> danver@halcyon.com wrote:
>
> > I've seen this mod posted before and considered wiring it up myself,
> > but my machine is a 1200XL...
> > Steve, or anyone out there, do you know what you have to change in this
> > document for it to work on a 1200XL? Please respond with specific
> > changes to the document Steve posted,
> > Thanks for the help
> > Dan
> >
> > Sent via Deja.com http://www.deja.com/
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# 4215. Re: Atari 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-29 00:00:00 UTC
From: sup8pdct@mail.cth.com.au
Message-ID: <olg28mVLDrMR-pn2-HS8YlMclvZql@di03-ks.cth.com.au>
Source record: 47808

On Tue, 28 Dec 1999 23:50:51, "Atari Bob" <rwoolley@pacbell.net>
wrote:

> yeah, well.... if it were so easy, I could help you better.

The old chip swap works for me.

> That's why I have 50 spare 1200XL boards..... :)
>
> Bob
Ge bob you dissapoint me. I thought you would have had a few more then
50.
Would not supprise me if you have all 50 hooked together to from a
super computer:) Imangin, 50 antic chips working together. Wow

James B

# 4216. Re: 8031

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-29 00:00:00 UTC
From: Peter Pachla <my.name@wintermute.org.uk>
Message-ID: <84creq$hlb$1@gxsn.com>
Source record: 47809

Hi Greg,

> The bit set/clear instructions are quite handy....
>....The biggest problem was the lack of a 2nd dptr...

Quite, that would've solved a lot of problems!

I'd actually been working with the Z8 before the 8051 work came up. The Z8 is NICE, more registers than you could shake a stick at and you could pair up the registers and use them as pointers into RAM whenever you needed.

> I guess its ultimately a question of personal preference-
>I've always enjoyed the x86....

Absolutely, I disliked 6502 assembly language when I first learnt it in '83 (I was coming from a mainly Z80 background, with a smattering on 8086 and 9900) but I quickly came to love it's simplicity.

I just can't get myself into the x86 "mindset" though, I used to be able to write x86 assembly but it didn't come naturally, IYKWIM?

> I'd love to try a 860 sometime- I spent a while reading its
>datasheets and it as I recall, it sounded cool....

I must admit that I don't recall an awful lot about it now, other than I thought it was one of the nicest processors I'd used. I worked with the 860 for only about two weeks in '93, just when I was really getting to grips with it the project was cancelled due to lack of funding - more like they realised that using an i860 was pure overkill and the cost of the finished product would be WAY too high as a result IMHO.

>....Have you ever worked with a 29K?

No, actually I've never come across it at all.

> Unfortunately, I don't get much chance to do assembly these
>days...

Likewise, my last couple of jobs have been non-programming roles. There isn't a whole lot of assembly language work going on in my neck of the woods now, if I was a C++ or HTML/Java programmer OTOH I'd have no problem.

It seems that even the few companies around here which still do embedded systems work have switched over to using "C" for various reasons; the thought of device drivers written in "C" makes me cringe. :-(

I'd been keeping in practice recently by dabbling in 6809 and some 6502 on my A8, but annoyingly I've not had any time this past few weeks to work on anything at all.

TTFN - Pete.

--
Spam deflector in effect, edit reply address - it's obvious!

**********
Join "vectrex_dev" today, the new mailing list for Vectrex developers.
Go to http://www.egroups.com/list/vectrex_dev/ to join.
**********

Hardware & Software Engineer. Sound Engineer.
Collector of Arcade Machines, Games Consoles & Obsolete Computers (esp DEC)
--

# 4217. Need Super Archiver Docs

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-29 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <84bvd8$kbq$1@news.ihug.co.nz>
Source record: 47810

Hi, I have an 'kiwi' Super Archiver version 3.02 or something like that,
I've had it for many years now, but I cant for the life of me, find the
docs for it. Has anyone got a copy online somewhere? I need info
on exactly what it can do, and how to do it. I've never used it for
anything other than copying protected disks, which it does excellently.
But I heard it can do more...

Any help appreciated...

Aaron

Maintainer of Holmes Atari 8bit Games
http://homepages.ihug.co.nz/~aaronat/atari.html

# 4218. Re: 8031

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-29 00:00:00 UTC
From: Greg Menke <menkesjg@erols.com>
Message-ID: <s6k87ijs5k2170@corp.supernews.com>
Source record: 47811

> I'd actually been working with the Z8 before the 8051 work came up. The Z8
> is NICE, more registers than you could shake a stick at and you could pair
> up the registers and use them as pointers into RAM whenever you needed.

I've done a fair bit with PICs- using a macro assembler to avoid the rather, shall we say, interesting native instructions. The PIC bank selects regions of RAM, though any ram location can be used in any instruction- is the Z8 arranged similarly?

> > I guess its ultimately a question of personal preference-
> >I've always enjoyed the x86....
>
> Absolutely, I disliked 6502 assembly language when I first learnt it in
'83
> (I was coming from a mainly Z80 background, with a smattering on 8086 and
> 9900) but I quickly came to love it's simplicity.

As I recall, the only thing I didn't like much about the 6502 was the small # of registers- and a missing transfer instruction between X or Y (of which I don't remember the details). I really like the indexed addressing- but the hardwired stack is somewhat objectionable.

>
> I just can't get myself into the x86 "mindset" though, I used to be able
to
> write x86 assembly but it didn't come naturally, IYKWIM?

OK, what is IYKWIM? ;)

Well the Lisp people say a mind stretched to learn something new never reverts to its former state, which is why people shouldn't use C++- so maybe not knowing x86 isn't so bad. I do remember slaving away trying to understanding the x86 indexed addressing, though half the trouble was Intel's rather loose syntax. Borland's Ideal mode rationalized the indexing syntax and made it MUCH easier (for me at least) to learn. Its kind of funny, they even added a "bugs" option which caused their assembler to duplicate masm's problems...

> It seems that even the few companies around here which still do embedded
> systems work have switched over to using "C" for various reasons; the
> thought of device drivers written in "C" makes me cringe. :-(

I wonder about the "savings" and "simplification" gained by the use of C/C++ over assembly in embedded work sometimes. Granted, non-critical logic can be vastly simplified by using C over assembly, but doing the nasty critical routines in C/C++ can be asking for trouble. Using C/C++ immediately requires more/faster hardware- but I guess companies like it because there

are more programmers who can do it. I think the hidden cost is that the more plentiful C/C++ programmers also don't know very much about the realities of making hardware go. A nice firmware development environment and high level language is helpful but it won't detect or fix a flawed design or poor implementation.

My dad bought a very nice $6000 computer controlled telescope mount last summer, and the hardware is wonderful, very well designed, built, stable and precise. But the firmware is execrable. Even simple things like pressing the button to choose a menu item; if you hold the button too long, it starts recursing down the menu heirarchy. Or, there are menus you can't get out of, and key mappings don't follow the least suprise method as the mount's operating modes change. Thats before the thing crashes, requiring a power cycle to reset (no watchdog on an embedded hardware controller...sheesh) and then you get to realign the mount. Pretty much general dreck. We had occasion to open the box (lightning blew out the circuit board), the thing has at least 3 modern processors, connected by i2c (or 232)- very fancy and efficiently laid out- but the firmware is a travesty, particularly as its been released for at least a year . The company must be a bit embarrased at this point as their reputation is one of selling very high quality products...

> I'd been keeping in practice recently by dabbling in 6809 and some 6502
on
> my A8, but annoyingly I've not had any time this past few weeks to work on
> anything at all.

Nothing like holidays for soaking up time better spent elsewhere... ;)

Gregm

# 4219. Re: How do I load an ATR file into the emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-29 00:00:00 UTC
From: karolj_nadj@web.de
Message-ID: <386a2500.2096596@news.s-direktnet.de>
Source record: 47812

is the pcxformer a "non" atr-compatible emulator because it uses own
xfd-image-format?

try atari800win or xlit... they are miles better imho

papa, heaven

http://www.s-direktnet.de/homepages/k_nadj/main.html

On Tue, 28 Dec 1999 22:11:12 GMT, "Denis Voitenko" <denis@o3m.com>
wrote:

>Hello,
>
>I've had an 130XE for a while, when I was a kid. Now I found an emulator at
>emulators.com and can run it pretty well on my machine. Now, how do I load a
>game in an ATR format into the emulator? I used to remember that but no
>longer :-( Please help.
>
>--
>Denis Voitenko
>denis@o3m.com
>
>
>

# 4220. Re: 1050 IS Plate mod

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-29 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <84dboi$v0o$1@nnrp1.deja.com>
Source record: 47813

In article <84b3rq$sf9$1@epos.tesco.net>,
"Richard Daley" <Richard.Daley@tesco.net> wrote:
> Still looking for a set of docs to go with this 1050 drive mod. Made
in
> England, marketed by CHIPS in worthing, willing to pay. swap, trade,
> anything to get a set of the docs.
>
> Richard
>

Yo! richard, nice to hear from you again, as I said last time I used to belong to the now defunct Atari user group London A.C.E, one of the founders, Peter Mattock (previously with Gladdin house and Computerhouse- of o/s controller card and super archiver fame) used to own this drive, I believe that he sold his drive and any connection with the Atari scene to a bloke living near Manchester (dodgy northern town- UK) who I actually met at a previous AMS show in stafford, I gave this character my details as I was interested in acquiring all the original gladdin house original PD disk Masters, Haven't heard from him since I also remember sending you some requests last time- please respond with another email and I will give you my home tel. no, as I need to know if you can help
Also because I need to contact peter and see if he still has the details of this Atari user near Manchester, so I can contact him on your behalf
If you wish to call me I will be back at work on tuesday 4th Jan. tel 0171 696 8314 (switchboard) bet. 2pm and 830pm London time (if your'e receiving this outside the UK)
>
Have a nice millenium (make my millenium)

Carmel A

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# 4221. PC emulators and the Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-29 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <84df43$1mg$1@nnrp1.deja.com>
Source record: 47814

Having just got a PC recently, and still own a lot of A8 gear (tapes/loads of disks and type in mag listings), my PC being an Amd k62/400 (I don't know what P rating the k6-2 is) it comes with 4.1gig hard one, 64meg ram, voodoo 2 banshee card, and a half decent sound card so I'm told, anyway I've played arround with the commodore 64 emul's. and 4000 games (I only had a 64 for brief peroids as it was my older brother who was more into the 64 then I was, also played arround with snes and megadrive emul's as well (is there a megadrive emulator that has a built in pro action replay, or a version of d/gen, k/gen or genesyst has has a built in PAR (pro action replay), much like Zsnes the super nes emul's which has the above... Anyway it was while I was playing around with these emulators, That I remember an emul. I had on the STE called xformer, I have it's PC eqivalent PCXF v3.50, The joystick routine needs calibrating (its shitty and has a mind of it's own- the sound repro is inconsistent) apart from that it's not bad, it's just a shame that BRA soft now known as emulators inc. never supported the xformer cable, anyway I've heard of Rainbow, Pokey/f, XL It, Atari800, but I have a problem or numerous problems regarding how to get these emulators up and running so to speak
the instuctions supplied with some of these emulators are a joke especially when it comes to explaining how to get the emulator running, I have all the roms, Atari800, Atariosb, Ataribas, Atarixl/xe etc, I have have sporadic success in getting anything from pokey and atari800 emuls, Atari800 keeps on telling me it cant find my roms, and yet I done exactly what the instuctions asked me to, I just need to now though I there any difference in creating working versions of these emuls thru windows or msdos (or does anyone have better instuctions then the crap and somewhat skimpy instructions supplied with these emulators)
The other problem I have with pokey or was it a800 is that whenever you try and load a new .atr the system crashes or aborts, stating a bad disk image, I've almost given up trying to get rainbow to run because, I've done exactly what the instructions stated, regarding getting the emulator running, and it is still telling me it cant find my roms, does windows use different file\directory\sub.dir. pointers to msdos and visa versa, now I understand that you can't expect the earth form PD or shareware programs, but surely the authors of pokey, rainbow, xlit, a800 etc could extend the common courtesy and decency in actually supplying detailed instructions to compliment their creations, instead of the half hearted attempt that they'd supplied, as I've always said if your'e going to do something, or produce something you might as well do it properly or not at all. This is not meant to 'slag off' or put down their creations but surely the authors would aggree with me in that it's best to provide detailed foolproof instructions then none at all, and much better then what they've already given us

The other difficulties i've had is with xl-it , pertain to how to get .atr images loaded, who the hell the author could'nt use the same methods as per pcxf i dont know, perhaps the author would be kind enough not only to explain why the complicated method of getting an .atr image loaded, and also perhaps detailed instruction as to how to get .atr images loaded, if you saw what i meant, you'd agree with me in that it's a joke... The xl-it package further lets itself down by stating that it supports the APE system, but not the .PRO format, which is, in itself a contradiction in terms as the APE system and .PRO format are one of the same thing (perhaps the author would be kind enough to not only explain himself but also decide that if he intends to support APE, then why not do it properly and support the .PRO format, or drop APE support altogether, because as it stands supporting APE but not the PRO format is a contradiction in terms.. How about clearing this one up
Ofcourse, if anyone has managed to get these emulators working (MSdos or windows format) I'd be most interested in obtaining working versions, I would also be interested if someone would be kind enough to convert my STXFormer cable to APE Pro cable as I've been told it can be done

Keep the atari faith

carmel A

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# 4222. Re: 1050's on STs

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-29 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <84dg4j$2fl$1@nnrp1.deja.com>
Source record: 47815

In article <386332ed@athene.hdm-stuttgart.de>,
phantomm@kih.net (Phantomm) wrote:
> When using the software that allows a Atari 1050 to be connected to
> a Atari ST for transfering Atari 8-bit files to the ST. Does it matter
> if the 1050 disk drive is Stock?
>
> Anyone know if a Happy 1050 and/or a US Doubler 1050 can be used also?
>
> Since both of these drives are faster than a stock 1050, I'm not sure
> if timing is important when setting up a 1050 to be used on a ST.
>
> And is there any danger of damaging either the 1050 or the ST when
doing
> this?
>
> Any tips on setting this up correctly is much appreciated.
> URLs for the current software and Pin outs for the cable would also be
helpful.
>
> phantomm@kih.net
>

Yo! Phantomm dude, hows the Atari thing going

Anyway Re: Atari 1050 and the St/fm/e's etc

first of all you'll need a cable similar to stxformer

you'll also need a stxformer software as I remember that it had a
program to x/fer a8 files (basic/text/graphics/dos and boot files) to
the St etc, I cant remember if it was stxf 2 or 3
Also in one of the mega mags (a dutch based disk mag or A8's) it had a
programme allowing you to use any atari drive with an st, I think it
also contained a similar xfer program to stxf 2 or 3, unfortunately you
still need the cable, and also although I have all the mega mags, I cant
remember which one had the program, please refer to abbuc's or fred
meijers web pages for more info

Make my millenium, and I would be interested in hearing if you can use
you st with you A8 1050 drive, please update me on developments

keep the Atari faith

Carmel A

Sent via Deja.com http://www.deja.com/
Before you buy.

# 4223. Re: HELP! Bravo Sierra Needs Your Help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-29 00:00:00 UTC
From: Eric McCormack <earthshaker@midsouth.net>
Message-ID: <386A35E7.342B85C4@midsouth.net>
Source record: 47816
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

With that fact in mind- it is granted that he posts a bit (but
excessively? Not by my reckoning.).
But the problem that he has been posting about isn't funny at all. The
person that Ben is looking for is hammering nails in the Ataris coffin.
Ben is a nice guy that I have gotten parts from on occasion and never
had a problem. Screwing over a nice guy counts as downright EVIL in my
book. He may not have meant it as things do happen, but Ben at least
deserves an explanation. If we don't look out for each other as a
community, who will?

Just my 0.02-

Eric

Sean Connery wrote:
>
> In article <386412D3.27AEAAA1@jps.net>, John Kolak <jkolak@jps.net> wrote:
> >Well, I haven't seen Ben's posts for a long time. In fact I was
> >wondering if he was still around.
>
> Congrats!! Your newsreader has gone sentient and auto-added him to your
> killfile!
>
> The posts are relentless, just like Mav said. Multiple copies, x-posted,
> per week. If you have not been seeing them, your ISP's Usenet feed may be
> lacking!
> --
> -=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
> Desmond Llewelyn, 1914-1999 [] PGP pub key @ http://pgp5.ai.mit.edu

--
Do Not Remove This Tagline Under Penalty Of Law

# 4224. Atari carts for sale. England

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-29 00:00:00 UTC
From: Richard Daley <Richard.Daley@tesco.net>
Message-ID: <84dit3$98i$1@barcode.tesco.net>
Source record: 47817

I have put some of my spare carts onto Ebay UK, please take a look if you are interested, some are uncommon.

Richard

# 4225. WTB: 551 or 1050 floppy drive

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-29 00:00:00 UTC
From: Keith <kmortensen@snet.net>
Message-ID: <84e3hp$ft4$1@nnrp1.deja.com>
Source record: 47818

I am looking for a 551 or 1050 floppy drive. Please email with price
and condition.

Kmortensen@snet.net

Sent via Deja.com http://www.deja.com/
Before you buy.

# 4226. transfering files from PC to 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-29 00:00:00 UTC
From: Keith <kmortensen@snet.net>
Message-ID: <84e3ss$g14$1@nnrp1.deja.com>
Source record: 47819

I have just purchased a 130XE and would like to get some help in
figuring out how to get downloaded files from my WINTEL platform into
my Atari. Serial port, parallel port, connecting an Atari floppy to
the PC?????? I have know idea. There seem to be plenty of WEB sites
to get Atari 8 bit software from, I just don't know how to get it over
to the 130XE from my PC. Any help would be appreciated.

Thanks,

Keith

Sent via Deja.com http://www.deja.com/
Before you buy.

# 4227. Re: PC emulators and the Atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-29 00:00:00 UTC
From: Richard Cortese <ricortes@netmagic.net>
Message-ID: <s6kvoe2l5k255@corp.supernews.com>
Source record: 47820

<carmel_andrews@my-deja.com> wrote in message
news:84df43$1mg$1@nnrp1.deja.com...
> The other difficulties i've had is with xl-it , pertain to how to get
> .atr images loaded, who the hell the author could'nt use the same
> methods as per pcxf i dont know, perhaps the author would be kind enough
Some of the authors started on different platforms i.e. linux.

> a joke... The xl-it package further lets itself down by stating that it
> supports the APE system, but not the .PRO format, which is, in itself a
> contradiction in terms as the APE system and .PRO format are one of the
> same thing (perhaps the author would be kind enough to not only explain
> himself but also decide that if he intends to support APE, then why not
> do it properly and support the .PRO format, or drop APE support
> altogether, because as it stands supporting APE but not the PRO format
> is a contradiction in terms.. How about clearing this one up
APE format is essentially the same as Nick Kennedy's .ATR format. PRO format
is a creation of Steve Tucker for encoding copy protection into disk images
made with his PRO cable. PRO cable<>APE cable, ATR=APE<>PRO.

Steve has decided to keep the encryption method for PRO format proprietary,
which is his right.

> Ofcourse, if anyone has managed to get these emulators working (MSdos or
> windows format) I'd be most interested in obtaining working versions, I
> would also be interested if someone would be kind enough to convert my
> STXFormer cable to APE Pro cable as I've been told it can be done
Would be a major rebuild. SIO2PC/APE cables require a 25 pin serial or 9 pin
serial cable to hook up. The Xf cable was a printer cable, so I think the
gender is wrong. You could still salvage the Atari serial I/O plug and 25
pin hood which would save a few bucks, but the things only cost ~$5-8 to
make anyway if you have a source of Atari cables.

# 4228. Re: Atari 2600-5200-7800 Sega Master Games Intellivision & More!!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-29 00:00:00 UTC
From: Ralph <chad15@home.com>
Message-ID: <386AAC69.DFFC3A85@home.com>
Source record: 47821
Cross-posted to: alt.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.atari-jaguar.discussion,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace

"Mr. Lee" wrote:
>
> http://auctions.yahoo.com/user/sega_master_system

# 4229. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-29 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <24705-386A98BD-8@storefull-173.iap.bryant.webtv.net>
Source record: 47822

thanks for the tip jason,but i contacted virgin,and mastertronics is
gone,they are no longer in operation,so does anyone know if a company is
folded,what happens then,i fully intend to release any game of theres
that i can port over on cart,they did not seem to care what i do with
any mastertronic game,any one have a favorite that they want
done?thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 4230. Wanted: Atari xf551 Disk Drives!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-30 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <84hjjc$qng$1@user2.teleport.com>
Source record: 47742
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I'm looking for 2 Atari xf551 5.25 Floppy Drives for an upgrade
project. If you have what I'm looking for, my E-Mail address is above
and below.

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 4231. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-30 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <386aa949.3072047@news.ds.centuryinter.net>
Source record: 47823

On Sun, 19 Dec 1999 18:36:23 -0800, "M. L. Taylor"
<yj223@victoria.tc.ca> wrote:

>How many software companys care if you copy or download ATARI 8bit
>software from the web FTP?

I'm sure your question is in good faith, but I must warn you of a
couple of points to consider:

1) You cannot get a difinitive answer to that in here.

2) The question often stirs up a big argument with sides forming, none
of which are authoritative in any way.

My suggestion is to do what you need to do and keep it cool.

# 4232. Re: HELP/WTB: schematics for 800xl memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-30 00:00:00 UTC
From: Jason Worley <jasonworley@home.com>
Message-ID: <fzya4.10148$fH.494280@news1.rdc2.tx.home.com>
Source record: 47824

Thanks to everyone who responded, you were very helpful.

Curt Vendel was nice enough to fax me some instructions and schematics. I will be performing the modification over the weekend, and placing the results on my web page.

I have posted the 14-page instructions and schematics here:
http://members.home.net/jasonworley/atari.htm

It also appears that 256k upgrade kits are available from Best Electronics for $11 each:
http://best-electronics-ca.com/
I have ordered a couple of kits, I'll leave feedback on my web page and let you know how they work out.

I will continue to update this page with useful hardware upgrade information as others send it to me, and some helpful pictures, links, schematics, and instructions for the SIO2PC interface and other hardware modifications.

Thanks again.
-Jason

"Jason Worley" <jasonworley@home.com> wrote in message
news:%Ez94.6889$fH.240544@news1.rdc2.tx.home.com...
> I posted several months ago asking for instructions/schematics on performing
> a 256k upgrade on an 800xl. I received a variety of email feedback (thanks
> for those who replied!), but to no avail. Many replies gave hints of where
> to find upgrade kits, or schematics, but all proved fruitless. All places I
> contacted with kits for sale were sold out or "we've got one coming next
> year", and the online schematics/instructions were either unclear or
> referenced an article or other drawing that wasn't provided.
>
> So, again, I am BEGGING for anyone with the schematics, plans, instructions
> or a working circuit to please contact me ! I will buy whatever you have, I
> am dying to upgrade my 800xl ! My ideal purchase would be a Newell or Rambo
> upgrade kit or complete instructions on how to build one. I've got most/all
> of the chips necessary to build one (from what I could find out before), but

> I need some more specific schematics and instructions. I've built a bunch
> of SIO2PC interfaces and am competent reading schematics and building
simple
> to intermediate circuits.
>
> Any help you can provide (or sell me something !) would be GREATLY
> appreciated. I have lots of Atari software and hardware to trade for your
> help, or I can pay you.
>
> Thanks in advance !
> -Jason
> jasonworley@home.com
>
>
>

# 4233. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-30 00:00:00 UTC
From: Jason Compton <jcompton@xnet.com>
Message-ID: <84en2p$lsm$1@flood.xnet.com>
Source record: 47825

Lance Ringquist <Video61@webtv.net> wrote:
: thanks for the tip jason,but i contacted virgin,and mastertronics is
: gone,they are no longer in operation,so does anyone know if a company is
: folded,what happens then,i fully intend to release any game of theres
: that i can port over on cart,they did not seem to care what i do with
: any mastertronic game,any one have a favorite that they want
: done?thanks,
: lance

Typically, a parent company that shuts down a media operation still retains the copyrights to the titles. Also, the original authors may hold copyright--a lot of old 8-bit games were published under agreements that had the copyrights defer back to the original author after X number of years.

--
Jason Compton jcompton@xnet.com

# 4234. Re: How do I load an ATR file into the emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-30 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991230013420.00808.00000562@ng-cf1.aol.com>
Source record: 47826

>is the pcxformer a "non" atr-compatible emulator because it uses own
>xfd-image-format?

apparently, I cannot make Xformer read ATR's - only XFD's, but it handles
double density XFD's. And I can't make XLit boot MyDOS?

You load images either in a list on the command line (eg. xlit
c:\atari\dos25.atr) or from the user interface (F8 on XLit, F11 on Xfromer & F1
on A800)

I actually like Xformer except for its aversion to ATR's.
-Ron

I started life with nothing, and still have most of it left...

# 4235. Re: FS: FA: atari power supply.

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-30 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991230014727.00808.00000565@ng-cf1.aol.com>
Source record: 47827

>I haven't a clue as to what this supply goes to other than that its for
>atari hardware. I also don't know what to price it at as. if its too
>high, complaints are welcome :-)
>
>http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=226263039
>

Yep, definitely XL-XE (not 1200) power brick: 1-4-6 +5v; 3-5-7 Gnd.

I started life with nothing, and still have most of it left...

# 4236. Re: Need Super Archiver Docs

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-30 00:00:00 UTC
From: "News.Netvision.net.il" <ndary@minicom.co.il>
Message-ID: <84ev3a$pnr$1@news.netvision.net.il>
Source record: 47828

i ocr'd the instellation manul of you need it...

i am now in the process of ocr'ing the SCANIT manul

NIR

Aaron Wheeler <aaronat@ihug.co.nz> wrote in message
news:84bvd8$kbq$1@news.ihug.co.nz...
> Hi, I have an 'kiwi' Super Archiver version 3.02 or something like that,
> I've had it for many years now, but I cant for the life of me, find the
> docs for it. Has anyone got a copy online somewhere? I need info
> on exactly what it can do, and how to do it. I've never used it for
> anything other than copying protected disks, which it does excellently.
> But I heard it can do more...
>
> Any help appreciated...
>
> Aaron
>
> Maintainer of Holmes Atari 8bit Games
> http://homepages.ihug.co.nz/~aaronat/atari.html
>
>
>

# 4237. Re: Why Atari is still the best

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-30 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <HHDa4.801$73.8438@typhoon.sonic.net>
Source record: 47829

carmel_andrews@my-deja.com wrote:

: patented and designed by the same person (JOE DECUIR- who also designed
: pokey and the greatest video game ever- and you can forget that crap
: about sonic, supermario tomb raider or quake they are mere pretenders,
: I'm talking real computers games like STAR RAIDERS)

Never heard of this guy. Star Raiders (and POKEY) were by Doug Neubauer.
(see: http://www.sonic.net/~nbs/star-raiders/ )

<snip>
: Anyway I can only hope that come the millenium,

Which, by the way, is only about 370 days away!

-bill!

# 4238. Re: Need Super Archiver Docs

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-30 00:00:00 UTC
From: Aaron Wheeler <aaronat@ihug.co.nz>
Message-ID: <84fb2f$p26$1@news.ihug.co.nz>
Source record: 47830

Yes please. I replied to your email address, but got a reply saying your
address is wrong.
If you could please email me the ocr'ed manual for the archive, it'll be
greatly appreciated.

aaron

News.Netvision.net.il <ndary@minicom.co.il> wrote in message
news:84ev3a$pnr$1@news.netvision.net.il...
> i ocr'd the instellation manul of you need it...
>
> i am now in the process of ocr'ing the SCANIT manul
>
> NIR
>
> Aaron Wheeler <aaronat@ihug.co.nz> wrote in message
> news:84bvd8$kbq$1@news.ihug.co.nz...
> > Hi, I have an 'kiwi' Super Archiver version 3.02 or something like that,
> > I've had it for many years now, but I cant for the life of me, find the
> > docs for it. Has anyone got a copy online somewhere? I need info
> > on exactly what it can do, and how to do it. I've never used it for
> > anything other than copying protected disks, which it does excellently.
> > But I heard it can do more...
> >
> > Any help appreciated...
> >
> > Aaron
> >
> > Maintainer of Holmes Atari 8bit Games
> > http://homepages.ihug.co.nz/~aaronat/atari.html
> >
> >
> >
>
>

## 4239. How do i extract files from a Sparta dos Disk image to a PC file?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-30 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <84fta2$3jg$1@news.netvision.net.il>
Source record: 47831

Does anyone knows what is the fastest way to extract a Bin file from a
Sparta DOS .atr image file?

NIR

# 4240. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-30 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <17061-386B8948-15@storefull-174.iap.bryant.webtv.net>
Source record: 47832

boy this is always the fun part,usually if i am able to get a hold of the actuall owner/owners of a copywrite,they are either laughing at what i say,or they scream at me not to bother them and there busy schedual,they usually curse me,and say that they do not care and hang up,except large companies that still are viable,then theres always lots of paper work,and they usually want money,in that case i just pass on the program,if i am able to get a hold of a person who is just a lone programmer,than i offer a royalty,most pass because the market is so small,or if i cannot find the owner(if there is one),or if we see it in one or more pd list,we publish it,if we can,and if someone steps forward,we offer a royalty,and if thats not satisfactory we pull it off the market,as in virgins case they just don't care,most do not,i think that the retro gaming thing has its limits as far as what is still viable to publish on a new platform,its got to be a legend,or who cares,most companies,or owners cannot even come up with the source code for these programs,let alone any paper work proving who owns it,so most just say yes,and send me a copy of the cart,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

# 4241. Re: 8bit copyright

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-30 00:00:00 UTC
From: Paul Irvine <mclane@dellos.freeserve.co.uk>
Message-ID: <3klrOF88O65eip6zO7xJCqvRnE3q@4ax.com>
Source record: 47833

The other Day Jason Compton <jcompton@xnet.com> wrote:

>Lance Ringquist <Video61@webtv.net> wrote:
>: thanks for the tip jason,but i contacted virgin,and mastertronics is
>: gone,they are no longer in operation,so does anyone know if a company is
>: folded,what happens then,i fully intend to release any game of theres
>: that i can port over on cart,they did not seem to care what i do with
>: any mastertronic game,any one have a favorite that they want
>: done?thanks,
>: lance
>
>Typically, a parent company that shuts down a media operation still
>retains the copyrights to the titles. Also, the original authors may hold
>copyright--a lot of old 8-bit games were published under agreements that
>had the copyrights defer back to the original author after X number of
>years.

70yrs either way I seem to remember..
--
Paul Irvine

Film Quote

"I'm afraid we have stopped serving breakfast sir"

## 4242. Wanted: Atari 400 w/48k

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-30 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <_NOa4.4559$Fj5.29595@typhoon1.tampabay.rr.com>
Source record: 47834

I'd like to buy (or trade) for Atari 400 with 48k memory (*not* standard 16k memory).
Please email me with your price (or your "trade" desires).
Thanks,
--Mark

# 4243. Re: transfering files from PC to 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-30 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <84gh6f$cs6$1@bob.news.rcn.net>
Source record: 47835

It kind of depends on what you've downloaded. If they are disk images (.ATR or .XFD extenders) you need an SIO2PC cable with either SIO2PC or A.P.E. running at the PC end.

If they are real Atari 8-bit files, a null-modem connection is easiest, provided you have an 850, or P: R: Connection or another way of providing an RS-232 serial connection at the Atari end. Then run a cable from the interface to the PC through a null-modem adaptor, run terminal programs on the Atari and on the PC and transfer to your heart's content!

Keith <kmortensen@snet.net> wrote in message
news:84e3ss$g14$1@nnrp1.deja.com...
> I have just purchased a 130XE and would like to get some help in
> figuring out how to get downloaded files from my WINTEL platform into
> my Atari. Serial port, parallel port, connecting an Atari floppy to
> the PC?????? I have know idea. There seem to be plenty of WEB sites
> to get Atari 8 bit software from, I just don't know how to get it over
> to the 130XE from my PC. Any help would be appreciated.
>
> Thanks,
>
> Keith
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

# 4244. Re: HELP! Bravo Sierra Needs Your Help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-30 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <84ghn6$g4n$1@bob.news.rcn.net>
Source record: 47836
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

You know, it's interesting.

I don't have my Atari hardware any more, but I'm staying up to date via this
ng, emulators, a user group, etc. I've never bought anything from Ben, but
I'd be tempted to give him a try if I ever needed anything. His posts are
informative, and, IMHO, nowhere near excessive. They don't have "caveat
emptor" screaming at you like some other posts I've seen.

The community is small but deserves to live on -- with a minimum of dispute
and hard feelings.

So now there's $.04 in the pot!

Alan
Eric McCormack <earthshaker@midsouth.net> wrote in message
news:386A35E7.342B85C4@midsouth.net...
> With that fact in mind- it is granted that he posts a bit (but
> excessively? Not by my reckoning.).
> But the problem that he has been posting about isn't funny at all. The
> person that Ben is looking for is hammering nails in the Ataris coffin.
> Ben is a nice guy that I have gotten parts from on occasion and never
> had a problem. Screwing over a nice guy counts as downright EVIL in my
> book. He may not have meant it as things do happen, but Ben at least
> deserves an explanation. If we don't look out for each other as a
> community, who will?
>
> Just my 0.02-
>
> Eric
>
> Sean Connery wrote:
> >
> > In article <386412D3.27AEAAA1@jps.net>, John Kolak <jkolak@jps.net>
wrote:
> > >Well, I haven't seen Ben's posts for a long time. In fact I was
> > >wondering if he was still around.
> >
> > Congrats!! Your newsreader has gone sentient and auto-added him to your
> > killfile!
> >
> > The posts are relentless, just like Mav said. Multiple copies,
x-posted,
> > per week. If you have not been seeing them, your ISP's Usenet feed may
be

> > lacking!
> > --
>
> -=-=-=-

# 4245. Re: How do I load an ATR file into the emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-30 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <84ghqo$gth$1@bob.news.rcn.net>
Source record: 47837

The PC Xformer will recognize and run .ATRs -- to the extent that it will
run _ANY_ disk images :)

But I, too, like the others better.

<karolj_nadj@web.de> wrote in message
news:386a2500.2096596@news.s-direktnet.de...
> is the pcxformer a "non" atr-compatible emulator because it uses own
> xfd-image-format?
>
> try atari800win or xlit... they are miles better imho
>
> papa, heaven
>
> http://www.s-direktnet.de/homepages/k_nadj/main.html
>
>
> On Tue, 28 Dec 1999 22:11:12 GMT, "Denis Voitenko" <denis@o3m.com>
> wrote:
>
> >Hello,
> >
> >I've had an 130XE for a while, when I was a kid. Now I found an emulator
at
> >emulators.com and can run it pretty well on my machine. Now, how do I
load a
> >game in an ATR format into the emulator? I used to remember that but no
> >longer :-( Please help.
> >
> >--
> >Denis Voitenko
> >denis@o3m.com
> >
> >
> >
>

# 4246. Pooldisk Too $5 edition: get over 5000 ATR files on CD

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-30 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <386be105.15027226@news.wxs.nl>
Source record: 47838

Just a quick reminder: The Pooldisk Too in a very cheap version can
still be ordered for only US $5. This includes shipping. If you want
it to be shipped by priority mail, add US $1. This double CD contains
over 5000 ATR files for use with the emulators, APE, SIO2PC etc.
It is now very cheap because we ship them without jewel case, without
label, without jewel case inlay. Just the data on two cheap CDR's.
This is a rare chance to get a load of software and information cheap!
For details send E-mail to ernest@wxs.nl and I will tell you how to
order.
Keep those XL's/XE's humming.

# 4247. Re: How do i extract files from a Sparta dos Disk image to a PC file?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-30 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <386be8c3.84870124@news.ds.centuryinter.net>
Source record: 47839

On Thu, 30 Dec 1999 17:26:52 +0200, "Nir Dary" <ndary@bigfoot.com>
wrote:

>Does anyone knows what is the fastest way to extract a Bin file from a
>Sparta DOS .atr image file?

Hi Nir. Yes, I have a couple of programs I've found that can do that.
Can't remember rthe names or where to find them right now though. One
is DOS based, the other (from Germany I think) is Win based.

# 4248. More Atari! Inventory Growing! FREE Atari Computer Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-30 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <84hisg$p5r$1@user2.teleport.com>
Source record: 47840
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

NOW! For a limited time offer! Buy an Atari ST Computer and receive, your choice, for ***FREE*** an ST Color or MonoChrome Monitor. That's right, you too can have a Color or MonoChrome Monitor, made by Atari when you buy an Atari ST Computer. Thats an SC1224 or an SM124 Monitor. Customer pays shipping. While supplies last.

(Update: 12/23/99) I've just bought a bunch of ST Software titles from a distributor. Almost ALL of these copies are Brand New copies. By +NEW I mean either Factory Packaging, ShrinkWrapped, UnOpened or UnUsed. I must of received over 60 new Titles. Most of these titles I only have 1 or 2 copies of each. Many of which my competitors don't have. First come, First serve. I've included in this NewsGroup posting the List of ST Software I've added to my catalog. This list is down below past all the rest of the text. In my Software catalogs, NEW Software (As opposed to used.) I have in it's listing "+NEW".

(Update: 12/17/99) I'm calling on my regular and repeat customers for help. This is a slow time of year for me. I've had customers start on orders and either cancel or postpone their order because they needed to use their Money for the Holiday. Regardless, I have bills that are being neglected & debts to pay. That's why I'm counting on my Customers to help me make a living. Currently I have a bunch of new ST Software come in. Both New and used. I just need time to process the new inventory. So keep an eye on my Catalogs to find what's new.

e-mail: atari@benjamin.net

I invite you to call me for better service. My hours are different from most people. You can can call me anytime to leave a message, but if you want to speak to me directly, my hours are (usually) from 6 P.M.-5 A.M. Pacific Standard Time. Also I'm available from 10 P.M. Sunday Night-3 A.M. Early Tuesday Morning. To sell to a Customer, He/She must be able to E-Mail me. Still, I believe a phone call can do the work of 100 E-Mails. Especially if things get bogged down. If you call and I'm not their, please leave a message stating what you want and a phone number that I can call you back at the hours listed above. Pacific Standard Time. Call (503)256-9974, and if you can't call me Today, Call me Tomorrow.

Click for WebSite!

I've added more and will be adding more Hardware, Software, Books and Accessories for Classic 8 Bit and Atari ST. So checkout what's new on my WebSite. In Fact, check it regularly as my Catalogs are updated regularly. Customer's are served, first come, first serve! I have 6 different Catalogs, and my SoftWare Catalogs are my largest. They have the biggest Byte Count. You should see my inventory! I have TruckLoads of HardWare, Boxes & Boxes of Software & Libraries of Books & Reference Material for the Classic Atari 8 Bit & Atari ST! And remember, if you can't come see me today, come see me tomorrow!

also, if you live in Portland, Oregon, interested in Atari and want to meet with other Atarians. Read the Ad near the bottom of this message.

***FREE*** Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. Now we've moved our meeting to a new night. Same Bat Time! Same Bat Channel! We meet the 2nd Thursday of each Month. Our Next meeting will be Thursday, January 13th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. We're trying to rebuild our club so we're looking for Atarians who wan't to get involved in supporting other Atarians. If your interested, call Ben at (503)256-9974 and by all means, come to our meetings on the 2nd Thursday of the Month. For more info, surf the Web@

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!

You should know I regularly add more Atari stock items to my catalogs and this weekend is no exception. A list of my new ST Software I just added to my Catalog are listed below. In case your wondering why my Catalogs (below) are formatted to 38 Columns. They are made to be compatible with the lowest common denominator. Also known as the Atari 8 Bit. Once the Classic Atari User converts the Carriage Returns to

Atari 8 Bit.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

(Update: 12/23/99)

Bravo Sierra Computers
ST SoftWare Catalogs!

Title; Maker; Description/Features (Optional); Inventory; Price.

Accolade's Mean 18 FAMOUS COURSE DISK Volume II; Accolade;
Disk & Box.....$10.00 U.S.

A-Copier; MegaSoft;
Disk, Copy List & Box.....$10.00 U.S.

Action Fighter; SEGA Arcade Hits/ Mindscape;+NEW.....$10.00 U.S.

Alien Syndrome; Mindscape;
+NEW.....$10.00 U.S.

All Aboard-The Microgauge Train Set; Terrific Software;+NEW....$10.00 U.S.

The Animator; MichTron;
+NEW.....$10.00 U.S.

Annals of Rome-A game of Empire Building; PSS; WarGamers Series;
+NEW.....$10.00 U.S.

Art & Film Director; Epyx-Designer Series;+NEW.....$10.00 U.S.

Atari ST Internals Vol.2; Abacus;Disk for the book; Disk & Box...$7.50 U.S.

BBS Express ST; ICD;
+NEW.....$10.00 U.S.

Biology volume 2; Atari Scholastic Series;+NEW.....$10.00 U.S.

Bismarck-The North Sea Chase-A Battleship Simulation/War Strategy Game.; Datasoft;+NEW.....$10.00 U.S.

California Games; Epyx; Winner "Best Sports Game" of 1988-Quantum Link;
+NEW.....$10.00 U.S.

The Colonel's Bequest-a Laura Bow Mystery; Sierra;Requires 1 Meg of RAM & Double Sided Floppy Drive. Works on MonoChrome or Color Monitor. Optional MIDI support for Roland MT-32 & Casio CZ-101.;+NEW.....$10.00 U.S.

Combat Zone; KeyPunch SoftWare; +NEW.....$10.00 U.S.

The Crimson Crown-Further Adventures in Transylvania; PolarWare; Requires 512K RAM and Color Monitor. A spine-tingling illustrated interactive novel. Over 100 beautifully-detailed graphics.+NEW.....$10.00 U.S.

Dive Bomber; U.S. Gold; Your Mission, Sink the Bismarck!;+NEW...$10.00 U.S.

Easy-Draw; MiGraph; Disk, Manual & Box.....$10.00 U.S.

Easy-Tools; MiGraph; To be used with Easy-Draw version 2.26 or Higher. One MegaByte of RAM.Color or MonoChrome.; Disk, Manual & Box.....$10.00 U.S.

Exolon; HEWSON; +NEW.....$10.00 U.S.

F-15 Strike Eagle; MicroPROSE; +NEW.....$10.00 U.S.

F-16 Combat Pilot; Digital Integration; Undoubtedly has the best armament screen of any flight simulator I've seen. Lets you arm your F-16 any way you want with a vast array of armaments. (2) Disks, Flight Manual, Quick Reference & Box.....$10.00 U.S.

The Games-Winter Edition; EPYX; +NEW.....$10.00 U.S.

GATO-WW II GATO Class Submarine Simulation; Spectrum HoloByte; +NEW.....$10.00 U.S.

Global Commander; Datasoft/Electronic Arts;Interactive game play/Full Color world map and flags/Icon driven interface/Multi-screen layout.; +NEW.....$10.00 U.S.

Harrier Combat Simulator; Mindscape;
+NEW.....$10.00 U.S.

Into the Eagle's Nest; Mindscape;
+NEW.....$10.00 U.S.

Leviathan-A classic space shoot-em-
up!; Thunder Mountain; Like Zaxxon
only better. You can turn around.;
Disk, Docs & Box.....$10.00 U.S.

Mercenary-The Second City; Datasoft;
Mercenary Game Disk Required. Like an
extra missions disk.;+NEW.$10.00 U.S.

Nether World; Hewson;+NEW.$10.00 U.S.

North & South; Data East;
You to can rewrite History!Experience
the Civil War like never before! Play
in either Arcade or Strategy mode.One
or Two player Mode!;+NEW..$10.00 U.S.

Plutos; MindScape;+NEW....$10.00 U.S.

Police Quest 2-The Vengeance; Sierra;
A 3-D Animated Adventure Game. 512K.
MonoChrome or Color monitor. Optional
MIDI support for Roland MT-32 & Casio
CZ-101.;+NEW.....$10.00 U.S.

President Elect-1988 Edition; SSI;
After Reagan, who'll be next in '88?
Relive History or Rewrite History?;
+NEW.....$10.00 U.S.

Q*Ball; MindScape; A pool game inside
a cube. Imagine being able to line up
shots in three dimensions. Imagine no
gravity, eight pockets & the ability
to rotate the table in 3 dimensions
in real time while you make your
shot. 1 or 2 players.+NEW.$10.00 U.S.

Quadralien; Logotron;+NEW.$10.00 U.S.

Quink; Thunder Mountain; The Game of
Quick Thinking for Sharp Minds and
Nimble Fingers! Education/Entertain-
ment-Ages 10 and up.;+NEW.$10.00 U.S.

Risk-The World Conquest Game; Virgin;
Classic game of world domination. A
must for libraries of war strategists
and gamers alike!;+NEW....$10.00 U.S.

Road Raider;Mindscape;+NEW$10.00 U.S.

Rogue; Epyx; Explore 26 Levels before
you reach the Amulet of Yendor. 26
types of unpredictable Monsters.Fast-
Play option included.; Disk, Manual &
Box.....$10.00 U.S.

RVF Honda; MicroPlay;+NEW.$10.00 U.S.

Shanghai; Activision; Mah Jongg.;
Disk, Player's Guide & Box$10.00 U.S.

Silent Service; MicroPROSE;MonoChrome
or Color Monitor.;+NEW....$10.00 U.S.

SkyFox; Electronic Arts;
+NEW.....$10.00 U.S.

Sub Battle Simulator; Epyx;
+NEW.....$10.00 U.S.

Tales from the Arabian Nights;
Unicorn;+NEW.....$10.00 U.S.

Tass Times in ToneTown; Activision;
A bizzare adventure into an alternate
reality.;+NEW.....$10.00 U.S.

Tau Ceti-The Lost Star Colony;Thunder
Mountain; Strategy/Adventure. 360-
degree scanner, 4-way view screen and
infrared night sights for night
battles.;+NEW.....$10.00 U.S.

Team Yankee; Empire Simulation; Tank
Simulator.;+NEW.....$10.00 U.S.

Techno Cop; Epyx;+NEW.....$10.00 U.S.

Tower Toppler; Epyx;+NEW..$10.00 U.S.

Transylvania; Polarware;Requires 512K
RAM and Color Monitor.A new, enhanced
edition of the classic graphic adven-
ture. Beautifully detailed, award-
winning graphics.;+NEW....$10.00 U.S.

Treasure Island; Windham Classics;
+NEW.....$10.00 U.S.

Uridium; Hewson; High-speed, arcade-
style action. Exciting, colorful
graphics. Original music and sound
effects. 1 & 2-player options. 15
challenging levels.;+NEW..$10.00 U.S.

Willow; Mindscape;+NEW....$10.00 U.S.

Winter Challenge; Thunder Mountain;
World Class Competition.Sports/Action
-Ages 10 and up.;+NEW.....$10.00 U.S.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 4249. NEW Meeting Night! Atari Club Meeting in Portland, Oregon. USA!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-30 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <84hjf5$qg4$1@user2.teleport.com>
Source record: 47841
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,
Body handling: HTML body converted to readable text

Please direct all replies through E-Mail at bensmith@teleport.com or atari@benjamin.net instead of NewsGroups as I don't regularly check NewsGroups.

If you have an Atari and live in Portland, Oregon. U.S.A. or vicinity, you are cordially invited to attend a Meeting of the Portland Atari Club. You don't have to be a member to attend. Now we've moved our meeting to a new night. Same Bat Time! Same Bat Channel! We meet the 2nd Thursday of each Month. Our Next meeting will be Thursday, January 13th, 7 pm at the Pizza Baron at 2604 S.E 122nd Avenue in Portland, Oregon. Get together with other Atarians. Make friends, meet new people, maybe find an old friend. Eat Pizza, drink Pop or Beer in a decorative atmosphere. Bring your family to a family friendly place. For more info try:

http://pac.pdxweb.net

e-mail: atari@benjamin.net

For more information or directions, please call our Vice President Ben Smith at (503)256-9974 See you there!
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Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974 DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST! http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

# 4250. Re: HELP! Bravo Sierra Needs Your Help!

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-31 00:00:00 UTC
From: bowling <mbowlin1@tampabay.rr.com>
Message-ID: <NpSa4.4609$Fj5.30429@typhoon1.tampabay.rr.com>
Source record: 47743
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

>I've never bought anything from Ben, but
>I'd be tempted to give him a try if I ever needed anything. His posts are
>informative, and, IMHO, nowhere near excessive.

As I have stated before, I agree wholeheartedly. You know, the number of people who have chosen to devote a portion of their lives to accumulating and offering for sale the Atari computers and merchandise which we collectors seek, is constantly growing smaller and smaller. The commercial Atari vendors fall by the wayside almost weekly, and it is almost unbelievable that a segment of our community tries to give those few dedicated souls remaining a "hard time" about posting advertisements of their offerings. Ease up! ...and take time to *appreciate* and patronize the people who keep our Atari heritage alive through their small businesses and online offerings!

--mb

# 4251. Re: How do i extract files from a Sparta dos Disk image to a PC file?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-31 00:00:00 UTC
From: rhamiiton5@aol.comedy.com
Message-ID: <19991230203443.04030.00000098@ng-ca1.aol.com>
Source record: 47744

>fastest way to extract a Bin file from a
>Sparta DOS .atr image file?

I use Sparta 3.2 in an emulator to transfer to a DOS 2 or MyDOS ATR and then
use ATRextr or UnMakATR from:

http://home.columbus.rr.com/ksiders/atari.htm

I started life with nothing, and still have most of it left...

# 4252. [SEARCH ENGINE] "XL Search" updated - December 30, 1999

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-31 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <3NYa4.1024$73.9722@typhoon.sonic.net>
Source record: 47745
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,alt.games,alt.games.video.classic,alt.games.atari,de.comp.sys.atari

```
What Is It?
-----------
XL Search is a web- and e-mail-based search engine. With it, you can
search numerous Atari FTP and websites for programs for, and documents
related to, Atari 8-bit computers.

(This includes the Atari 400, 800, 800XL, 600XL, 1200XL, 800XE, 65XE,
130XE and XEGS, as well as the numerous Atari 8-bit computer emulators for
DOS, Windows, Unix, Macintosh, Amiga and Atari ST/TT computers.)

Where Is It?
------------
XL Search can be accessed via the web at:

http://xlsearch.atari.org/

or:

http://www.newbreedsoftware.com/xlsearch/

An e-mail gateway is available as well! Simply send a blank message to:

xlsearch@newbreedsoftware.com

An automated reply will explain how to use XL Search via e-mail.

What Has Changed?
-----------------
Marek Zelem's "Fornax" FTP site, containing over 3000 Atari 8-bit files,
has been added to our index.

XL Search has now exceeded the 20,000-file mark! Almost 10 different
Atari 8-bit file collections are indexed!

-bill!
bill@newbreedsoftware.com
http://www.newbreedsoftware.com/
```

# 4253. PS/2 Mouse adaptor PROJECT

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-31 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <84i7rr$ma7$1@news.netvision.net.il>
Source record: 47746

I am currently working on a PS/2 mouse adaptor to the atari
that will emulae a JOYSTIC

Meaning you will connect any PS/2 mice through an adaptor to the Joystick
port. moving the mouse left, right, up, down will act like you moved the
joystic.

this is better then the ST/AMIGA mouse since thouse mices are hard to find..
(not to talk about where i live) and you do not need a special drive for old
paint programs or other software etc...

the prototype is finished and working well, i will publish the project on a
web site i am working on right now!
the adaptor is very small and on the web site you will find how to build one
your self

does anyone knows of a similar idea?, had this been done before?
i currently progrmas the adaptor so both right and left mouse buttong will
be converted to the fire button of the joystic,
do you think that the left joystic buttong should be something else?

let me hear your thoughts...

Happy New year everyone...

NIR

# 4254. Re: Gauntlet for the 8-bit.

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-31 00:00:00 UTC
From: carmel_andrews@my-deja.com
Message-ID: <84ii7u$gfu$1@nnrp1.deja.com>
Source record: 47747

In article <19991217184128.13669.00000023@ng-cf1.aol.com>,
lenspencer@aol.comNOSPAM (Len Spencer) wrote:
> >I am trying to make a backup of my original Gauntlet disk, made by
> >mindscape. I use the Happy Backup feature in Happy 7.1 It gets to
track 39
> >and says you need to use a PDB file. Unfortunately I don't have the
PDB file
> >for Mindscape disks, or just the one for Gauntlet.
> >
> >If anyone knows what can duplicate this disk, please let me know. I
don't
> >want to loose an awesome game like this one!
>
> The thing with Gauntlet is that track 39 has 20 sectors. Most
protection
> schemes use either 17 or 19 sectors instead of the standard 18, but
this one
> takes it to the limit.
>
> Sorry I can't help you with the Happy, but here's how I did it with
the
> Archiver:
>
> First, let the Archiver part of the program copy tracks 0 thru 38 as
normal
> with format on. Then with the Editor part of the Archiver program,
set up a
> track of 20 sectors, setting all the gaps to the minimum allowed
(should be in
> the Archiver docs - I'm relying on memory right now and it's been a
few years
> since I've done it). Format track 39 on the destination disk with
this
> arrangement. Then with the Archiver program again, read in track 39
of the
> original and write it to the destination disk with format OFF. This
makes an
> identical copy-protected (sic) copy of the original.
>
> One alternative would be to use Chipmunk to make an unprotected copy.
I have
> Chipmunk version 3.02, not sure if Gauntlet is in the parameters list
of
> earlier versions.

>
> Hopefully someone will have that PDB file you need, though, so you
won't have
> to go through the contortions I did....
>
>Yo! Len, hows the ATARI thing going

Re: Gauntlet prob's, I was told that the US/Mindscape version of
gauntlet is basically a repackaged version of the UK/USG deal (now
eidos)
If you have a pdb file for usg's version, I cant see there being a prob
with the US/Mindscape deal

Make my millenium

carmel A

>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

# 4255. Re: How do i extract files from a Sparta dos Disk image to a PC file?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-31 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <386cd678.4885994@news.wxs.nl>
Source record: 47748

On Thu, 30 Dec 1999 17:26:52 +0200, "Nir Dary" <ndary@bigfoot.com>
wrote:

>Does anyone knows what is the fastest way to extract a Bin file from a
>Sparta DOS .atr image file?
>
>NIR

I think the XDIR program supports spartados.
Take a look at http://www.xs4all.nl/~stack
You can download it from there!

Keep those XL's/XE's humming.

# 4256. Re: How do i extract files from a Sparta dos Disk image to a PC file?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-31 00:00:00 UTC
From: Russg <russg@en.com>
Message-ID: <386ce188$0$1384@news.voyager.net>
Source record: 47749

(How extract a file from a SpDOS ATR image.)
Right.
I think you can use APE mirror. You would copy from .ATR image
to the mirror drive, using a real A8 and APE/SIO2PC cable.
Actually, I use my own program I wrote to do this. It isn't pretty, but
it works.
Russg

# 4257. Ps/2 Mouse to Atari Project

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-31 00:00:00 UTC
From: Nir Dary <ndary@bigfoot.com>
Message-ID: <84ikdp$p79$1@news.netvision.net.il>
Source record: 47750

I am currently working on a PS/2 mouse adaptor to the atari
that will emulae a JOYSTIC

Meaning you will connect any PS/2 mice through an adaptor to the Joystick
port. moving the mouse left, right, up, down will act like you moved the
joystic.

this is better then the ST/AMIGA mouse since thouse mices are hard to find..
(not to talk about where i live) and you do not need a special drive for old
paint programs or other software etc...

the prototype is finished and working well, i will publish the project on a
web site i am working on right now!
the adaptor is very small and on the web site you will find how to build one
your self

does anyone knows of a similar idea?, had this been done before?
i currently progrmas the adaptor so both right and left mouse buttong will
be converted to the fire button of the joystic,
do you think that the left joystic buttong should be something else?

let me hear your thoughts...

Happy New year everyone...

NIR

# 4258. Cassettes & PC-based emulators

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-31 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <84ipg8$aaj$1@supernews.com>
Source record: 47751

Does anyone know if any of the PC-based emulators
(preferably but not necessarily ones that run on Win32)
can use data from Atari 8-bit cassettes?

(I'm asking because I've been working on a program to
transfer data off the cassettes and onto my PC, so I'd
like to find out if anyone already has a suitable data
format that I should make my program write-out).

Thanks.

_____________________________________________________
Alastair Houghton ajhoughton@lineone.net

## 4259. Happy new year folks..

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-31 00:00:00 UTC
From: Paul Irvine <mclane@dellos.freeserve.co.uk>
Message-ID: <QcFsOBiBPGwwMVLU1GzMjlc+eNkz@4ax.com>
Source record: 47752

Still enjoying my old Atari into 2000 :)
--
Paul Irvine

Film Quote

"I'm afraid we have stopped serving breakfast sir"

# 4260. Re: Gauntlet for the 8-bit.

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-31 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <386d02fc.157130392@news.ds.centuryinter.net>
Source record: 47753

Dunno but I think I have a working ATR version. Will be available
soon I hope for all.

On Sun, 12 Dec 1999 18:30:49 -0600, "Marshall Walker" <mwalker@mc.net>
wrote:

>Hi all,
>
>I have a simple question for you Happy Drive guru's.
>
>I am trying to make a backup of my original Gauntlet disk, made by
>mindscape. I use the Happy Backup feature in Happy 7.1 It gets to track 39
>and says you need to use a PDB file. Unfortunately I don't have the PDB file
>for Mindscape disks, or just the one for Gauntlet.
>
>If anyone knows what can duplicate this disk, please let me know. I don't
>want to loose an awesome game like this one!
>
>Thanks all.

# 4261. Re: How do i extract files from a Sparta dos Disk image to a PC file?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-31 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <386e036a.157240810@news.ds.centuryinter.net>
Source record: 47754

Yes, that's one of the 2 progs I mentioned. That's the DOS based one.
Somewhere I have a Win based one also. Let me look... Okay try
http://www.media-inside.de/hcrburk/atariman.zip

On Fri, 31 Dec 1999 16:17:01 GMT, ernest@wxs.nl (Ernest R. Schreurs)
wrote:

>On Thu, 30 Dec 1999 17:26:52 +0200, "Nir Dary" <ndary@bigfoot.com>
>wrote:
>
>>Does anyone knows what is the fastest way to extract a Bin file from a
>>Sparta DOS .atr image file?
>>
>>NIR
>
>
>I think the XDIR program supports spartados.
>Take a look at http://www.xs4all.nl/~stack
>You can download it from there!
>
>Keep those XL's/XE's humming.

## 4262. Re: Happy new year folks..

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-31 00:00:00 UTC
From: ssilicon@centuryinter.net
Message-ID: <386f0a23.158961270@news.ds.centuryinter.net>
Source record: 47755

Happy new year Paul!! Still waiting here in USA for the big hour. :)

On Fri, 31 Dec 1999 17:58:21 +0000, Paul Irvine
<mclane@dellos.freeserve.co.uk> wrote:

>
>
>Still enjoying my old Atari into 2000 :)

# 4263. Re: Cassettes & PC-based emulators

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-31 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <84jbg5$6j6$1@freenet9.carleton.ca>
Source record: 47756

"Alastair J. Houghton" (ajh8@doc.ic.ac.uk) writes:
> Does anyone know if any of the PC-based emulators
> (preferably but not necessarily ones that run on Win32)
> can use data from Atari 8-bit cassettes?
>
> (I'm asking because I've been working on a program to
> transfer data off the cassettes and onto my PC, so I'd
> like to find out if anyone already has a suitable data
> format that I should make my program write-out).

Ernest Schreurs has done extensive work with the Atari cassette
fsk conversion. Here is some info from the FAQ:

http://www.faqs.org/faqs/atari-8-bit/faq/section-30.html

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

# 4264. Re: Cassettes & PC-based emulators

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-31 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <386d334f.2090531@news.wxs.nl>
Source record: 47757

On Fri, 31 Dec 1999 17:33:20 -0000, "Alastair J. Houghton"
<ajh8@doc.ic.ac.uk> wrote:

>Does anyone know if any of the PC-based emulators
>(preferably but not necessarily ones that run on Win32)
>can use data from Atari 8-bit cassettes?
>
>(I'm asking because I've been working on a program to
>transfer data off the cassettes and onto my PC, so I'd
>like to find out if anyone already has a suitable data
>format that I should make my program write-out).
>
>Thanks.
>
>_____________________________________________________
>Alastair Houghton ajhoughton@lineone.net
>
>
>

Hi Alasstair. I wrote a utility to convert data from cassettes to the
PC, or other machines. The audio is recorded with a sound card into a
.wav file. My program processes the .wav data and outputs a .cas file
which is an image of the data on the tape. None of the emulators
currently support this format. But maybe in the future?

You can download my stuff free from my homepage
http://home.planet.nl/~ernest or from the Umich archives.
The 'C' source code is included.
If you have questions about this, you can also E-mail me.
Keep those XL's/XE's humming.

## 4265. Antic & Analog Type-Ins?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-31 00:00:00 UTC
From: Mindfield <diespamdie!!!mindfield@home.com>
Message-ID: <bqcq6s8vp0a3fa9iccbn594hs222leu08k@4ax.com>
Source record: 47758

Would anyone happen to know of a site that carries all the classic Antic and Analog type-ins from the mags? There are some great classics I'd like to get my hands on -- mostly Antic stuff, but also some of the better Analog ones as well. Thanks!

# 4266. Re: Antic & Analog Type-Ins?

Newsgroup: comp.sys.atari.8bit
Date: 1999-12-31 00:00:00 UTC
From: Drol <NO@SPAM.COM>
Message-ID: <386D614A.589FB388@SPAM.COM>
Source record: 47759

Mindfield wrote:
Would anyone happen to know of a site that carries all the classic
Antic and Analog type-ins from the mags? There are some great
classics I'd like to get my hands on -- mostly Antic stuff, but also
some of the better Analog ones as well. Thanks!

Goto http://www.newbreedsoftware.com/xlsearch/ and do a search :)
Typing Analog yields 126 matches.
Antic yields 1337 matches.

Happy New Year